



RAT RACE

- Rulebook -

The king of Fableton has died! During his long and healthy life he ruled justly and fairly, beloved by all. His five Councilors had always stood by his side, and with their 5 different visions helped the king rule his kingdom in a fair and balanced way. Sadly the late king had never appointed a successor. The Councilors see their opportunity. A chaotic Race for the Throne has begun!

As a Secret Guardian of Fableton, the player wants to create a mostly untroubled path to the throne for his or her favorite Councilor. Politics can be a messy affair. By manipulating certain Issues the players can direct their Councilors towards the Throne or impede others. By playing Actions you can really influence the outcome of the race, but do it at the wrong moment and others may find glory. If by the end of this Rat Race you showed your preferred Councilor the most loyalty, if you influenced this Councilor at the right time, and he or she grabs the throne first, you grab the victory and restore order to Fableton.

Welcome to the Rat Race.

Object of the game

Make sure your Bank Pile shows the most Councilor symbols of the Councilor that wins the Rat Race for the Throne.

Contents

36 Hexagons



front: Power Fields



back: Riot Fields

5 Councilor cards



5 Councilor Tokens



1 Throne Hexagon

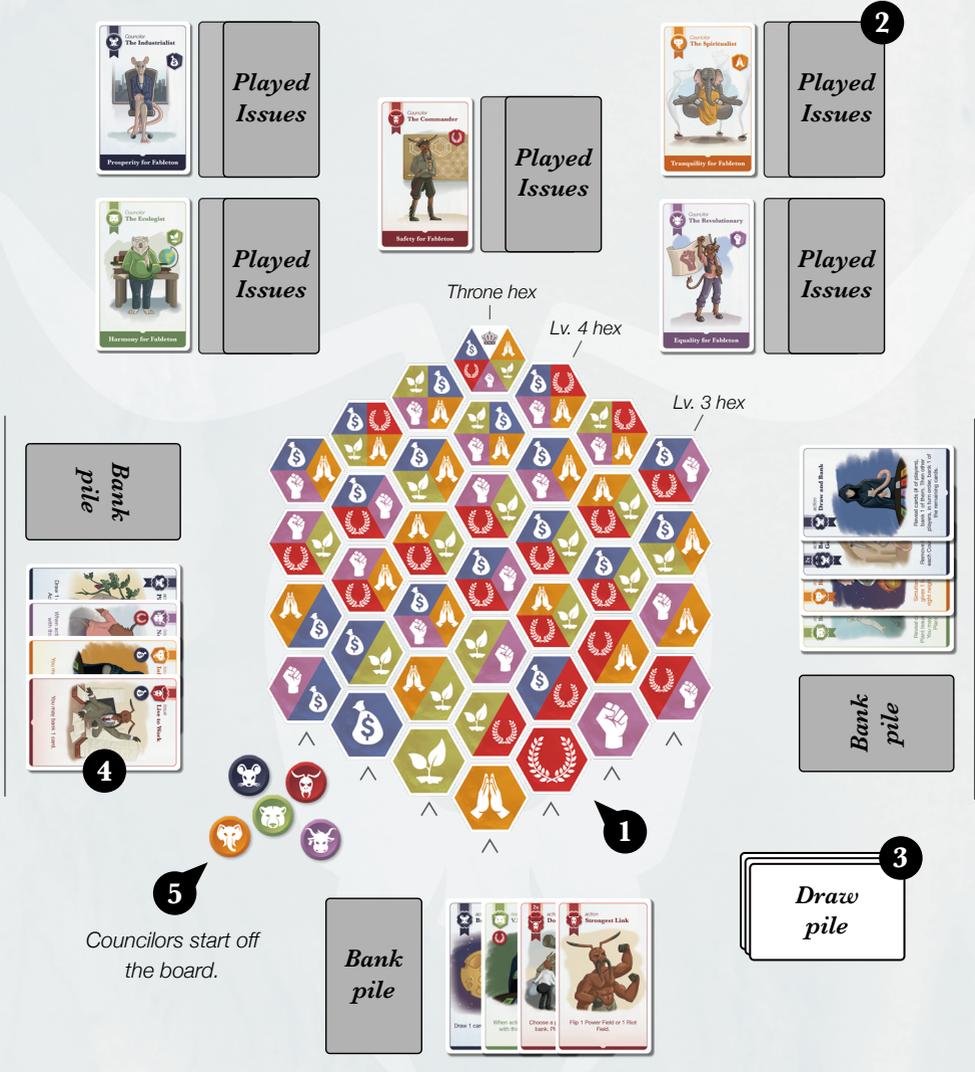


125 Issues & Action cards



Setup & Preparation

3 Player Setup



5 Councillors start off the board.

1

For your first couple of games, create a playfield with the Power Fields (hexagons) according to the example above. For more information and other configurations that you could use, have a look at mindgame.eu/rat-racel.

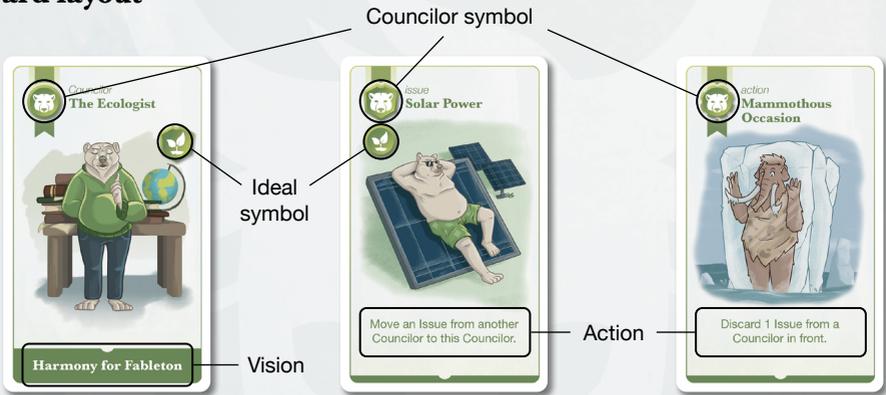
2

Place all Councillor cards next to the playing field as you see above. No matter how many players you play with, all 5 Councillor cards are used.

> Be aware that you do not play as a Councillor. You support them on their way to the Throne.

- 3 Shuffle all remaining cards (Issues and Actions, see below) into 1 Draw pile and place the Draw pile in reach of everyone.
- 4 Deal 4 cards from the now shuffled Draw pile to each player.
- 5 Place all 5 Councilor tokens next to the playing field. A Councilor starts off the board and may enter the board on any of the hexes marked with a \wedge .
- 6 Now, countdown 3-2-1 and then each player points to another player. The player with the most votes starts the game. Redo the election if a draw occurs.

Card layout



Councilor card

Easily recognizable because it always has 1 symbol on the left and 1 symbol on the right.

All Councilors are placed next to the playing field at the beginning of the game.

Issue card

Always has 2 symbols on the left. 1 Councilor and 1 Ideal. In some cases (feet) on the right.

An Issue is always placed on the right of a Councilor when played for the action.

Action card

Easily recognizable because it always has 1 symbol.

An Action is discarded after it is played for its action.

Both cards can be banked for their Councilor symbol.

Main Goal

Bank (save up) the most Councilor symbols of the Councilor that reaches the Throne first.

The 3 phases of a Turn

The game is turn-based. The starting player begins and executes a turn. After that, the next player, in clockwise order, starts a new turn until a Councilor has reached the Throne which ends the game immediately. A turn consists of 3 phases which are done in a set order:



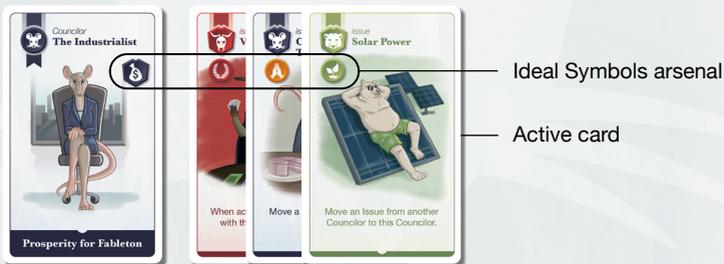
1 - Play a card

The active player must choose a card from their hand and play that card. The card can be either an Issue- or an Action card. It could happen that you don't have any cards. In that case you do not play anything.

An Issue is placed next to a Councilor of your choice. The symbol of the associated Councilor on the card (top left corner) has no bearing on where and how you play the card. Meaning, every Issue can be played with every Councilor (see example). Place the card over the previous Issue card, covering all but the symbols. Once you have placed the card, execute the action as stated on the card. Rules on the cards supersede game rules. Sometimes the top Issue card has a permanent effect as long as that card is on top. The top Issue card is called the Active card.

> *Ideal Symbols help a Councilor navigate the playing field and stand for a particular action. See page 6 for an oversight of the actions.*

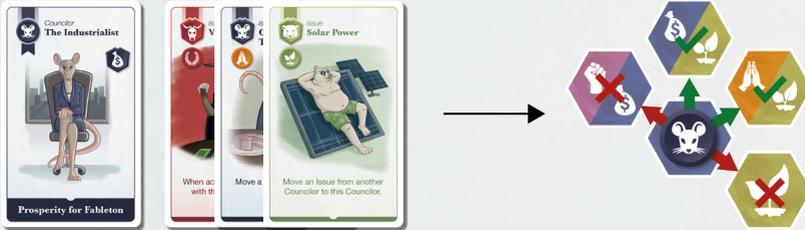
If an Action is played, execute the action as stated on the card then place it on the discard pile. The discarded cards are discarded face up.



2 - Move a Councilor

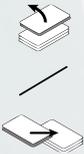
Move any Councilor of your choice. It is mandatory to move 1 Councilor token 1 step if possible. A move is legal if the chosen Councilor piece moves forward on the playing field and if the Councilor has all the matching symbols of the targeted power field (hexagon) in their arsenal of Ideal symbols (see example above).

Councilors cannot share a Power Field with other Councilors unless an action on a card overrules this. If there is no legal move, skip this phase.



> Only when a Councilor is blocked by a Riot Field to move forward, it can be moved backwards.

3 - Draw and/or bank 2 cards



The player chooses to draw or bank a total of 2 cards. This can be done in any order you like. > So you either draw 2 cards, draw/bank 1 card and then draw/bank 1 card, or bank 2 cards.

Banking cards means placing them face down on your bank pile. Banked cards are face down but the amount is open information. If players ask you how many cards you have you need to tell them. You bank cards to influence or show loyalty to several Councilors.

The new King and a game winner

The game ends immediately when one Councilor has reached the Throne hexagon first. The world knows who the new Monarch is. Long live the King! (or Queen).

The winning player (or as some may say, the new Secret Ruler of Fableton) is the player with the most loyalty (and influence on the winning Councilor. To calculate your influence on the winning Councilor, count all the Councilor symbols of the winning Councilor on your banked cards. The player with the most influence wins the game. Be aware that some Action Cards have 2 Councilor symbols on 1 card (see example).



2 Councilor Symbols

Tiebreaker is turn order measured from the starting player. Whoever was later to start playing wins the game.

Now you can play your first game of Rat Race.

Ideal Symbols and their action:

Ideal symbols represent a way of governing and can be found on the Power Fields and the Issue cards. Each symbol has their own unique action.



Hands - Move 1 of the Councilors in front, 1 step back.



Plant - Move 1 Issue from another Councilor to the Councilor where you play this issue.



Fist - Look at 1 player's banked cards.



Money - You may bank 1 card.



Laurel - When active; only Councilors with this text may move.

Certain cards explained in further detail:



V.I.P. Lane, Go Forth and Multiply, No to Nuclear, Protect our Borders, Diversity, No Ant brutality and Unseeable. All these issue cards feature the Laurel symbol and the



Feet symbol. When played on a Councilor, as long as this card is on top (active) only this Councilor may move. It could happen several of these cards are active simultaneously. In this case, all the Councilors with this card active may move but not the other Councilors.

The Game is Rigged, Urbanization, Deal with Dissidents, Strongest Link, Equal to the Gods.

Flipping a Field over from its Power side to its Riot side makes this tile inaccessible to Councilors. Lv. 1 Power Fields and the Throne Field can never be turned over. Turning 2 Non-adjacent fields also means you cannot turn a field to its Riot side next to a Riot side that has been revealed in previous turns. Only if a Councilor cannot move forward, it can move backward. The path between a Councilor and the Throne can never be completely blocked by Riot Fields.

Catch Up, One bite at the time, Plastic Soup, Organisation Creates Diversity, Equality of the Sexes, Divine Intervention, Speaking in Tongues.

A Councilor is in front when it has the least amount of Power Fields (hexes) between him and the Throne. Councilors do not need to have the right Ideal symbols to be moved backwards.

The Rat Pack. The 2 discarded cards can be from the 3 you just drew or/and from your hand.

Follow the Plan. The cards you give to bank can also be cards you already had in your hand.

One for All, All for One. Be aware that when distributing cards the Councilor that has the least Issues can change.

Remember, Remember. Move a Councilor forward OR backward. It's up to you.

Prophet's Profits. All players that receive cards this way bank them.

Terms and definitions in the game

Action card: A card that let's you manipulate Councilors, players and issues in true rat race style.

Active (Issue): An Issue card is active when it is laying next to a Councilor and is the top card.

Bank: Your secret stash of cards with which you show your loyalty (and influence) to one or more Councilors. Every symbol of a Councilor shows your loyalty (and influence) over them. Turn these cards upside down, so no-one knows who you are supporting (unless a card action tells you otherwise).

Banked cards: All banked cards are unknown for other players until some actions make you place a Banked card face up.

Banking: Placing a card from your hand into your bank (see above).

Councilor: A former adviser of the King competing for the throne.

Draw: Means to take from the draw pile and if not specified otherwise place in your hand.

Issue card: A card you place with a Councilor card to influence their power and options.

Power Field: A hexagon which represents one or more political powers that a Councilor must be skilled in before navigating there in the race for the throne.

Riot Field: A Power Field that is turned over. The Riots that started prevent a Councilor from accessing this field.

Reveal: Turned over from the draw pile and when not specified otherwise placed on the discard pile.

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Visions



Order - *Laurel*

The vision of the Ant of an organized and transparent society.



Justice - *Fist*

The vision of the Bull of a society of equality and brotherhood.



Spirituality - *Hands*

The vision of the Elephant of tranquility and inner peace.



Prosperity - *Money*

The vision of the Rat for freedom of industry and ambition.



Environment - *Plant*

The vision of the Polar bear for a pristine and unspoiled world.

