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# RATLAND

THE CONQUEST OF THE SEWERS



## RULEBOOK



  
**eclipse**  
editorial

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# RATLAND

## INTRODUCTION:

**Ratland** is a fun and light-hearted family board game for **2 to 4 players** and **ages 8 and up**. In Ratland, players take control of a clan of rats trying to make it the most thriving and numerous clan in the sewers.

To do so, rats will spread and procreate as fast as they can while gathering lots of food (delicious **cheese**), essential for their survival.

**But watch out for the other players!** They will try to steal your food or beat you to the three areas where food can be found: **the dump, the city and the field**.

## CONTENTS:

- ➡ **80** rat tokens.
- ➡ **60** cheese pieces in different colors (8 white, 3 black, 32 yellow, 9 orange, 3 purple and 5 blue).
- ➡ **4** sewer boards.
- ➡ **4** sewer screens.
- ➡ **28** cards (10 Event cards, 9 Food cards, 4 Graveyard/Lost cards, 4 Quick Reference cards and 1 Active Player card).
- ➡ **1** nontransparent bag.
- ➡ **1** rulebook.



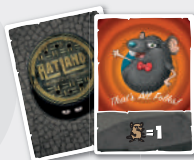
## SET UP:



Each player takes a **sewer board**, a **screen**, **7 rats** and **2 pieces of yellow cheese**.



There are **2 types of Event cards**, denoted by the manhole cover on the back: **Starting Events** (closed) and **Final Events** (open).



Randomly take **4 Final Events**, and add the **"End of Game"** Event.

Shuffle these 5 cards and set them apart, face-down. Then randomly take **5 Starting Events** (*closed manhole cover*) and shuffle them. Place them on top of the other 5 cards, creating a single pile of Event cards.

Return the remaining events to the game box - they will not be used.  
A game of **Ratland** takes between 5 and 9 turns.

Now shuffle the **Food cards** and place them face-down in the middle of the play area. For your first game, we recommend sorting the **Food cards** in ascending order (**1 to 9**), using the number located in the top-right corner.



Each player places their **7 rats** in the pantry, along with 2 **pieces of cheese**. The rest of the rats are placed in a common pile outside the sewers, within easy reach of all the players. Finally, form a general supply with all the cheese.



The player who most recently saw a rat or rodent will be the starting player. If players cannot agree or remember, the youngest player will start the game. They receive the **Active Player** card.

## RULES:

The game is played over a variable number of **turns** (*between 5 and 9*), and each of them is divided into **7 quick phases**.

The starting player is the first Active Player. In subsequent turns, the **Active Player** card will rotate to the next player to the left (*i.e., in clockwise order*).

The **Active player wins all ties** (*good or bad results*) so it is important to know who they are at all times. If the Active Player is not involved in a tie, the next player to their left will break it, and so on.

**Turns are played simultaneously.**

### PHASE 1-EVENT:

The **Active Player** passes to the player to the left (except in the first turn). **Draw the next Event card** and then the **Food card**.





**PHASE 2 - RATS:** each player **distributes their rats** among the available areas in their sewers:

- ➡ **The three outside exits:** dump, city and field.
- ➡ **The two side pipes:** attack your neighbors (the player to the left or right).
- ➡ **The pantry:** defend your cheese.
- ➡ **The nursery:** increase your clan.

Use the **sewer screen** to prevent your opponents from knowing where your rats are going. If asked, players must answer truthfully how many pieces of cheese they have. When players are finished placing their rats, put the sewer screens aside.



**PHASE 3 - ATTACKS:** resolve attacks *(if any)*.

Compare the **number of attacking rats** (*right pipe for the player to the right and left pipe for the player to the left*) with the **number of rats defending** the other player's pantry.

**If the result is positive**, the attacking player steals that many pieces of cheese from the other clan. **In case of a tie**, or if the defending player placed more rats, no cheese exchange hands. **Rats placed in the pantry** defend their clan from attacks from both neighbors, separately. Rats do not die when attacked. Since **all attacks are resolved at the same time**, only consider the cheese that each player had at the beginning of this phase. **If two clans steal from the same player**, but they do not have enough cheese, distribute it among the attackers one piece at a time, starting with the clan that attacked with the most rats.



***Example:** our clan has 3 pieces of cheese and we placed 2 rats in the pantry to defend them. The player on our left attacks us with 4 rats, and the player on the right with 5. We would lose a total of 5 pieces of cheese, but we do not have enough. So, starting with the player that sent the most rats, our neighbors take all of our cheese, one piece at a time. The player to the right gets 2 pieces and the other player, one.*

**2-PLAYER variant:** in games with 2 players, rats placed on the **side pipes** both attack and defend. Our rats on the right pipe block the attack coming from the opponent's left pipe, and they also attack the other player.

**The results of the attacks on both sides determine the amount of cheese that we steal or is stolen from us.**

**PHASE 4 - NURSERY:** the clan is increased by as many rats as there are in the nursery. **New rats** must be placed in the nursery.

***Example:** if we placed 3 rats in the nursery, we will get 3 more rats in this phase.*



**All rats must be added**, as long as there is enough in the common pile. **There is no limit** to the number of rats a clan may have except for the total number of rats included in the game. If the common pile runs out during this phase, the order for breeding goes from **the player with the most rats in the nursery to the one with the fewest**.

**PHASE 5 - RETURN:** each player moves their **poisoned and lost rats** to their **pantry**, if any.

**PHASE 6 - LOOKING FOR CHEESE:** fill the bag with cheese corresponding to **the dump as shown in the Food card**. Then, players **draw as many pieces of cheese as the number of rats sent** to that area. Players take turns, starting with **the one that sent the fewest rats to the player that sent the most**.

***Example:** players sent 3, 2, 6 and 5 rats to the dump. The player who sent 2 rats reaches into the bag and draws 2 pieces of cheese. Next is the player who sent 3 rats, followed by the player who sent 5 rats. Lastly, the player who sent 6 rats reaches into the bag and tries to get 6 pieces, but she can't: there are only two pieces left!.*

Repeat the **same process for the city and field**, emptying the bag each time.  
**Each piece of cheese triggers the following effects:**



**Return one of your rats to the common pile.** Remove one of your rats, which is not considered dead of starvation, and therefore must not be placed on the graveyard.



**A piece of cheese.** Add it to your pantry.



**Worth two pieces of cheese.** We suggest exchanging it for two normal cheese tokens. Add them to your pantry.



**One of your rats gets poisoned.** Place the rat on the infirmary (in the middle of the board). This rat must be fed in phase 7, same as the others. However, it cannot be deployed on your next turn and will remain in the infirmary until Phase 5 (Return).



**One of your rats gets lost.** Place the rat on the graveyard/lost card (do not feed it in phase 7). It cannot be deployed on your next turn; also, no cheese is added to the pantry. The lost rat will remain in the graveyard/lost card until phase 5 (Return).



**The rat did not find anything.**



To summarize: each player has to remove rats if necessary, move the **poisoned** and **lost rats**, and place new cheese in their **pantry**.

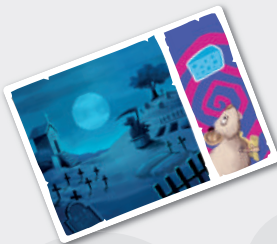
**PHASE 7 - FEED:** each player must spend **the required amount of cheese to ensure their clan's survival**, depending on the **number of rats in their sewers**.

Use the reference card for this purpose.

1-3	鼠	⇒	0	鼠
4-6	鼠	⇒	1	鼠
7-9	鼠	⇒	3	鼠
10-12	鼠	⇒	4	鼠
13-15	鼠	⇒	5	鼠
16-18	鼠	⇒	6	鼠
19-20	鼠	⇒	7	鼠
21-22	鼠	⇒	8	鼠
23-24	鼠	⇒	9	鼠
				+1 鼠

***Example:** if we have 26 rats, we need 11 pieces of cheese (9 because we have at least 24 rats + 1 for each additional rat).*

**In case you don't have enough cheese to feed your clan**, spend all your cheese and then place on your graveyard card 1 rat for each piece of cheese you could not pay. Only the rats in your sewers can be moved this way (i.e., *lost rats cannot be moved*).



Only the **rats removed during this phase** score negatively at the end of the game. ***Example:** we have 11 rats and 2 pieces of cheese. In phase 7, 2 rats are moved to the graveyard card because that is the amount of cheese we couldn't pay.*

## WINNING THE GAME:

The game ends immediately when this card is drawn from the **Events deck**. Skip the turn and move on to final scoring.



End of Game card

**The winner of the game will be the player with the most points.** Get **1 point** for each rat (including *poisoned and lost rats*), and **-1 point** for each rat in your graveyard (dead of starvation).

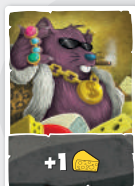
**In case of a tie**, the player with the **most pieces of cheese** in their **pantry** wins the game. **If tied players have the same amount of cheese**, then they share victory.

## EVENT CARDS:

**Event cards** have an immediate **effect**. They cannot be "saved" for future rounds.

### STARTING EVENTS:

The **first 5 Event cards**. The back of these cards shows a **closed manhole cover**.



#### ABUNDANCE:

Each player adds one piece of cheese from the general supply to their pantry.



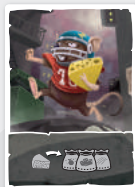
#### MASSIVE ATTACKS:

All attacks are resolved as if there was one more rat attacking. At least one rat must be placed in the pipe to make an attack.



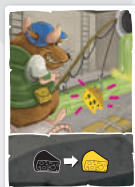
#### VISITING "COUSIN":

Each player adds a new rat to their clan. It can be deployed normally.



#### RAT WITH A HELMET:

Each time a player takes one or more pieces of cheese from the bag, they can ignore one of them and put it back in. This applies to all three areas.



#### WE DID IT!:

Black cheese is considered yellow cheese.

### FINAL EVENTS:

The **rest of the events**, with an **open manhole cover** on their backs.



#### DRUNK:

The player with the most rats must give one of them to the player with the fewest (cannot be lost or poisoned).



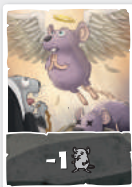
#### SOUND THE ALARM:

Each player may hide one of their pieces of cheese in their nursery.



#### JUST IN TIME:

Poisoned and lost rats can be deployed normally.



#### HOLY RAT:

Each player moves one rat in their graveyard card (if any) to the common pile.



#### END OF GAME:

The game ends immediately and scores are calculated: +1 point per rat (including poisoned and lost rats) and negative points for the graveyard card.