

Åse & Henrik Berg



Pied Piper

Rattus Expansion

Europe, 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. 12 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.

Game Components



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



2 bishop pieces



3 wall pieces



3 nun pieces



10 potion tokens

Preparations and Game Play

This expansion contains two extra class cards for each class. Including the class cards from the base game, there are now three different cards for each class, for a total of 18 cards. However, in each game only 6 of these cards are used. After selecting which class cards to use, the game is prepared as in the rules for the base game. Some of the class cards in this expansion require additional materials (Bishop - bishop pieces, Emperor - wall pieces, Nun - nun pieces, and Wizard - potion tokens). If any of these class cards are to be used in the game, the corresponding additional material is placed next to the board.

Before the game starts, the 6 class cards that will be used in the game are selected. This can be done in a different number of ways:

- Draw 6 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 listed at the end of this rulebook
- Select a set of cards that all players agree on.

Note: 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, to ensure that no part of the board will ever be completely safe from the plague.

The game is played according to the regular rules from the base game, using the six selected class cards. If two 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.

Example: If both the Crusader card and the Knight card are in play, and two different players hold these cards, they will lose one cube each for each Chivalry symbol when the plague has an outbreak. If both these cards are held by one player, this player will lose two cubes for each Chivalry symbol.

The New Class Cards

Note: 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 holding this card may move the Plague Piece up to two 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 Plague Region.



Soldier (Chivalry) 
A player holding this card may move the Plague Piece up to two 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.
Card Combinations: If a player holds two or more Chivalry cards, he will still only be able to move the Plague Piece up to two steps.



Courier (Bourgeoisie) 
A player holding this card may swap any two cubes on the board. That is, he may swap one of his own cubes with a cube belonging to another player in another region, or he may swap two cubes belonging to two other players.

Note: The swapping performed by the Courier is not affected by any wall pieces in play.



Mayor (Bourgeoisie) 
A player holding 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.

Card Combinations: If the player additionally 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 additionally holds, and is able to use, the Queen card, the two 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.

Note: 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 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. 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.

Note: The nun and bishop pieces (see below) are not blocked by the walls, since these are placed freely on the board and not moved between regions.



Pied Piper (Magic) 
A player holding 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 Pied Piper to move a cube into a region

containing a bishop piece, no rat tokens are moved along into the new region.

Note: The regular rule limiting the number of rats per region to three still applies. Thus, if a player moves a cube from one region into a neighboring region containing two rats, he only moves along one rat into the new region. The player is allowed to use 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 three rats or a bishop piece.



Serf (Peasantry) 
In phase C of his turn, a player holding 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 holding this card has cubes of his color in a larger connected area than any other player, he may add two cubes more than usual when he adds cubes to a region in phase B (Place new cubes on the board).

Example: Currently, there are red cubes in Anglia, Gallia and Hispania, blue cubes in Russia and Tartaria, yellow cubes in Hispania, Italia and Polonia, and green cubes in Germania and Turcia.

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.

Therefore, if the red player holds the Queen card, he may add two extra cubes when placing cubes. If any other player holds the Queen card, they would not be able to use the advantage of the Queen card in this situation.



Wizard (Magic) 
A player holding this card may place one potion token with one of the cubes of his color anywhere on the board. A cube can possess more than one potion token.

A potion token protects the cube it is placed with: 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.

Note: Removing a potion token in this way does not count as the rat killing a cube for the purpose of using the advantage of the Serf card.



Baker (Peasantry) 
A player holding this card may place one cube of his own color on the Baker class card on each of his turns. Whenever the Baker class 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 holding this card may place (or move, if already in play) the three nun pieces. A nun piece may be placed in any region, and several nun pieces 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.

Example: Scandia currently contains three cubes and two nuns. The plague will only have an outbreak if a rat token with a limit value of 1 is revealed.



Bishop (Church)

A player holding this card may place (or move, if both are already in play) one of the two bishop pieces. A bishop piece may be placed in any region, and both bishops may be located in the same region.

The bishop protects the region against rats: No rats may in any way be moved into or placed in a region containing one or both bishop pieces.

Game End

As in the base game, 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.

In the final round, the cards have their usual abilities, with the following exceptions:

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

Soldier: The player may add one rat into a neighboring region to the Plague Piece. If the supply of rat tokens is empty (as it usually is when the game ends), draw at random from the used rat tokens.

Crusader: The player may move the Plague Piece up to two 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.

Suggestions for card sets

Prosperous times: Peasant, Baker, Serf, Queen, Mayor, Soldier. This set contains mostly cards that allow players to add extra cubes. Therefore, 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.

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