



TARGET: RATS

IF RATS CAN'T FEED, RATS CAN'T BREED.

In every alley in the city of Chicago, you can find a bright yellow poster with a mean-looking rat under a red cross hair, warning you of how dangerous rats are and to alert you that exterminators have planted rat poison in the area. Printed in bold red letters on the poster is the slogan, "IF RATS CAN'T FEED, RATS CAN'T BREED." In this game, you will be playing as the head of a family of rats trying your best to survive in this hostile environment. You must lead your family to victory by scavenging for food to feed your rats, then breeding to produce more rats, and establishing new nests to grow your territory. Finally, you must become Da Big Cheese to control Rat City at the heart of the underground. But beware! In the big city, a rat can meet danger around every corner!

OBJECT:

Establish 3 nests and become Da Big Cheese to rule the underworld!

GAME PIECES:

- 12 Rat pawns each in four colors: White, Black, Grey, and Brown. These can sit up or lie flat to show if they are fed or unfed.
- 4 Nest markers each in four colors to match the rat pawns.
- 8 Food Source markers shaped like dumpsters.
- 1 Exterminator pawn.
- 4 Sewer Entrance markers, shaped like sewer covers.
- 1 Big Cheese marker, A deep dish pizza which can seat a rat.
- Surface Event deck with 45 cards.
- Underground Event deck with 34 cards.
- 8 Six-sided dice, with a Target symbol on the 1.



Rat Pawns, unfed



Rat Pawns, fed



Exterminator Pawn



Da Big Cheese's Throne



White



Black



Grey



Brown

Nest Markers



Sewer Entrance Marker



Food Source Marker

GAME BOARD:

The struggle for power among the rats of the city takes place **above ground**, where there are many opportunities to scavenge for food, and **underground**, where there is safe shelter from the elements - and the dreaded **exterminator**. There are also surprising dangers and legends of **powerful items** to be found in the dark sewers and tunnels beneath the city.

The Target: Rats board is laid out with an **outer ring** representing the streets and sidewalks of the surface world, and an **inner ring** representing the sewers and subway tunnels underground. At the center is **Rat City**, where **Da Big Cheese** holds court and calls the shots in the rat world. One **home nest** is situated in each corner of the board. **Access corridors** connect each home nest to the surface ring, the underground ring, and Rat City. These passages divide the board into **quadrants**.



Surface Deck

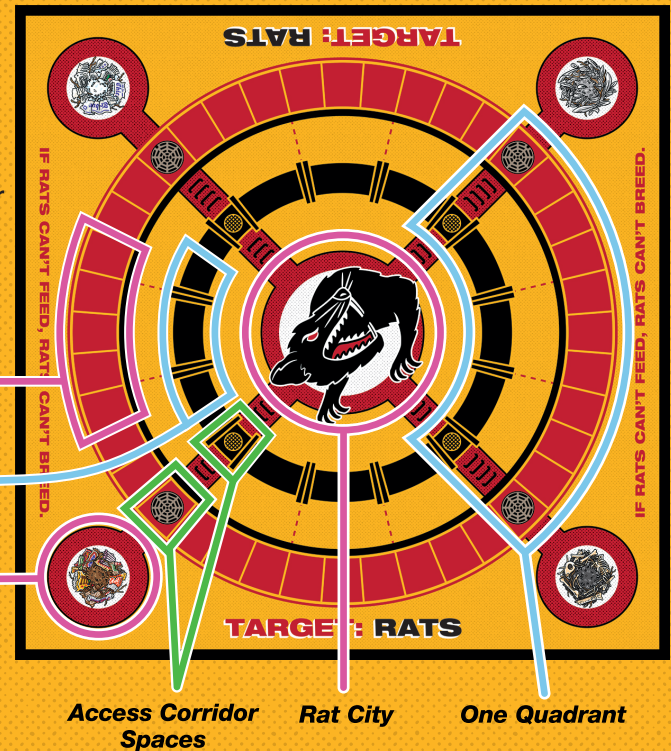


Underground Deck

Surface Ring

Underground Ring

Home Nest



SETUP:

1. Shuffle the **Surface deck** and the **Underground deck**. Place each deck to the side of the board and leave room for a discard pile next to each.
2. Each player chooses a faction of **rats** to play, and a **home nest** space in the corresponding corner of the board. Place **4** of your rats on your home nest, in **unfed** position. Hold the rest of your rats in reserve.
3. The **Exterminator pawn** remains off the board until called for by an in-game trigger. Once he is placed on the board, he will remain active until the game is complete.
4. Place the empty **Deep Dish Throne** on the **Rat City** space at the center of the board.
5. 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.

TURN FLOW REFERENCE:

1. Reactivate any used special item card you are holding.
2. Move your rat groups (2 groups, plus 1 for each additional nest token you control).
3. After all movement is complete, choose an action for each group of rats that moved, beginning with any fights. (Scavenge, Feed, Breed, Nest, or Fight.)
4. Move the Exterminator if there are 8 or more rats above and below ground in one quadrant. If not, roll one die, and move the exterminator if you roll a 1.
5. Check for victory conditions (Does any player control 3 nest tokens and Da Big Cheese?)
6. Next Player's Turn Begins

GAMEPLAY:

Each player begins with **4** unfed rats in their home nest. On your turn, you will **move** your rats around the board, and then take an **action** with each group of rats that you moved. Your object is to scavenge for food to **feed** these rats, then **breed** to produce more rats, and to establish new **nests** from which to spawn new rats. You may also need to **fight** other groups of rats to gain control of food sources. Once you resolve all your actions, the **Exterminator** will move if any quadrant has a large rat infestation. After the Exterminator's action is resolved, check to see if any player controls **3 nests** and holds the title of **Da Big Cheese**. Once a player meets these victory conditions, they must hold them for **one more round**. If they still meet the victory conditions when their turn begins again, they win the game!

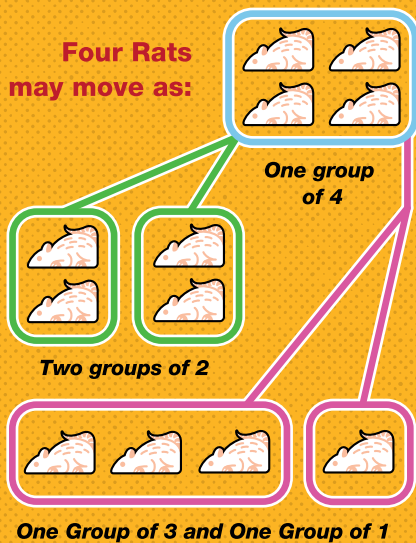
- Your **home nest** space can only be entered by your own rats, and it cannot be destroyed. It does **not** count toward your nest total for victory, and it does **not** count as being in any of the four quadrants of the board. Your home nest may contain any number of rats.
- If **all** of a player's rats are eliminated, they will enter play on their next turn with **2** rats spawned on their home nest. They may begin their turn as normal.
- If a player has only **1** rat on the board at the beginning of their turn, they may choose to spawn **2** rats in their home nest and skip the rest of their turn instead of moving and taking an action with the single rat.

The following sections describe each turn phase.

MOVEMENT:

To begin your turn, you may move **2** groups of rats up to **4** spaces each. For each nest you control in addition to your home nest, you may move **1** additional group during your movement phase. You may group your rats however you wish (*for example: 2 and 2, or 1 and 3, or just one, or altogether, etc.*). After **all** your rat groups have finished moving, each group that moved can take one action: **Scavenge, Feed, Breed, Nest, or Fight**. This action will affect every rat on that space.

- You may end your **movement** early, without using all your available movement range. You may also choose **not** to move as many groups as you are able to according to the number of nests you control.
- You may **not** end your movement on the same space where you began.
- When moving **between** the surface, the underground, and Rat City, only count the spaces which are **on** the rings, **not** the connecting passages with ladder rungs illustrated on them.
- If you enter a space with enemy rats, that group's movement will **end** and you must take the **Fight** action.
- If enemy rats are occupying a sewer cover space on the surface, you may pass **under** them from your home nest to the underground ring without engaging them in a fight. But you may **not** surface on an occupied sewer cover space without taking the **Fight** action.
- You may use your movement to **join** groups of rats together. Joining a group of rats will end the first group's movement, but if you have an additional group movement left, the **whole group** may move together. Since they are only one group at the end of this movement, they may only take **one** action.
- You may pass **through** a space containing your own rats without joining them.
- A space can hold a maximum of **4** rats at once, except while being contested in a fight.
- Players may take actions as usual in the **access corridor** spaces that connect the rings and divide the quadrants. But **no** special tokens may be placed on these spaces (nests, food sources, etc.). A rat in an access corridor space counts as being in **both** of the quadrants it borders.



When moving, you may group your rats however you wish. There is strength in numbers, but two smaller groups can cover more ground.



Moving from your Home Nest to Rat City will cost 3 movement.



Joining groups of rats can be used to move some rats further than they could on their own.



A well-placed Sewer Entrance token can provide an effective shortcut.



The Access Corridor spaces cannot hold any special tokens, as they provide permanent passages between the surface and the underground.

ACTIONS:

After moving each of your rat groups, you must declare an action for each group to take. Only groups which moved this turn may take an action. Groups may act in any order, beginning with all fights.

SCAVENGE: Your rats scavenge for food. What they find is determined by drawing from either the **Surface event deck** or the **Underground event deck**, according to where they are located. An event will affect **all** rats on the space, not just those who moved there this turn to take the Scavenge action.

- A space may only hold **one** special token (nest, food source, or sewer entrance). If the deck instructs you to place another token on a space that already holds one, you may choose which token to discard. No tokens may be placed in the **access corridor** spaces.
- If the deck instructs you to place a token and there are none of that type left, you must move **another of the same** token from elsewhere on the board to place on your space.



SPECIAL ITEM CARDS:

Some cards are **items** that you can hold onto for later use, noted by their blue background. Place your item face up in front of you. You may only hold **one** item at a time. If you draw another item card, you may choose which one to discard.

- You may use an item's power **once** per round, whether the opportunity arises on your own turn or during another person's turn.
- Once you have used the item's power, turn it face down. You will **reactivate** the item at the **beginning** of your next turn.
- If all of your rats are eliminated, you must **discard** any item you are holding before re-entering play on your next turn.

FEED: If a food source is present on this space, your rats can feed. An established food source will feed **all** rats on a space. Sit your rat pawn up to show that it is **fed**.

BREED: If two **fed** rats occupy the same space, they may breed. Place **2** new rats on any nest you control. The breeding rats become **unfed**. A player can have a maximum of **12** rats on the board at a time. If there are multiple **pairs** of fed rats on the space, each pair may breed. All rats are spawned in **unfed** condition.



NEST: Two **fed** rats on the same space may establish a nest. Place a **nest token** on this space. The establishing rats become **unfed**. If there are additional fed rats on the space, they remain fed, but **cannot** take a separate action this turn. You can place up to **4** nest tokens on the board at one time.

- Anytime you spawn new rats, you may choose to place them in **any** nest you control.
- A nest **can** be taken over by enemy rats in a fight. The winner replaces the loser's nest token with their own.
- If a nest is undefended, enemy rats can take it by ending their movement on that space and taking the **Scavenge** action to discover the nest instead of drawing from the deck.
- The white rats line their nests with scraps of old newspaper. The grey rats cushion their nests with pigeon feathers. The brown rats stuff their nests with candy wrappers. And the black rats build their nests with small bones found in the dank sewers.



FIGHT: If rats from contesting factions occupy the same space, they will fight. Each player rolls **1 die for each rat** they have in the fight. The highest total wins. The victor pushes the losing rats **two spaces** away and kills **half their number, rounded down**. A single fighting rat can be killed.

On a tie, the following order takes priority:

1. Da Big Cheese's faction wins.
 2. The party with the most fed rats wins.
 3. The defender wins.
- If the losing party is pushed into a space that holds another rat from a different faction, resolve that fight **immediately**.
 - If the losing party is pushed into the exterminator pawn, they are **immediately destroyed**.
 - If you move multiple groups to the same space to attack the same enemy, then all your rats will fight **together in one action**.
 - If after a fight there are more rats on one space than that space can hold, the extra rats must move to the **nearest space that can accommodate them**.



Pushing one group of rats into another can force a fight.



Bring multiple groups to the same space to fight an enemy with larger numbers.

THE EXTERMINATOR:

The final turn phase is to move the Exterminator - the grim reaper of all rat kind.

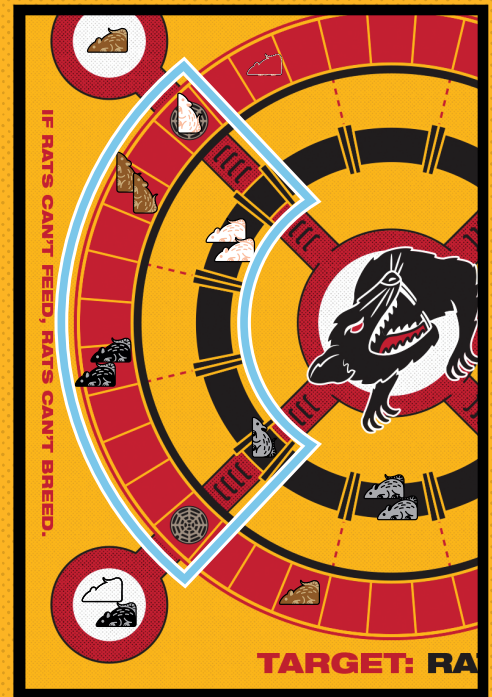
After you have resolved all of your actions, if there are **8** or more rats in **one quadrant above and below ground**, you must move the Exterminator to the surface space with the **most** rats in that quadrant to fight the infestation. If two or more spaces in that quadrant have the **same** number of rats, you may choose which of these spaces the Exterminator will move to.

If there is no infestation, **roll 1 die**. If you roll a **1 (Target symbol)**, move the Exterminator to **any** surface space you choose.

The Exterminator destroys **all rats** and any **nest, food source, or sewer entrance token** on any space he occupies. The space is **impassable** until the Exterminator moves again. Once you have resolved the Exterminator's action, check for victory conditions. Then the next player's turn may begin.



- The Exterminator **cannot** go underground, so underground rats and nests are safe from him.
- If there are 8 or more rats in one quadrant but **none** of them are on the surface, the Exterminator must be placed on any surface space in that quadrant.
- If the Exterminator is standing on a sewer entrance, rats may pass **under** him without consequence, but they may **not** surface there.
- Rats in your **home nest** do not count toward the infestation threshold.
- Rats in the **access corridor** spaces count as being in **both** quadrants they border.
- **Beware**, there are also some cards which will move the Exterminator.



A quadrant containing 8 rats.

DA BIG CHEESE & RAT CITY

In addition to establishing nests, each faction of rats wants to have the power and distinction of counting **Da Big Cheese** among their number. Da Big Cheese is the boss of **Rat City**, the space in the center of the board. When a player gains control of this space, they place their rat king upon the **Deep Dish Throne**. If the throne is unclaimed, a player may claim it by moving to Rat City and declaring that they will try to take it. They must roll **1 die, plus 1 die for each nest token** they control on the board. If they roll a **1 (Target symbol)**, they claim the throne. If they fail, one rat from the group **dies** and the group is **pushed** to a nest they control.

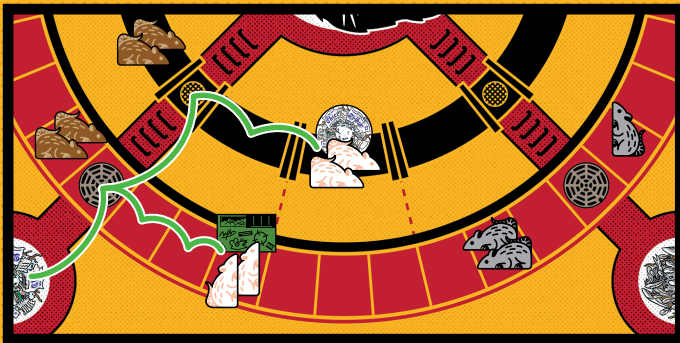


- The Rat City space may hold a group of up to **8** of your rats.
- **No nests or other special tokens** can be placed in Rat City.
- Rat City is an underground space, but it does **not** belong to any quadrant.
- If the throne is claimed, any rats that take the Scavenge action in Rat City will draw from the **Underground event deck**.
- If Da Big Cheese is defeated in a fight with an opposing faction, the victorious faction shall crown one of their participating rats **Da Big Cheese**.

EXAMPLE TURNS:

Turn 1: White Rats

- *Beginning from Home, White moves one group above ground and one group below ground.*
- *Both groups Scavenge. Surface group finds a food source and places the dumpster token, feeding their rats. Underground group discovers a nest and places a nest token.*
- *There are only 6 rats in the quadrant, so White rolls one die to check for the exterminator. The die roll is a 3, so the Exterminator does not move.*

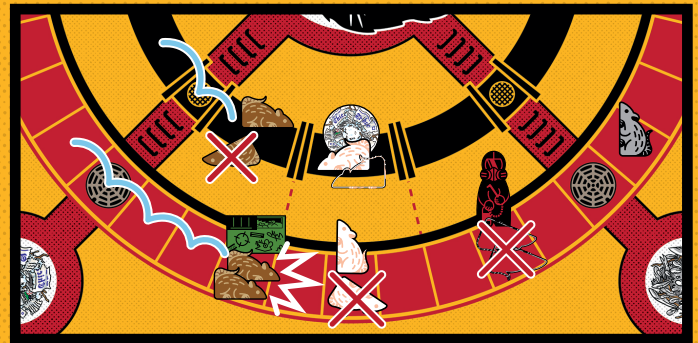


DA BIG CHEESE'S SPECIAL PRIVILEGES

- As the boss of underground, Da Big Cheese is **always fed**.
- Da Big Cheese rolls **1 extra die** if they are fighting in **Rat City**.
- Da Big Cheese's faction will win any **ties** in a fight.
- Da Big Cheese hears rumors from all over the city. Each turn, the first time your faction takes the scavenge action, draw **two cards** from the appropriate deck. Choose one to **discard** and one to **activate**.
- But, Da Big Cheese may **not** leave Rat City once enthroned.

Turn 2: Brown Rats

- *Brown moves one group above ground and one below.*
- *The surface group attacks the White rats and defeats them. One White rat is killed, and the other is pushed two spaces. The underground group scavenges and draws the Electrocuted card, killing one rat.*
- *There are 8 rats in the quadrant, so Brown must move the Exterminator. Both Brown and Grey have a group of two in the quadrant, so Brown chooses to place the Exterminator on the Grey group, destroying them.*



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