

## TARGET: RATS SIMPLIFIED

# **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



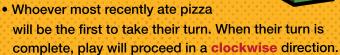
• Each player places four rats in unfed position on their home nest.





Fed Rat

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



• 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.



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