

EDUARDO GARCÍA

RATLAND



RULEBOOK




eclipse
editorial

INTRODUCTION:



RatLand is a fun and light-hearted family board game for **2 to 6 players**, ages **8 and up**. Lead a clan of rats trying to make it the most thriving and numerous clan in the sewers.

To do so, you will have to increase the population 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 abounds: **the dump, the city and the field**.

CONTENTS:



- ➔ **56** single rat tokens and **30** double rat tokens.
- ➔ **80** cheese pieces in different colors.
(11 white, 4 black, 44 yellow, 11 orange, 4 purple and 6 blue).
- ➔ **6** sewer boards.
- ➔ **6** sewer screens.
- ➔ **48** cards.
(14 Event cards, 9 Food cards, 12 Clan cards, 6 Graveyard/Lost cards, 6 Quick Reference cards and 1 Active Player card).
- ➔ **1** Active Player marker.
- ➔ **1** opaque bag.
- ➔ **1** rulebook.



SETUP:



Each player takes a **sewer board**, a **screen**, **7 rats** and **2 pieces of yellow cheese**. Now, it is time to prepare the **Event deck**.



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



Randomly select **4 Final Event cards**, and add the **End of Game** event. Shuffle these **5 cards**.

Then, randomly select and shuffle **5 Starting Event cards**. Place them on top of the **5 Final Event cards** that were previously set aside. This will be the **Event deck**. Remove the remaining cards from the game area. A game of **RatLand** takes between **5 and 9 rounds**.



Shuffle the **Food cards** and place them face down at the center of the game area. For your first games, we recommend sorting the **Food cards** in ascending order, from **1** (*top*) to **9** (*bottom*), 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 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 (or cardboard rat marker).

RULES:



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

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

The **Active Player (AP)** wins all ties, whether good or bad, so it is important to keep track of who they are at all times. If the **Active Player** is not involved in a tie, the closest tied player to their left wins it.

Each phase is resolved simultaneously.

These are all the different round phases:

PHASE 1 - EVENT: The **AP** passes the **AP** card to the player seated to their left, except on the first round. Then, reveal the next Event and Food cards.



PHASE 2-RATS: Hidden behind their **sewer screens**, 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 players to the left and right*).
- ➔ **The pantry:** defend your cheese.
- ➔ **The nursery:** expand your clan.

If asked, players **must answer truthfully how many pieces of cheese they have.**

Once all players are done placing their rats, they **remove their screens.**



PHASE 3-ATTACK: Resolve attacks (*if any*). Compare the **number of attacking rats** (*left pipe for the player to the left and right pipe for the player to the right*) 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 exchanges hands. **Rats placed in the pantry** defend their cheese from attacks from both neighbors separately. Rats **do not die** as a result of an attack.

Since all attacks are resolved simultaneously, only consider the cheese that each player had at the start of this phase. **If two clans steal from the same player**, but they do not have enough cheese, distribute the cheese one piece at a time to the attackers, starting with the clan that sent the most rats.



***Example:** A player has 3 pieces of cheese and placed 2 rats in the pantry to defend them. The player to their left attacks them with 4 rats, and the player to their right with 5. They would lose a total of 5 pieces of cheese, but do not have enough. In that case, starting with the player that sent the most rats, the attackers take all of their cheese, one piece at a time. The player on the right gets 2 pieces, while the other player gets 1.*

2-PLAYER variant: in games with 2 players, the **side pipes** are used to both attack and defend. Rats placed on the right pipe block attacks coming from the opponent's left pipe, and viceversa. **The results of the attacks on both sides determine the amount of cheese that both players steal from their opponent.**

PHASE 4-NURSERY: The clan grows by as many rats as there are in the **nursery**. Take the **new rats** from the supply and place them in the nursery.

***Example:** If the player placed 3 rats in the nursery, they will get 3 new rats in this phase.*



All new rats must be added, as long as there are enough in the common pile. Clan size is **only limited** by the number of game components available. **If the common pile run out during this phase**, the breeding goes from the player with the fewest rats in the nursery to the one with the most.

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

PHASE 6 - FORAGING FOR CHEESE: Fill the bag with the amount of **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 whoever sent **the fewest rats and ending with whoever 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 grab 6 pieces, but can't! There are only two pieces left in the bag because each area contains 12 pieces of cheese in four-player games.*

For 5-6 players: Add **1 piece of cheese** of each type to all areas.

Example: If the Food card shows 6 white and 6 yellow cheeses, fill the bag with 1 extra piece of each color (7 of each).

For 7-12 players: You may play this game using two boxes. For these games, at the beginning of each round, reveal **2 Food cards** instead of 1. Fill the bag with the total number of cheese indicated in both cards. For games with **11 or 12 players**, follow the **5-6 players** rule described above and **add 1 extra piece of cheese of each type to both Food cards**.

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



A piece of cheese.

Add it to your pantry.



Double cheese piece.

Exchange it for two pieces of yellow cheese. Add them to your pantry.



The rat did not find anything.



Return one of your rats to the common pile. This rat is not considered to have died from starvation and therefore must not be placed in the graveyard.



Poisoned rat. Place the rat in the infirmary.

This rat must be fed in phase 7, same as the others. However, it cannot be deployed on your next round and will remain in the infirmary until phase 5 (*Return*).

Does not add cheese to your pantry.



Lost rat. Place the rat on the Graveyard/Lost card (*do not feed it in phase 7*). It cannot

be deployed on your next round and will remain there until phase 5 (*Return*).

Does not add cheese to your pantry.

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

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

Quick Reference card

Example: If your clan has 26 rats, you'll need 11 pieces of cheese (9 for the first 24 rats + 1 for each additional rat).

If a player does not have enough cheese to feed their clan, they must spend all their cheese. Then, they must place 1 rat on their Graveyard card for each piece of cheese they could not pay. Only rats in the sewers can be moved this way (*lost rats cannot be moved*).



Rats removed during this phase **score negative points** at the end of the game.

Example: A player has 11 rats and 2 pieces of cheese. In phase 7, she moves two rats to the Graveyard card because that is the amount of cheese she can't pay to feed her clan.

WINNING THE GAME: the game ends immediately when **the End of Game card is drawn from the Event deck**. Skip the round and proceed to tally the score.



End of Game card

Each player gets 1 point per rat (including poisoned and lost rats), and subtracts 1 point for each rat in their graveyard (*dead from starvation*).

The player with the highest score wins the game.

In case of a tie, the player with **the most pieces of cheese in their pantry** wins the game. If **still tied**, those players share the victory.

EVENT CARDS:



The effect of the event cards is only applied during the current round.

STARTING EVENTS:

The first 5 Event cards.

The back of these cards shows a closed manhole cover.



ABUNDANCE:

When drawn, each player immediately adds a piece of cheese from the general supply to their pantry.



MASSIVE ATTACKS:

Resolve all attacks as if there were one more rat attacking. Place at least one rat in either pipe.



VISITING "COUSIN":

When drawn, each player immediately adds a new rat to their clan. It can be deployed normally this turn.



HELMET RAT:

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



WE DID IT!:

Black cheese is considered yellow cheese.

FINAL EVENTS:

The remaining events, with an open manhole cover on the back.



DRUNK:

When drawn, the player with the most rats must immediately give one of them to the player with the fewest (*it 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 this turn.



HOLY RAT:

When drawn, each player immediately moves one rat from their Graveyard card (*if any*) to the common pile.



END OF GAME:

The game ends immediately and scores are tallied: +1 point per rat (*including poisoned and lost rats*) and -1 point per rat in the graveyard.



DR. CHEESE:

When taking cheese from the bag, players may trade two pieces of white cheese for one yellow, if they come from the same area.



TACTICIANS:

During phase 6 (*Foraging for Cheese*), each player gains one piece of yellow cheese for each location they did not send any rats to.



RATTIBAL LECTOR:

During phase 7 (*Feeding*), players may trade one rat for one piece of cheese.



LOCKED AND LOADED:

Players may deploy up to a maximum of three rats in the nursery and pantry. Those rats will both defend and breed.

AGGRESSIVE BOARD (OPTIONAL):



"Aggressive" Board

Players may choose to play **RatLand** with these **optional rules**, but it is not recommended until players are familiar with the **standard game**. There are two ways to play with this variant: all players use the **aggressive boards**, or each player (*secretly behind their screens*) chooses the board they want to play with.

Players using the aggressive board must follow these rules:

ATTACK: when attacking an opponent's pantry **with more rats**, one of the defending rats (*if any*) is killed. If the attack fails (*equal or higher number of defending rats*), the attacker loses 1 rat.

FORAGING FOR CHEESE-COMBAT: before drawing cheese from the bag, resolve a **Combat phase**.

- If the aggressive player sent the most rats to that area, an enemy rat is wounded. Choose any rat sent to that same area to be placed in its owner's infirmary.
- Wounded rats cannot get any cheese.
- In all areas, the **aggressive player(s)** always take one less piece of cheese.

CLANS RULES (OPTIONAL):



Players may also play **RatLand** using a **specific Clan**. At the beginning of the game, deal two clan cards to each player: they choose one to keep and discard the other. **Clans have an ability that is used during the starting stage** (● closed manhole cover); this ability improves during the **final stage** (● open manhole cover, on the other side of the card).



RECYCLER CLAN:

- In the dump, take one extra piece of cheese.
- You may trade up to two pieces of white cheese taken from the dump for yellow cheese.



MUTANT CLAN:

- Treat poisoned cheese (purple) as yellow cheese.
- Treat poisoned cheese (purple) as orange cheese.



EXPLORER CLAN:

- If one or more rats get lost, they return the following round along with a single piece of cheese.
- Each of your lost rats returns the following round with one piece of cheese.



SCAVENGER CLAN:

- Once all players have collected cheese from one area where you did not deploy any rats, take one piece of cheese from the bag, if possible.
- In each area, after all players have finished taking cheese from the bag, you may also take one piece, if possible.



ALCHEMIST CLAN:

- At the end of the round, after feeding your clan, you may transform exactly one piece of cheese into a rat.
- At the end of the round, after feeding your clan, you may transform up to two pieces of cheese into rats.



NINJA CLAN:

- If you attack a single neighbor with exactly 2 rats, you may steal a piece of cheese regardless of the number of defending rats.
- For each side where you attack with a single rat, steal a piece of cheese regardless of the number of defending rats.



FAMILY CLAN:

- During phase 4, if you did not send any rats to the nursery, add a new rat to your clan.
- Always breed as if you have one more rat in the nursery (*even if it is empty*).



WARRIOR CLAN:

- Ignore black cheese.
- Ignore black cheese. Always defend as if you have two more rats.



MUSICIAN CLAN:

- At the end of the round, the player with the most cheese must give you one piece.
- At the end of the round, the three players with the most cheese must give you one piece each.



SPORTS CLAN:

- At the end of phase 2, after all players have removed their screens, you may redeploy one rat to a different area.
- At the end of phase 2, after all players have removed their screens, you may redeploy up to three rats to different areas.



CORRUPT CLAN:

- You may add one additional piece of cheese of any color to a single area (*before any player starts drawing cheese*).
- You may add one additional piece of cheese of any color to each area (*before any player starts drawing cheese*).



SEER CLAN:

- At any point during the round, you may look at the next Event card.
- At any point during the round, you may look at the next Event and Food cards.

● **DESIGNER:** Eduardo García Martín
 ● **ILLUSTRATOR:** Ramsés Bosque
 ● **GRAPHIC DESIGN:** Matías Cazorla
 ● **3D MODELLING:** Pablo Miras

● **TRANSLATORS:** Jesús Sánchez López and Buster Lehn
 ● **COLLABORATORS:** José Manuel Moreno, Miriam Pamos and Jaime Devesa



FASES DE JUEGO



1 FASE EVENTO

La **carta o marcador de Jugador Activo** pasa al jugador de su izquierda (*salvo en la primera ronda*), se desvelan la **carta de evento** y la **carta de comida**.

2 FASE RATAS

Cada jugador **coloca sus ratas** en los lugares que desee de entre las zonas posibles de su alcantarilla (*Criadero, Despensa, Salida a la Ciudad, etc.*). **Utiliza la pantalla para ocultar tus movimientos.**

3 FASE ATAQUES

En esta fase se realizan los **ataques correspondientes**.

4 FASE CRIADERO

El **clan aumenta** en tantas ratas como se hayan puesto en el **criadero**.

5 FASE REGRESO

Cada jugador **mueve sus ratas envenenadas y perdidas** a la zona de la **despensa**, si las tuviera.

6 FASE BUSCAR QUESOS

Por cada una de las **3 zonas**, se sacarán **quesos** en función de las **ratas enviadas**.

7 FASE ALIMENTAR

En esta fase debes **pagar los quesos** necesarios según el **número de ratas** que tenga tu clan. Con esta fase **la ronda acaba**.

GAME PHASES



1 EVENT PHASE

The **Active Player** card or rat marker passes clockwise to the next player (*except in the first round*). Draw the next **Event card** and then the **Food card**.

2 RATS PHASE

Each player distributes their rats among the available areas in their sewers (*Nursery, Pantry, City Exit...*). **Use the screen to hide your moves.**

3 ATTACK PHASE

Resolve **attacks** (*if any*).

4 NURSERY PHASE

The **clan grows** by as many rats as the number of rats in the **nursery**.

5 RETURN PHASE

Each player **returns their poisoned and lost rats** to their **pantry**, if any.

6 FORAGING FOR CHEESE PHASE

For each of the **3 areas**, players draw as many pieces of **cheese** from the bag as the number of rats **they sent**.

7 FEEDING PHASE

Depending on the **number of rats** in their clans, players must **spend** the required amount of **cheese**. The **round ends** after this phase.