



# Rattus

## BIG BOX

**P**IED **P**IPER **E**XPANSION

**A**FRICANUS **E**XPANSION

**A**CADEMICUS **E**XPANSION

**G**UILDS AND **I**NNS

**B**ONUS



**E**urope, 1348. The Black Death ravages Europe. Until now the players have used the help of a handful of different medieval classes to fight the plague. Now it's time to call for reinforcements. New personalities are ready to provide their help to the players. Some of these, like the Queen and the Emperor, use their wealth and power to aid the players. Some, like the Nun and the Bishop, use wisdom and faith to avoid the plague, while others resort to magic and witchcraft, like the Pied Piper, who uses his magical flute to lure the rats along with him.



MARE MEDITERANUM



# Components

## PIED PIPER



3 Wall pieces (for the Emperor class card)



2 Bishop pieces (for the Bishop class card)



3 Nun pieces (for the Nun class card)



30 Potion tokens (for the Wizard class card)



12 class cards (2 for each of the 6 classes Peasantry, Bourgeoisie, Church, Chivalry, Magic, and Royalty)

## AFRICANUS



1 Caravan piece (for the Caravanner class card)



68 region cards, (each showing a named region and either two different class symbols or ?)



15 Diplomat podiums (for the Sultan class card)



4 Islamic class cards

## ACADEMICUS



30 Event cards (7 x University founded, 14 x Class Bonus (two for each class), 3 x Discard and 6 x No Event,



2 University pieces (one green and one white)



30 victory point/university tokens (used by the Sultan class card and the module The Universities)



27 upgrade tiles (corresponding to each class card except Alchemist)



6 class cards (1 for each of the 6 classes Peasantry, Bourgeoisie, Church, Chivalry, Magic, and Royalty)





## The Expansion Modules

In this game, 4 expansion modules are included: *Region Cards* (from Rattus Africanus), *Universities plus Upgrades* (both from Rattus Academicus) and “Guilds and Inns” (a totally new expansion). Experienced Rattus players may want to add one or more of these modules to the game. They can be combined in any way you want (and combined with any set of class cards), but note that using two or all three modules in one game will result in a rather complex game with increased playing time. We also included 3 bonus cards that can be combined in any way you want (and combined with any set of class cards).

## Class Cards

After playing a couple of games with the recommended starting class cards, you will probably want to explore playing with other cards. The rule for selecting class cards is really simple: You can play with whatever combination of class cards you want!

- In a 2-4 player game, use 6 class cards
- In a 5-6 player game, use 8 class cards
- The selected cards can have any distribution of class symbols (e.g. if you wish, you can play the game with just four “Peasantry” cards and two “Chivalry” cards). However, at least one “Chivalry” card should be included (to ensure that all regions of the board can be reached with the plague piece)
- Some class cards come with additional game materials (Bishop, Nuns, Emperor, Wizard, Caravanner, Sultan). If any of these class cards are selected for the game, place the corresponding pieces somewhere near the game board.
- Some class cards depend on one of the modules, and can only be used in games using this module. See page 8, 9, 10 and 11 of this booklet for a description of the modules.

## The rules for the class cards

- Only the player whose turn it is may use the abilities of his class card(s).
- 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.



### 7 Baker

Place one citizen (from your supply) onto the Baker class card each turn. Whenever the Baker class card is taken by another player, that player immediately places all the citizens on the card in a region of his choice on the board. *Note: At the end of the game, before the plague ravages all the regions on the board, the player to the left of the player currently holding the Baker card places all the citizens from the card in a region of his choice on the board.*



### 9 Nun

Place (or move, if already in play) the three nun pieces. A nun piece may be placed in any region on the board, and several nun pieces may be placed in the same region. Each nun piece increases the limit value of each rat token in the region by one.



### 8 Serf

During the Plague Phase, place one citizen from your supply into the plague region for each rat token that kills at least one citizen belonging to another player. The citizen is placed in the region immediately, and may thus affect (and be affected by) the resolution of the remaining rat token(s).



### 10 Bishop

Place (or move, if both are already in play) one of the two bishop pieces (you may freely choose which piece to move each turn). A bishop piece may be placed in any region, however both bishops may not be located in the same region. The bishop protects the region against rats: As no rats may in any way be moved into or placed in a region containing one or both bishop pieces. However, the bishop does not affect any rats already present in the region.





# Class Cards

Pied Piper



## 11 Courier

Swap any two citizens on the board. That is, you may swap one of your own citizens with a citizen belonging to another player in another region, or swap two citizens belonging to two other players.



## 12 Mayor

Instead of adding citizens according to the regular rules (one citizen per rat) when increasing population, you may add one citizen to each region in which you have more citizens of your color than any other player.

*Note: When using the Mayor to place citizens like this, if you also hold a card that allows you to place additional citizens when increasing population (Peasant, Queen), these additional citizens can be placed in any region(s) in which the Mayor allowed you to place a citizen. In the final counter-clockwise round, place one citizen in a region in which you have more citizens of your color than any other player.*



## 13 Wizard

Place one potion token under one of your citizens anywhere on the board. A citizen can possess more than one potion. A potion protects the citizen. Whenever a citizen must be removed due to a plague outbreak, the owner of the citizen may instead choose to remove a potion placed under the citizen.



## 14 Pied Piper

Move one of your citizens from one region into a neighboring region. If you do this, you have to move along as many rat tokens as possible from the original region into the new region.

*Note: If you are not able to move any of the rats into the new region (e.g. because it would violate the maximum number of three rats per region, or because the new region contains a bishop piece), you only move along as many rats as possible. You are allowed to use the Pied Piper even if you are not able to move any rats along, in this case you only move your citizen.*



## 15 Emperor

Place (or move, if already in play) the three wall pieces. A wall piece may be placed on a border between two regions on the board, or on an arrow connecting two regions. Two regions separated by a wall piece are not considered to be adjacent to each other for any purpose. This means that the walls block things like moving the Plague Piece and spreading of rats during the Plague Phase, as well as many of the card abilities (e.g. Pied Piper), however they do not block movements that do not specify “neighbouring regions” (e.g. Bishops and Nuns).

*Note: It is illegal for any player to create a situation in which the Plague Piece is in a region completely surrounded by walls.*



## 16 Queen

If you have at least one citizen in a larger number of connected regions than any other player, add two citizens more than usual when you increase population.

*Example: Currently, there are red citizens in England, France and Espagna, blue citizens in Russia and Golden Horde, yellow citizens in Espagna, Italia and Polonia, and green citizens in Germania and Turkiye. Thus, the largest connected area of the red player contains 3 regions, the blue and yellow players both have 2 connected regions, while the largest connected area of the green player only contains 1 region.*



## 17 Soldier

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, when adding rats, you add one additional rat.



## 18 Crusader

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, reveal all the rat tokens in the Plague Region simultaneously, and then decide the order in which they will affect the Plague Region. Afterwards, all the revealed rat tokens are discarded.

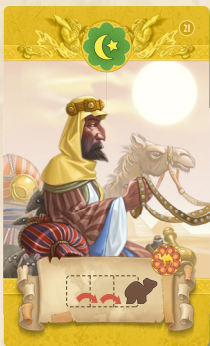


19  Astronomer

(Required module: The Region cards) - Draw three region cards from the deck, choose one to keep and discard the other two.

20  Explorer

(Required module: The Region cards) - Draw and reveal three region cards from the deck and choose one of the regions given by these cards to place one of your citizens in that region. Thereafter, the three region cards are discarded.

21  Caravanner (Islamic)

Move the Caravan piece two steps. In the starting region of the Caravan, and in the region the Caravan moves through, the player currently having the most citizens may place an additional citizen. If two or more players are tied for the majority, they each place an additional citizen. In the region in which the Caravan ends its movement, no additional citizens are placed. The Caravan piece will start its movement from this region the next time the Caravanner ability is used. The Caravan may not move back into the region from which it started its movement this turn.

*Note: The player may not choose to move the Caravan only one step. He may however choose not to use the ability of the Caravanner card at all.*

Required preparations at the beginning of the game: After all players have placed their initial citizens on the table, the last player (the player sitting to the right of the starting player) places the Caravan piece in a region of his choice.

22  Sultan

Place one diplomat podium under one of your citizens in a region - that citizen is now a diplomat. At the end of the game the players with the most diplomats earn extra points. Diplomats are treated just like regular citizens, that is, they can be killed by the plague, they can be moved using the Merchant etc. However, a diplomat may not be moved to the Safe Haven, and a player can never have more than one diplomat in each region (different players can have diplomats in the same region though) - actions violating this rule are not permitted. The diplomat podium will stay with the citizen until the citizen is killed or the game ends.

*Note: If a player loses one or more citizens in a plague outbreak in a region in which he has a diplomat, he removes the regular citizens first.*

**Game end:** At the end of the game, after the plague has ravaged all the regions, the player with the most diplomats receives 4 points. The player with the second most diplomats receives 2 points. Note that you need at least one diplomat to score diplomat points - e.g. if only one player has diplomats, he scores 4 points for this, and all the other players 0. If there is a tie for the most diplomat tokens, the tied players share 6 points (round down), and no points are awarded for second place. If there is a tie for the second most diplomat tokens, the tied players share 2 points (rounded).





# Class Cards

Academicus



## 23 🎓 Student

(Required module: *The Universities*) - Place one citizen in a region containing a university piece.



## 24 📖 Professor

(Required module: *The Universities*) - You may look at the top four cards in the Event deck (if there are less than four cards in the deck, shuffle the discard pile and place it under the deck), and return them to the deck in the order of your choice. In the final counter-clockwise round, draw four cards from the Event deck, and select one of them to resolve immediately.



## 25 👑 Royal Librarian

(Required module: *The Universities*) - You may move the green university piece to another region (it does not need to be adjacent to its current region). Like when moving the university pieces after scoring, the new region must not already contain a university token and it can't already contain another university piece.



## 26 🏹 Inquisitor

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, if at least three citizens belonging to other players are killed during the plague phase, you may select one of the class cards belonging to one of the killed players to block (turn the selected class card sideways). The card is blocked until the end of that player's next turn (at which point it will be turned back up), or if another player takes the card. A blocked card does not give its holder any of its abilities, however the player is still considered to hold the class symbol for the purpose of evaluating rats.

*Note: You may not block more than one class card each turn, no matter how many citizens are killed.*



## 27 ✚ Philosopher

This card gives you no special abilities during your turn. However, other players may not take class cards from you, except for this card.

*Note: Do not use this card in a 2 player game. We recommend only using it in games with at least three players.*



## 28 🧪 Alchemist

(Required module: *The Upgrades*) - This card does not give you any special abilities on the turn on which it was taken. On later turns, it has the following effect:

- If there is no upgrade on the Alchemist card, you may take any available "Level III" upgrade tile and place it on the Alchemist. You immediately gain the ability of the chosen upgrade.
- If there already is an upgrade on the card from an earlier turn, the upgrade is returned to the supply (the Alchemist gives you no other abilities this turn).

*Notes:*

- *The Alchemist will still only have the Magic class symbol, regardless of the class of the upgrade tile taken.*
- *The Alchemist may not take an upgrade tile from another player. However, other players may take the upgrade tile away from the Alchemist (if they want to upgrade their corresponding class card) - this will actually benefit the Alchemist, since in this case he may choose a new upgrade on his next turn.*
- *Placing a Level III upgrade tile on the Alchemist does not count as performing an upgrade, that is, the player can also perform another upgrade or take a new class card on the same turn.*
- *If you hold both a base class card and the Alchemist with the corresponding upgrade, you are only allowed to use the upgrade (that is, you do not get the ability twice).*

**In the final counter-clockwise round, if the Alchemist has no upgrade, he may immediately take any available "Level III" upgrade tile and place it on the Alchemist card. He may then use this upgrade immediately if possible.**





Bonus

# Class Cards



## 29 Guild Master (No upgrade tile)

Place one citizen from your supply to any of the six spaces on the Guilds board. If the chosen space was occupied by a citizen of another player, that citizen is returned to its owner's supply.

See page 12 Guilds and Inns



## 30 Inn Keeper (No upgrade tile)

The player holding the Inn Keeper card may either

- Place a citizen from its supply in an unoccupied City on the Inns board, or
- Move one of its citizens from a region on the regular board to a corresponding occupied City on the Inns board. In this case, the citizen already occupying this City is returned to its owner's supply.

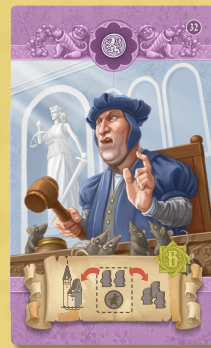
See page 12 Guilds and Inns



## 31 Boccaccio (No upgrade tile)

During your Plague Phase, if at least one other player's citizen is killed by the plague, you may move one of your citizens from a neighboring region to the Safe Haven area.

In the final counter-clockwise round, you may move the Plague Piece one step, resolve the plague and apply the effect of this card. If a player also holds other cards that are used in the Plague Phase, he must apply the effects of these cards in the same region.



## 32 Judge (No upgrade tile)

You may take one of your citizens back to your supply. If you do, you may move another citizen from the same region to the Safe Haven area.



## 33 Jester (No upgrade tile)

Take two citizens from your supply in your hand, and drop them on the board from about 30-40 cm height. Where the citizens end up, they will settle.

- Only citizens landing (at least partly) in regions or in the "Safe Haven" area stay on the board.
- When citizens land off the board (including regions not in use during a 2-5 player game) or in the ocean, they are lost (put them back to the supply).
- If other citizens are moved as a consequence of the dropped citizens, they stay where they end up (and can even be killed if they get moved off the board or into the sea). If these citizens have tokens (potion, diplomat), these are moved along too.
- If a citizen lands on the border between two regions, the player on turn may decide to which region the citizen will be added.
- If rat tokens, the plague piece, or any other game materials are moved, they should be moved back to their original position.
- - If a rat token gets flipped, it must be replaced by a new rat token from the supply. Shuffle the flipped rat token back into the supply.



Region cards are added to the game in the Africanus expansion. The region cards help the players avoid the plague during the game, and/or score additional points at the end of the game.

### Preparations

Before the game starts, shuffle all region cards (in games with less than six players, remove cards corresponding to the regions not used in the game), and deal three cards to each player. This is done before players place their initial citizens on the board. The remaining region cards are placed as a deck near the board. Note that unless you include the Astronomer or Explorer class cards, players do not draw additional region cards during the game.

### Using region cards to avoid the plague:

A player may, at any time when resolving the plague on any player's turn (even just after a rat has been revealed), play a region card from his hand with a class symbol corresponding to a class card he holds. Place the played region card face up on top of the class card. For the remainder of the current plague phase, the player is not considered to hold this class card for the purpose of evaluating rats. The region card is discarded when all the rats in the region have been resolved. Some of the region cards show a question mark  $\text{?}$  instead of class symbols. These region cards can be used to protect a class card of any class. Note that region cards cannot protect your citizens against  $\text{☠}$  and  $\text{🏠}$  symbols on the rats.

#### Notes:

- When a player plays a region card with two class symbols he can only protect one of these classes against a plague outbreak. The player chooses which symbol to use when he plays the card.
- A region card can only protect one class card. That is, if you hold multiple class cards of the same class (e.g., you hold both the Explorer and the Sultan cards), and play a region card with this symbol, you will still lose citizens due to the other class card(s) you hold of this class. You may however play several cards simultaneously on different class cards, if you want to protect more than one class card.
- When you have to discard a region card, place this card on a discard pile. When the deck of cards is exhausted, shuffle the discard pile and place these cards in a facedown deck next to the game board.

At game end, when the plague ravages all the regions, the players can still use region cards for protection, however a region card can protect a class card in a single region only.

### Using region cards during scoring

After the plague has ravaged all the regions at the end of the game, the players reveal all region cards remaining in their hands. For each region card a player now holds, he scores one victory point if he has the majority of citizens (alone or shared with another player) in the region named on the card. A player may score the same region several times, if he has multiple cards corresponding to the same region.



If you have the king card and protect it with this region card, you do not lose citizens due to the royalty symbol in this plague outbreak.





This module adds Event cards to the game, which will affect the players in various ways, the most important one being the founding of universities. Universities will be founded in various regions on the board at random times, allowing the players to score additional points during the game.

## Preparations

Place the two ① University pieces in two randomly chosen regions on the board. This is done before players place their initial citizens on the board. During initial placement, no player is allowed to place citizens in a region containing a university. The ② University/Victory Point tokens are placed as a supply next to the board. The ③ event cards are shuffled and placed as a face down deck next to the board.



## Game play

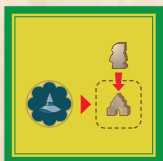
At the end of each player's turn, after resolving the plague, the player draws and reveals one card from the event deck (if the event deck has been depleted, shuffle all event cards and make a new face down event deck). The revealed event has the following effects:



**No event** - Nothing happens.



**Discard class card** - Each player (starting with the current active player and going clockwise around the table) may choose to discard one of his class cards each, returning it to the supply.



**Class bonus** - For each class card of the displayed class, the player holding the class card may place one citizen in one of the two regions containing a university piece. A player holding more than one class card of that class (e.g. Merchant and Professor, when a Bourgeoisie class bonus event is revealed), may place one citizen for each of these class cards he holds. These citizens don't have to be placed in the same region. If the order of these placements matters, players should take turns in clockwise order, starting with the currently active player.



**University founded** - In each region containing a university piece, the player holding the majority of citizens receives a victory point token. Thereafter, that player moves the university piece to another region. The new region must neither contain a university token nor the other university piece. Finally, place a university token in the region just scored.

If two or more players are tied for majority, no one gets a victory point token and the university piece is not moved. In the rare event that the order of these scorings (and subsequent moving) matters, the green university piece should be scored and moved first, followed by the white.

*Note: If all regions contain either a university token or a university piece, all university tokens on the board are returned to the supply. This means that all regions are again available for university scoring.*

## Game end

At the end of the game, after all rats have been revealed, but before scoring, a final **University Founded** event occurs in the regions containing university pieces.



# Module III

## Upgrades

This module introduces upgrade tiles, which allow players to upgrade their class cards to make their abilities stronger.

### Preparations

After selecting the class cards to be used in the game, find the corresponding upgrade tiles and place them in a supply near the class cards. Make sure all the players are familiar with the rules for the upgrades for all the classes used in the game (the rules for each upgrade are listed on page 11).

### Game play

Whenever a player is allowed to take a class card, he may **instead** choose to upgrade a card he already holds. He does this by placing the corresponding upgrade tile on the class card, with the Level II side up, or, if the card had already been upgraded on an earlier turn, he can upgrade it to Level III by flipping the upgrade tile. A class card which has already been upgraded to level III cannot be further upgraded.

An upgrade replaces the card's basic ability with a better one. The card **still counts as only one class symbol** when evaluating rats. The upgrade tile stays with the class card until the class card is taken away by another player, at which point the upgrade tile is returned to the supply.



Front side Level 2



Back side Level 3





Card	Upgrade II	Upgrade III
1 Peasant	As base card, but the additional citizen may be placed in any region (doesn't have to be the region in which you increase population).	May place two additional citizens in any one region (doesn't have to be the region in which you increase population).
2 Monk	Move one rat token from one region to any other region (doesn't have to be adjacent).	Move two rat tokens from one region to any other region (doesn't have to be adjacent).
3 Merchant	May move an unlimited number of your own citizens from one region to an adjacent region.	May move an unlimited number of your own citizens from one region to any one other region (doesn't have to be adjacent).
4 Witch	May look at three rat tokens on the board and swap them any way you like.	May look at four rat tokens on the board and swap them any way you like.
5 King	Move one citizen from any region (even from a region containing rat tokens) to the Safe Haven.	Move up to two citizens from any one region (even from a region containing rat tokens) to the Save Haven.
6 Knight	As base card, but may move the plague piece to any region.	May move the plague piece to any region. All limit number on all rats in the Plague region are set to zero. Note: The effect of any nun pieces still apply.
7 Baker	As base card, but additionally, when the Baker is taken away from you (or at game end), you (not the player taking the card) select which region in which to place the citizens from the Baker card.	In addition to base card + Upgrade II, you may remove one of your citizens from the board and place it on the Baker card.
8 Serf	Place 1/2 citizens in the plague region for each rat that kills at least 1/2 citizens belonging to your opponents.	Place 1/2/3 citizens in the plague region for each rat that kills at least 1/2/3 citizens belonging to your opponents.
9 Nun	As base card. Additionally, each nun piece increases the population limit on the rats in the region by 2.	As base card. Additionally, each nun piece increases the population limit on the rats in the region by 3.
10 Bishop	As base card, but additionally may move one rat token out of a region containing a bishop piece.	As base card, but additionally may move two rat tokens out of a region containing a bishop piece.
11 Courier	May swap up to 2 citizens (from one region) with the same number of citizens from another region.	May swap up to 3 citizens (from one region) with the same number of citizens from another region.
12 Mayor	In order to place citizens with the Mayor's ability, it is enough to share the majority in a region.	As Upgrade II, but if you use the Mayor ability, add 1 additional citizen to one region in which you have majority.
13 Wizard	May place 2 potions in a region with no rats, or 1 in a region with rats.	Place 2 potions on citizen(s) in any region(s).
14 Pied Piper	As base card, but additionally one citizen belonging to another player is moved along.	As Upgrade II, but additionally you may move your own citizen to a third region.
15 Emperor	As base card, but additionally you may move one citizen of any color across a border blocked by a wall.	As base card, but additionally you may move up to two citizens of any color(s) across a border blocked by a wall.
16 Queen	To get the bonus, it is sufficient to have citizens in at least as many regions as any other player.	As Upgrade II, but you may add 3 additional citizens instead of 2.
17 Soldier	As base card, but may move plague piece to any region.	As Upgrade II, but additionally, place two extra rats (instead of one) when spreading.
18 Crusader	As base card, but may move plague piece to any region.	As Upgrade II, but additionally, draw and reveal one rat at any time during your turn. In the plague phase, after revealing all the rats in the region (at once, according to the usual Crusader ability), you may replace one of these rats with the rat you drew. The replaced rat (or the rat you drew, if you didn't replace) is discarded.
19 Astronomer	Keep two of the three cards you draw.	Keep all the three cards you draw.
20 Explorer	As base card, but you may keep the region card you selected.	As Upgrade II, but place two citizens instead of one.
21 Caravanner	Only you may place citizens due to the movement of the caravan (in regions in which you have majority).	As Upgrade II, additionally move the caravan an extra step.
22 Sultan	May place 2 diplomat podiums. (Remember: One player may never have more than one podium in the same region).	Choose one: a) Place 2 diplomat podiums, or b) if you have more diplomats on the board than any other player, take one victory point token.
23 Student	In addition to placing a citizen in a university region, you may move one of your citizens from one region to a neighbouring region, if the region moved to contains a university piece.	May add two citizens to a region containing a university piece (the movement from Upgrade II no longer applies).
24 Professor	As base card, but additionally you may discard any of the drawn event cards (instead of placing them on top of the deck).	As Upgrade II, but you may draw 6 cards instead of 4.
25 Royal Librarian	May move the green university piece, even to a region already scored.	May move the green or the white university piece, even to a region already scored.
26 Inquisitor	As base card, but may move plague piece to any region.	As Upgrade II, but additionally you only need to kill at least one citizen in order to block a class card belonging to another player.
27 Philosopher	When someone takes the Philosopher away from you, that player must place one of your citizens (from your supply) in a region of his choice.	When someone takes the Philosopher away from you, you may place a citizen from your supply in the Save Haven.
28 Alchemist	No upgrade possible.	No upgrade possible.







# Module W

## Guilds and Inns

### Components



2 Class Cards



2 Game Boards

This module introduces new game boards. You can play with one or both boards.

### Preparations

After selecting the class cards to be used in the game, place one or both gameboards next to the main board. Make sure that you add the Guild Master and/or The Inn Keeper among the class cards when you play with one or both boards.

### The Guild Master Board

Place one citizen from your supply to any of the six spaces on the Guilds board. If the chosen space was occupied by a citizen of another player, that citizen is returned to its owner's supply.

#### Effects of the Guild fields:

If the player on turn has at least one citizen on the Guilds board, he may use one of the abilities on which he has a citizen. He may do so even if he no longer holds the Guild Master card.

*Note: The abilities of the Guild space are the same as the abilities of the class cards in the Rattus base game. If a player has a citizen on a Guild space and also holds the corresponding class card, he may not use the ability of this Guild space (that is, the ability cannot be used twice in the same turn).*

*Note: The ability of a Guild space may not be used the same turn as the space is occupied. In other words, when placing a citizen on a Guild space, you have to wait until your next turn before you can use the ability.*

#### The Guilds board at the end of the game:

At the end of the game, the player occupying most Guild space scores 2 points. In games with 3-6 players, second place scores 1 point.

### The Inn Keeper Board

The player holding the Inn Keeper card may either

- Place a citizen from its supply in an unoccupied City on the Inns board, or
- move one of its citizens from a region on the regular board to a corresponding occupied City on the Inns board. In this case, the citizen already occupying this City is returned to its owner's supply.

#### Effects of the Cities:

A citizen in a city allows the player to place an additional citizen whenever he increases his population (phase 1) in the corresponding region on the main board. He may do so even if he no longer holds the Inn Keeper card.

*Note: The placement bonus of a City may not be used the same turn as the City is occupied. In other words, when placing a citizen in a City, you have to wait until your next turn before you can use the placement bonus.*

#### The Inns board at the end of the game:

At the end of the game, the player occupying most Cities scores 2 points. In games with 3-6 players, second place scores 1 point.

Game design: Åse & Henrik Berg  
 Illustrations: Denis Martynets  
 Graphic design: Martijn Haddering  
 Projectmanager: Jonny de Vries  
 Producer: Sophie Gravel



1995 County Road B2 West  
 Roseville, MN 55113 USA  
 (651)-639-1905  
 info@ZManGames.com

© 2022 Z-Man Games is a © of Z-Man Games. The Z-Man Games logo is a TM of Z-Man Games. Fantasy Flight Supply is a TM of Fantasy Flight Games. Actual components may vary from those shown.



Under license from  
 ©2022 White Goblin Games  
 www.whitegoblingames.com

