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| Game: RATTUS Pub: ©2010 Z-Man Games | v1 May 2011 |
| Page 1: Rules summary Core Game Page 2: Rules summary Pied Piper expansion | |
| Print on card (ensure you are printing at 100% scale) laminate and trim to size. | |

Ase & Henrik Berg

Rattus

Setup

The **board** is divided into 12 **regions** and a **palace** area. Arrows indicate regions treated as neighbors.

2 players: use the light colored regions only.

3 players: use the light and middle colored regions.

4 players: use all regions on the board.

Lay the 6 **class cards** faceup beside the board. Each player chooses a color and takes all the **wooden cubes** of that color. The 12 **starting rat tokens** (purple circles) are mixed facedown, and one is placed facedown in each region of the board (in a 2/3-player game, 8/10 regions are used, and only 8/10 starting rats are placed on the board).

The regular **rat tokens** are mixed facedown as a supply beside the board. With less than 4 players, remove randomly drawn tokens (not the starting tokens) from the game. For **2 players** remove 12 tokens; for **3 players** remove 6 tokens. The remaining starting tokens are mixed together with the regular rat tokens.

Place the **Plague piece** in a randomly chosen region.

Starting with the youngest player and going clockwise, each player places 2 of his cubes in any region. Then, starting with the last player and going counter-clockwise, each player places 2 more of his cubes in any region on the board.

The starting player takes the first turn, and the other players follow in clockwise order.

Turn Sequence

The active player plays through these phases. Phase A and B may be done in any order, but phase C must always be at the end of the turn.

A. Pick a New Class Card (optional)

You may take one class card, either one aside the board or from another player. Cards are kept clearly visible in front of each player. You must keep your class cards until they are taken away by another player (the only way to get rid of them).

Even if you already have one or more class cards, you are allowed to take another card during each of your turns. If you have more than one card at the same time, you gain all the advantages of all your cards.

B. Place New Cubes on the Board

You may place cubes of your own color in any one region on the board. Place as many cubes as the number of rat tokens currently in the chosen region. You may not usually add any cubes to a region with no rat tokens.

C. Move the Plague Piece

Finally, you must move the Plague piece to a region (the **Plague Region**) neighboring its current location. You may choose freely among the neighboring regions, but the Plague piece may not remain in its current region. *Then:*

1. The Plague Spreads

If the **Plague Region** contains no rat tokens, nothing happens.

If the **Plague Region** contains one rat token, place a new token from the supply in any region neighboring the **Plague Region**.

If the **Plague Region** contains 2 or 3 rat tokens, place 2 new rat tokens from the supply in any region(s) neighboring the **Plague Region** (either 2 in one region or one in each of 2 different regions).

Rat tokens must be placed facedown—no players are allowed to look at the front sides.

There may never be more than 3 rat tokens at the same time in any one region. If all the neighboring regions contain 3 rats, no more rats are added.

2. The Plague Ravages the Plague Region

If the **Plague Region** contains at least one wooden cube and one or more rat tokens, these tokens are revealed and evaluated one at a time, until either all tokens have been revealed or all the cubes in the region have been removed.

Remove all revealed rat tokens from the game. Remaining facedown rat tokens stay in the region.

As soon as the **Plague Region** either contains no more rat tokens or no more cubes, the current turn ends, and the next player begins his turn.

Rat Tokens

The rat tokens show the following information:

Limit value (top). If the total number of wooden cubes (regardless of color) in the **Plague Region** is equal to or greater than the limit value, there is an outbreak. If the number of cubes is lower, the rat token is removed from the game with no effect.

One or more symbols (middle): For each given class symbol, the player currently owning the corresponding class card has to remove one of his cubes from the **Plague Region** and put it back into his supply. If he does not have any cubes in this region, he is not affected.

Symbols M (Majority) or **A** (All) (bottom): For each **M**, the player currently having most cubes of his color in the **Plague Region** has to remove one cube. On a tie, all tied players must remove one cube each. For each **A**, all players with cubes there have to remove one cube each.

M symbols are always evaluated first, affecting the player who has the majority of cubes in the region when the token is revealed. After the **M** symbols, the rest of the symbols are resolved in any order.

The Class Cards

Only the player whose turn it is may use the special abilities of his class card(s). He may use the abilities of each card only once each turn, and only before phase C is played (exception: *Knight*).

King (Royalty)

A player with this card may, at any time during his turn, move one of his cubes on the board from a region containing no rats to the palace area.

Cubes in the palace are safe for the rest of the game, and count as regular cubes when counting scores at the end of the game.

Knight (Chivalry)

A player with this card may move the **Plague** piece up to 2 regions in phase C, before the effects of the plague are evaluated. The player may also, before rat tokens are revealed, decide to let the **Plague** piece count as 2 neutral population cubes in the affected region when evaluating population limits on the rat tokens.

Merchant (Bourgeoisie)

A player with this card may, at any time on his turn, move up to 3 cubes of his own color from one region to one of its neighboring regions.

Monk (Church)

A player with this card may, at any time on his turn, move any one rat token from any region to a neighboring region. This movement may be performed either before or after adding new cubes in phase B.

Peasant (Peasantry)

A player with this card may add one cube more than usual when he adds cubes to a region in phase B (eg, he may add 4 cubes to a region containing 3 rat tokens, or 1 cube to a region without rat tokens).

Witch (Magic)

A player with this card may, at any time on his turn, look at any one rat token on the board. Then he may look at any other rat token on the board, either in the same or in a different region. Finally, he may, if he wishes, swap the 2 selected rat tokens (if they are in different regions).

Game End

The game ends after the turn during which either:

- the supply of rat tokens is depleted, or
- a player manages to have all his cubes on the board at the end of his turn (this is rare).

A **final round** follows in which all players, except the player having the last regular turn, may use the abilities of their class cards one last time.

This final round is played counter-clockwise, beginning with the player sitting to the right of the player who had the last regular turn.

Players are only allowed to use the abilities of the cards they currently hold. They may not take any new cards, add cubes (exception: *Peasant*) nor move the **Plague** piece (exception: *Knight*). Cards have their usual abilities, with these exceptions:

Peasant: A player holding this card may add a cube of his own color in any one region.

Knight: A player holding this card may move the **plague** piece up to 2 steps. When the game ends, the **plague** piece counts as 2 neutral population cubes in the affected region.

Finally, the plague ravages all the 12 regions (one at a time all rat tokens are revealed and evaluated).

The player with the most cubes still in play on the board (including any in the palace) wins. On a tie, the winner is the tied player that would have had the next turn if the game had not ended.

Åse & Henrik Berg

Rattus

Pied Piper

Setup

Only 6 class cards are used. Either draw 6 class cards at random after shuffling all 18 cards, shuffle the cards of the 6 different classes separately, then draw one at random for each class, use one of the suggested sets, or select a set that all players agree on.

When playing with less than 4 players, it is recommended that at least one of the *Chivalry* cards is included among the class cards used.

After selecting the class cards, prepare the game as normal.

Then play the game as normal, using the 6 selected class cards. If 2 or more cards belonging to the same class are in play, each symbol on a rat token will kill one cube for each card of this class a player holds.

Card Set Suggestions

Prosperous Times: *Peasant, Baker, Serf, Queen, Mayor, Soldier.* This set contains mostly cards that allow players to add extra cubes; the board will tend to become more populated than usual.

Rat Control: *Pied Piper, Wizard, Bishop, Nun, Monk, Emperor.* This set consists of cards that affect movement, placement or the resolution of rats.

Europe at War: *Knight, Crusader, Soldier, Courier, Merchant, Pied Piper.* This set contains cards that allow the players to attack each other in various ways.

New Class Cards

Only the player whose turn it is may use the special abilities of his class card(s). He may use the abilities of each card only once each turn, and only before phase C is played (*exceptions: Soldier, Crusader and Serf*).

Crusader (Chivalry)

A player with this card may move the Plague piece up to 2 steps in phase C, before the effects of the plague are evaluated. Additionally, the player may reveal all the rat tokens in the Plague Region simultaneously, and then decide the order in which they will affect the Region.

Courier (Bourgeoisie)

A player with this card may swap any 2 cubes on the board (*ie*, he may swap one of his own cubes with a cube belonging to another player in another region, or he may swap 2 cubes belonging to 2 other players).

This swapping is not affected by any wall pieces in play.

Soldier (Chivalry)

A player with this card may move the Plague piece up to 2 steps in phase C, before the effects of the plague are evaluated. Additionally, when placing new rats in phase C, he may place one extra rat.

If a player holds 2 or more *Chivalry* cards, he will still only be able to move the Plague piece up to 2 steps.

Mayor (Bourgeoisie)

A player with this card may, instead of adding cubes according to the regular rules (one cube per rat) in phase B, add one cube to each region in which he has more cubes of his color than any other player.

If the player also holds the *Peasant* card, the extra cube may be placed in one of the regions in which he has more cubes of his color than any other player.

If the player also holds, and is able to use, the *Queen* card, the 2 extra cubes may be placed in one or two of the regions in which he has more cubes of his color than any other player.

He can choose not to use the ability of the *Mayor*; if he prefers to he may place according to the number of rats instead.

Emperor (Royalty)

A player holding this card may place (or move, if already in play) the 3 wall pieces. A wall piece may be placed on a border between 2 regions on the board, or on an arrow connecting 2 regions.

Nothing can be moved across a border blocked by a wall piece, that is, neither rats, cubes nor the Plague piece may cross this border until the wall is taken away.

The Nun and Bishop pieces are not blocked by the walls, since these are placed freely on the board and not moved between regions.

Pied Piper (Magic)

A player with this card may move one cube of his own color from one region into a neighboring region. If he does this, he has to move along as many rat tokens as possible from the original region into the new region.

The wall pieces prevent such movement. If a player uses the *Pied Piper* to move a cube into a region containing a Bishop piece, no rat tokens are moved along into the new region.

The number of rats per region can still not exceed 3. Thus, if a player moves a cube from one region into a neighboring region containing 2 rats, he only moves along one rat into the new region.

The player is allowed to use the *Pied Piper* to move a cube into a neighboring region even if no rats can be moved along, that is, if the original region contains no rat and/or if the new region already contains 3 rats or a Bishop piece.

Serf (Peasantry)

At phase C of his turn, a player with this card may place one cube of his own color into the plague region for each rat token that kills at least one cube belonging to another player. The cube is placed in the region immediately, and may thus affect (and be affected by) the resolution of the remaining rat token(s).

Queen (Royalty)

If the player with this card has cubes of his color in a larger connected area than any other player, he may add 2 cubes more than usual when he adds cubes to a region in phase B.

Wizard (Magic)

A player with this card may place one **potion token** with one of his cubes anywhere on the board. A cube can possess more than one potion token.

Whenever a cube must be removed due to a plague outbreak in phase C, the owner of the cube may instead choose to remove a potion token placed with the cube. This does not count as the rat killing a cube for the purpose of using the *Serf* card.

Baker (Peasantry)

A player with this card may place one cube of his own color on the *Baker* card on each of his turns.

Whenever the *Baker* card is taken by another player, that player immediately places all the cubes on the card in a region of his choice on the board.

Nun (Church)

A player with this card may place (or move, if already in play) the 3 Nun pieces. A Nun piece may be placed in any region, and several Nuns may be placed in the same region.

Each Nun piece reduces the population of the region by one for the purpose of evaluating the population limits on the rat tokens in phase C.

Bishop (Church)

A player with this card may place (or move, if both are already in play) one of the 2 Bishop pieces. A Bishop piece may be placed in any region, and both Bishops may be located in the same region.

No rats may in any way be moved into or placed in a region containing one or both Bishop pieces.

Game End

When the game ends there is a final counter-clockwise round in which all players, except the player having the last regular turn, may use the abilities of their class cards one last time.

After the final round, and before the plague ravages all the 12 regions, if the *Baker* card is in play the player to the left of the player currently holding the *Baker* card places all the cubes on the card in a region of his choice on the board.

Cards have their usual abilities, except:

Queen: If the condition of the *Queen* card is fulfilled, the player may add 2 cubes to any region.

Soldier: The player may add one rat into a neighboring region with the Plague piece. If the supply of tokens is empty, draw at random from the used rat tokens.

Crusader: The player may move the Plague piece up to 2 steps, reveal all the rats in this region and immediately resolve them in any order he chooses.

Mayor: The player may add one cube to one region in which he has more cubes than any other player.

Serf: The player may move the Plague piece one step, and let the card affect the region moved into.

Card Combination: If one player holds more than one of the cards that depend on the Plague piece (*Crusader, Knight, Serf*), he must apply the effects of these cards in the same region.