



Rattus

BIG BOX



It is the year 1347 AD. A disaster is about to strike. The Black Death is approaching, and during the next few years, large parts of the population of Europe and Northern Africa will be killed by the plague. In Rattus, the players settle in the various regions of Europe and Northern Africa, while the plague spreads through all these regions.

The players gain help from the various professions of the middle ages. Some of these, like Peasants and Bakers, help the players grow their populations.

Some, like the Monks and Nuns, use wisdom and faith to avoid the plague, while the warfare conducted by the Knights and Soldiers spreads the plague to new areas.

However, the plague does not make any distinction. When the rats arrive, no one can feel safe. Finally, the plague withdraws and the game ends. Only then will it be clear who was able to keep his population alive, and win the game!



MARE MEDITERANUM

Setup



1

Place the gameboard in the middle of the table. Different regions are used in the game, depending on the number of players.

- In a 2 player game, use the 7 light brown regions only.
- In 3 player games, use the 7 light brown regions and the 3 medium brown regions (“Bulgaria”, “Polonia” and “Turkiye”).
- In 4 player games, use the 7 light brown regions, the 3 medium brown regions and the 2 dark brown regions (“Russia” and “Golden Horde”).
- In 5 player games, use all the regions except the 2 dark brown regions (“Russia” and “Golden Horde”).
- In 6 player games, use all the regions.

2

Select the class cards to be used in the game, and place them somewhere next to the game board.

- In a 2-4 player game, six class cards are used.
- In a 5-6 player game, eight class cards are used.

For your first couple of games, we recommend using the class cards

Peasant (1), Merchant (2), Monk (3), Knight (4), Witch (5) and King (6).

If your first game is a 5 or 6 player game, we recommend adding the Courier (11) and the Caravanner (21). In later games, you may want to explore different class cards. See the expansions rulebook for information on playing with other class cards.

3

Each player chooses a colour and receives all citizens in their colour.

4

Sort out the 17 starting rat tokens (the ones marked with a purple circle). Shuffle these face down, and place one face down in each of the regions on the board. With less than six players, some regions are not used, no rat tokens are placed in these regions. Shuffle the remaining starting rat tokens together with the rat tokens.

5

Place the rat tokens (48 + any remaining starting rat tokens) in a facedown supply near the game board. With less than six players, some rat tokens are removed (unseen) from the game:

- In a 2 player game, 24 rat tokens.
- In a 3 player game, 20 rat tokens.
- In a 4 player game, 16 rat tokens.
- In a 5 player game, 8 rat tokens.

6

Place the Plague Piece in a randomly chosen region.

7

Choose a starting player. Starting with the start player and going clockwise around the table, each player places two of his citizens in any region on the board. Thereafter, starting with the last player and going anti-clockwise around the table, each player places two more of his citizens in any region on the board.

Note: In a game with 5 or 6 players, each player then places yet another two citizens on the board, starting with the starting player and going clockwise around the table.

Game play

The game is played in turns until the end of the game is triggered. The start player begins and the other players follow clockwise around the table.

The active player performs the following actions in order:

1

Action phase

- Increase population
- Take a class card (optional)

2

Plague phase

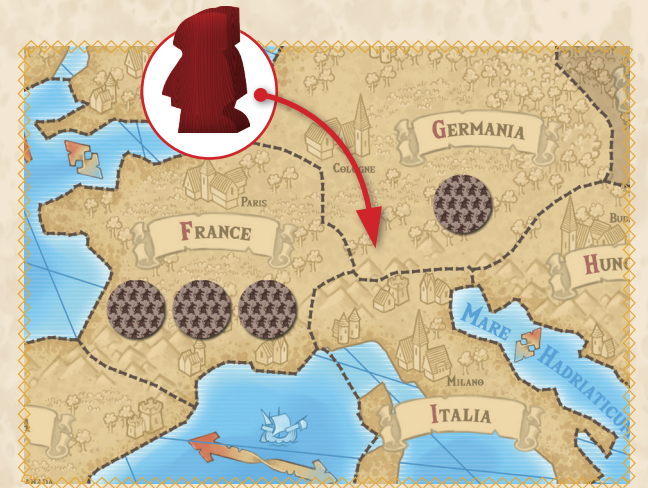
- Move the Plague Piece
- Add rats
- Resolve the plague

Increase population



The player may place citizens his colour in ANY ONE region on the game board. He places as many citizens as the number of rat tokens currently present in the chosen region. Thus, the player may not add any citizens to a region with no rat tokens (unless allowed by a class card).

Example: There are currently three rat tokens in France, one in Germania and none in Italia. It is the red player's turn. He chooses to add one of his citizens to Germania. If he instead decided to add citizens to France, he would be allowed to add three citizens, while in Italia he would not be allowed to add any citizens at all.



Take one class card (optional)



Before or after increasing population, the player may take one class card, either one of the untaken ones beside the board or from another player. The class cards taken by the players are kept clearly visibly on the table in front of each player. Each of the class cards yields certain advantages to the player owning them (see page 7), but at the same time they increase the probability of the citizens of the player being killed by the plague. The player must keep his class cards until they are taken away by another player. There is no other way of getting rid of them. Note that a player is allowed to take a class card even if he already possesses one or more class cards (taken in earlier turns). Thus it may often happen that one player has more than one card at the same time. In this case, he gains all the advantages of all the cards he has and can apply these in any order he sees fit.

2 Move the Plague Piece



After performing actions in phase 1, the player **MUST MOVE** the plague piece into a neighbouring region of its current location. The active player chooses freely among the neighbouring regions. He is not allowed to let the Plague Piece remain in its current region. The region moved into by the Plague Piece is called the **Plague Region**.

Add rats

The plague now spreads from the Plague Region. Depending on the number of rats in the Plague Region, different numbers of rats are added according to the table on the right. The player must place the new rat tokens from the supply face down in regions neighbouring the Plague Region. When placing more than one rat, they do not need to be placed in the same region. There may **NEVER BE MORE THAN THREE RAT TOKENS** at the same time in any one region! Therefore it is not allowed to add rats in a region already containing three rats. In this case the player has to choose one of the other neighbouring regions of the Plague Region. In the rare event that all the neighbouring regions of the Plague Region contain three rats, no more rats are added.






Number of rats in Plague Region	Number of new rats
0	0
1	1
2-3	2

Resolve the plague

Finally, the Plague ravages the Plague Region. If the Plague Region contains at least one citizen and one or more rat tokens, these rat tokens are revealed and evaluated one at a time, until either all rat tokens have been revealed or all the citizens in the region have been removed. All revealed rat tokens are removed from the game, any remaining face-down rat tokens remain in the region.

Note: If the Plague Region contains no citizens, no rats are revealed. Any rats in the region remain face down.

The front sides of all the rat tokens show the following of information:

- **A limit value:** If the total number of citizens (regardless of colours) in the Plague Region is EQUAL TO OR GREATER THAN the given limit value, the Plague will now have an outbreak. Otherwise, that is, if the number of citizens is lower than the given limit value, the rat token is removed from the game without any further consequences.
- **One or more symbols:** These symbols indicate which of the classes will be infected by the plague. For each given class symbol, the player(s) currently owning the corresponding class card(s) have to remove one of his citizens from the Plague Region and put it back into his supply for each corresponding class card owned. If the player does not have any citizens in this region, he is not affected. In addition to or instead of class symbols, the symbols  and/or  may also appear. For each given , the player currently having most citizens of his colour in the Plague Region has to remove one citizen. In the case of a tie for majority, all tied players have to remove one citizen each. The  symbols are always evaluated first, that is, they always affect the player who has the majority of citizens in the region when the rat token is revealed, even if other symbols on the rat token would result in another player having more citizens than this player. For each given , all players with citizens in the Plague Region have to remove one citizen each.



Front

Back

Class symbols



Effect symbols



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



Example

The yellow player currently has the card Knight (♠ Chivalry)

The green player has the cards Peasant (🏠 Peasantry) and Merchant (🐉 Bourgeoisie).

The blue player has the Monk (✝ Church), Witch (🚩 Magic) and King (👑 Royalty).

It's the red player's turn, and he is about to enter the Plague Phase. He decides to move the plague piece into France. France currently contains three rat tokens, two green citizens and one yellow citizen. First, the plague spreads. Since France contains three rat tokens, two new rat tokens have to be placed in one or two of the neighbouring regions of France. The red player chooses to place them both in Espagna. Thereafter, the plague ravages France.



One by one, the three rat tokens are revealed:



The first revealed token shows the limit value 1. France contains three citizens, therefore the plague will have an outbreak. The rat token shows one 👑 symbol and one 🏠 symbol. Since the green player currently has the 🏠 Peasant card, he has to remove one of his citizens and return it to his supply. The blue player has the King 👑 card, but since he does not have any citizens in France, he obviously does not have to remove any.



Since France still contains more citizens, the next rat token is revealed. It has the limit value 3. However, currently France only contains two citizens (since one of the green ones was just removed), therefore this rat token has no effect.



Finally the last rat token is revealed. It turns out to have a limit value of 2, therefore the plague once again has an outbreak. The symbols given on this rat token are ✝ and 🏠. The green and yellow player are currently tied for the Majority, therefore they both have to remove one citizen each. Consequently, France is now completely devastated. According to this last rat token, the player holding the 🏠 card (green) should remove another citizen from the region, however, he no longer has any citizens in France to remove.

The red player's turn ends with the following situation.



Class Cards

The rules for the class cards

- Only the player whose turn it is may use the abilities of the class card(s) in front of him.
- The abilities of each card may only be used once each turn.
- The abilities can be used at any time during the *Action phase* (except when otherwise noted, e.g. Knight).
- The player is not required to use the abilities of the cards he holds.



1 Peasant

Add one citizen more than usual when increasing population. For example, add 4 citizens to a region containing 3 rat tokens, or 1 citizen to a region without rat tokens.



2 Monk

Move any one rat token from any region to a neighbouring region. As usual, the maximum number of rats in any one region is three, therefore the Monk is not allowed to move a rat into a region already containing three rats.



3 Merchant

Move up to 3 citizens of your own colour from one region to one of its neighbouring regions.



4 Witch

Look at any one rat token on the board. Then look at any other rat token on the board, either in the same or in a different region. Finally, you may, if you wish, swap the two selected rat tokens (this obviously only makes sense if you looked at rat tokens in two different regions).



5 King

Move one of your citizens *on the board* to the Safe Haven area. This citizen must be taken from a region **containing no rats**. Citizens in the Safe Haven area are safe for the rest of the game, and count as regular citizens when counting scores at the end of the game.



6 Knight

You may move the plague piece up to two steps (with 5 or 6 players: three steps) in the Plague phase, before adding rats and resolving the plague. Additionally, subtract 2 from the limit value on each rat when revealing rats in the plague region.



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 citizens on the board at the end of his turn.

Thereafter 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 anticlockwise, beginning with the player sitting right of the player who had the last regular turn. In this final round, the players are only allowed to use the abilities of the cards they currently hold. They are neither allowed to take any new cards, add citizens nor move the plague piece, except if allowed by their class cards.

The class cards now have the following abilities:

- Cards that allow the player to place additional citizens (e.g. Peasant), allow the player to place these additional citizens in any one region.
- Chivalry cards and Serf (Pied Piper expansion): Move the plague the allowed number of steps, and let the card(s) affect the region moved to.
- The rats are evaluated immediately (no new rats are placed (exception: Soldier (Pied Piper expansion))). If you hold more than one of these cards, you have to apply them all to the same region. *Note: If the card requires additional rats, draw from the discarded rats.*
- All other cards have their regular effects unless otherwise described.

Finally, the plague ravages all the regions on the board, that is, one at a time all the rat tokens are revealed and evaluated. If the order of evaluation of regions or rats is important (for example, if someone has used the Witch to see the front sides of the rats), the player who had the last regular turn decides the order.

After this, the players score one victory point for each citizen still in play on the board (including any citizens in the “Safe Haven”). The player with the most victory points wins. In the case of a tie between two or more players, the game is won by the tied player that would have had the next turn if the game had not ended.



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