



TARGET: RATS SIMPLIFIED

THE BOARD GAME RULE SET

This is a streamlined version of **Target: Rats The Board Game** that is suitable for younger players or anyone who'd like a faster pace of play. Please refer to the original instruction manual for a description of the game board and game pieces. The cards are not used in this version.

VICTORY

As soon as a player holds the title of **Da Big Cheese** and has all twelve of their rats on the board, outside their home nest, they win the game.

SETUP



- Each player places **four** rats in **unfed** position on their home nest.



Unfed Rat



Fed Rat

- Place **one dumpster** in each quadrant on the surface space exactly **halfway** between the two sewer entrance spaces.



- Whoever most recently ate pizza will be the first to take their turn. When their turn is complete, play will proceed in a **clockwise** direction.
- If you begin your turn with **one or fewer** rats on the board, you may place **two unfed rats** on your home nest for immediate use before you roll.

MOVEMENT



On your turn, roll **two dice**. The total is the number of spaces you **must** move, divided among however many rats you want. Move one rat at a time, resolving actions as you go.

- Da Big Cheese** may roll one additional die.
- A **Target symbol** may be counted as a 1 for rat movement. Or, it may **instead** be used to move the **Exterminator**.
- The first player to land on Rat City with an **exact roll using all their dice** will become **Da Big Cheese**. Other players may later **Fight** them to try to take the throne.
- When moving, you **must** proceed in a continuous direction and not double back on a space.
- Spaces may contain a maximum of **four** rats at any time. You may not pass through a space which already has four rats in it. The Home Nests and Rat City may hold any number of rats.
- Rats from opposing factions **may** occupy the same space, except for Rat City.

ACTIONS



Actions **may** happen during movement as soon as the conditions for that action are met. One rat may engage in **multiple** actions during its move.

FEED: As soon as a rat lands on or passes a dumpster space, it becomes **fed**. Sit it up into fed position.

BREED: As soon as two fed rats from the same faction occupy the same space, they **may** become unfed to spawn **two new unfed rats** on your home nest. This may happen even if one rat is just passing through as part of their movement.

FIGHT: Rats may **only** fight in Rat City, in order to take the title of **Da Big Cheese**. The **Fight** action will happen **after** all other movement has finished.



- Each party rolls **one die** for **each rat** they have in the fight.
- The side with the **highest total** wins the fight. The loser's rats are killed. On a tie, **Da Big Cheese** wins.

THE EXTERMINATOR



If you roll a **Target symbol** during your movement roll, you may place the **Exterminator** on any Surface space. You may only move the Exterminator **once** per turn.

- The Exterminator kills all rats on a space.
- The Exterminator **cannot** remove a dumpster token, but will **prevent** rats from feeding there.
- The Exterminator may only stand on a **surface** space.
- Rats may **not** pass through the Exterminator, and will die if they **land** on his space.

