

Setup

1. Game Boards

2 Players

Use light colored regions on main board only.

3 Players

Use light & medium regions on main board only.

4 Players

Use full main board.

5 Players (Africanus)

Use Northern Africa board and light & medium regions of the main board (do not use the two dark colored regions on the main board).

6 Players (Africanus)

Use Northern Africa board and main board.

2. Rat Tokens (Africanus)

Use the Africanus rat tokens. Place the 17 starting tokens (with light blue borders) face down in each region of the board (with fewer than 6 players, add any unused tokens to the other tokens).

2 Players: Remove 24 tokens

3 Players: Remove 20 tokens

4 Players: Remove 16 tokens

5 Players: Remove 8 tokens

3. Place the Plague Piece in a randomly chosen region.

4. Region Cards (Africanus)

If playing with less than 6 players, remove any region cards that correspond to unused regions. Deal a hand of 3 cards to each player.

5. Goods (Mercator + Arabian Traders)

2 Players

Use only four types of goods (fish, cloth, lumber, salt), removing one token of each type from the game.

3 Players

Use only four types of goods (fish, cloth, lumber, salt), randomly removing two different tokens from the game.

4 Players

Use only four types of goods (fish, cloth, lumber, salt).

5 Players (Africanus)

Use all five types of goods, removing one pottery and one cloth token from the game.

6 Players (Africanus)

Use all five types of goods.

Take four goods of each type in play and place them face down in a supply next to the board. Flip over one good of each type. The remaining goods tokens are randomly placed face up on the board, one token per region in play.

6. Place all coins in a bank next to the board. Each player receives 4 coins (Mercator).

7. Class Cards

2-4 Players: Choose 6

5-6 Players (Africanus): Choose 8

8. «Move 3 steps» Tokens (Africanus)

If any Chivalry class cards are in play AND there are 5 or 6 players, place one «Move 3 steps» token on each Chivalry class card.

9. Additional Components (Pied Piper, Africanus)

Depending on the class cards chosen, place any additional components next to the board (diplomat tokens, potion tokens, bishop pieces, wall pieces, & nun pieces).

10. Starting Cubes

Youngest player starts the game. Starting with him and going clockwise around the table, each player places two of his cubes in any region on the board. Thereafter, starting with the last player and going counter-clockwise around the table, each player places two more of his cubes in any region on the board. This continues until all players have placed all of their starting cubes.

2-4 Players: 4 cubes

5-6 Players (Africanus): 6 cubes

11. Caravan Piece (Africanus)

If either the Caravaner or Camel Driver class is in play, the last player (that is, the player to the right of the starting player) places the Caravan piece in a region of his choice on the board.

12. Begin the Game

Bourgeoisie



Courier (Pied Piper)

A player holding this card may swap any two cubes on the board. That is, he may swap one of his own cubes with a cube belonging to another player in another region, or he may swap two cubes belonging to two other players.



Judge (Bonus)

A player holding this card may, at any time during his turn, take two of his own cubes from any one region on the board. He places one of them in the palace and the other one back to his supply.



Merchant (Base Game)

A player holding this card may, at any time on his turn, move up to 3 cubes of his own colour from one region to one of its neighbouring regions.



Hanseatic Trader

(Mercatus)

To use this card, the player holding it must place one of his goods tokens on the card. This goods token no longer belongs to the player: it can't be sold or used in any other way. Even in the Sales phase this goods token won't be sold and stays on the card. This goods

token will remain on the card until another player takes the card or until the player holding the card decides to replace it with another goods token. In both cases the goods token on the card is returned face down to the supply.

A player can even take this card when he doesn't have any goods tokens. Also, a player isn't forced to place a goods token on it immediately. He may place a token later in his turn or in a later round on this card to use it. After (re)placing a token on the card, you can still use the card (provided that the card hasn't been used yet this turn).

The player holding this card may move up to five cubes of his own colour from one region into another region containing a goods token of the same type as the token on the card. All the cubes moved with the Hanseatic Trader must go to the same region.



Mayor (Pied Piper)

A player holding this card may, instead of adding cubes according to the regular rules (one cube per rat) in phase B, add one cube to each region in which he has more cubes of his color than any other player.

Card Combinations: If the player additionally holds the Peasant card, the extra cube may be placed in one of the regions in which he has more cubes of his color than any other player. If the player additionally holds, and is able to use, the Queen card, the two extra cubes may be placed in one or two of the regions in which he has more cubes of his color than any other player.



Swindler (Mercatus)

The player holding this card may, at any time during his turn, place one rat from the supply into any region on the board in which he has at least one of his own cubes. If he does, he may also take a face up goods token from the supply (if still

available) of the same type as the goods token in that region.

If using the Swindler depletes the supply of rats, the game will end after phase C of the player's turn. In this case the plague will not spread since no more rats are available.



Venturer (Arabian Traders)

The player holding this card may buy goods tokens for one coin each in addition to the one free goods token he may take during his turn. Note that he can only buy available (face-up) goods tokens from the supply.

Chivalry



Assassin (Mercatus)

The player holding this card may move the plague piece up to two steps in phase C before the effects of the plague are evaluated. Additionally, he receives one coin from the bank for each rat token that kills at least one cube belonging to another player during his turn.



Crusader (Pied Piper)

A player holding this card may move the Plague Piece up to two steps in phase C, before the effects of the plague are evaluated. Additionally, the player may reveal all the rat tokens in the Plague Region simultaneously, and then decide the order in which they will affect the Plague Region.



Knight (Base Game)

A player holding this card may move the plague piece up to two steps in phase C, before the effects of the plague are evaluated. Additionally, the player may, before the rat tokens are revealed, decide to let the plague piece count as two neutral population cubes in the affected region for the purpose of evaluating the population limits on the rat tokens.



Raider (Mercatus)

The player holding this card may move the plague piece up to two steps in phase C before the effects of the plague are evaluated. Additionally, he may take one face up goods token from the supply (if still available) of the same type as the goods token in the plague region.



Robin Hood (Bonus)

A player holding this card may move the plague piece up to two steps in phase C. Additionally, before resolving the plague, he may remove from the plague region one cube belonging to one of the players with majority there, and replace it with one of his own cubes.

Note: This effect may only be used if the plague region contains at least one rat.



Saladin (Bonus)

A player holding this card may move the plague piece up to two steps in phase C. Additionally, as soon as at least three cubes belonging to other players are killed during the plague on his turn, he may give the Saladin card to one of the players who lost a cube. The transfer of the card occurs immediately after a rat token has been resolved, and has effect on any subsequent rats in the same region. Thereafter, the Saladin card remains with its new owner.



Soldier (Pied Piper)

A player holding this card may move the Plague Piece up to two steps in phase C, before the effects of the plague are evaluated. Additionally, when placing new rats in phase C, he may place one extra rat.

Church



Bishop (Pied Piper)

A player holding this card may place (or move, if both are already in play) one of the two bishop pieces. A bishop piece may be placed in any region, and both bishops may be located in the same region.

The bishop protects the region against rats: No rats may in any way be moved into or placed in a region containing one or both bishop pieces.



Deacon (Mercatus)

During phase C of his turn, the player holding this card may pay coins to the bank to avoid the effects of the rats after revealing them. The first time he chooses to do this during his turn, he must pay 1 coin to the bank. The second time he pays an additional 2 coins and the third time he must pay an additional 3 coins.

Note: He chooses whether or not to pay after revealing a rat token. Only the effects concerning the player with this card are ignored. All other players still suffer the effects of the rat token and lose cubes as normal.

Always first determine which players are struck by the plague. Then the player holding this card decides whether or not he'll discard cubes or pay to keep them on the board.



Joan of Arc (Bonus)

Each round, the player holding this card may draw a rat from the supply. Depending on the limit value of this rat, he may use the ability of other class cards in play, according to the following table:

1, 2 = nothing

3, 4 = Royalty and Bourgeoisie

5 = Peasant and Church

6 = Chivalry and Magic

He may use the abilities of all cards in play with the given class, except cards he currently holds. Thereafter, the rat is shuffled back into the supply.



Monk (Base Game)

A player holding this card may, at any time on his turn, move any one rat token from any region to a neighbouring region. This movement may be performed either before or after adding new cubes in phase B.



Nun (Pied Piper)

A player holding this card may place (or move, if already in play) the three nun pieces. A nun piece may be placed in any region, and several nun pieces may be placed in the same region.

Each nun piece reduces the population of the region by one for the purpose of evaluating the population limits on the rat tokens in phase C.



Pope (Mercatus)

The player holding this card may pay two coins to the bank to place one cube from his supply directly into the palace area of the board.

Islamic



Aladdin (Bonus)

A player holding this card may exchange any number of his region cards with new region cards from the pile. Thereafter, if he has fewer than 4 region cards, he may draw cards until he has 4 region cards.



Arabian Trader

(Arabian Trader)

The player holding this card may, once during his own turn, discard one of his goods tokens to receive 5 coins from the supply. Discarded goods tokens are placed face down in the supply.

However, to do this, he must discard a region card corresponding to a region containing a goods token of the discarded type in which he holds the majority of cubes (or ties for the majority). He then draws a new region card.



Astronomer (Africanus)

A player holding this card may draw three region cards from the deck, chooses one to keep and discards the other two.



Camel Driver

(Arabian Trader)

The player holding this card may move the Caravan piece two steps. In the starting region of the Caravan as well as in the region the Caravan moves through, the player currently having the most cubes receives 2 coins from the supply. If two or more players are tied for the majority, they each receive 2 coins. See the Rattus Africanus rules for the «Caravaner» class card for details about Caravan movement.

Card Combinations: If a player holds both the Camel Driver and the Caravaner class cards, he must use both cards at once: he moves the Caravan piece two steps and in both regions (started from and moved through) the player with the majority of cubes places one additional cube and receives 2 coins from the supply.



Caravaner (Africanus)

A player holding this card may move the Caravan piece two steps. In the starting region of the Caravan, and in the region the Caravan moves through, the player currently having the most cubes may place an additional cube. If two or more players are tied for majority, they each place an additional cube. In the region in which the Caravan ends its movement, no additional cubes are placed. The Caravan piece will start its movement from this region the next time the Caravaner ability is used. The Caravan may not move back into the region from which it started its movement this turn.

Note: The player may not choose to move the Caravan only one step. He may however choose not to use the ability of the Caravaner card.

Note: Wall pieces (from the Pied Piper expansion) prevent the movement of the Caravan piece.



Explorer (Africanus)

A player holding this card may draw and reveal three region cards from the deck. He then places one of his cubes in one of the regions shown on the cards. Thereafter, the three region cards are discarded.



Sinbad (Bonus)

Twice during his turn, the player holding this card may move one of his cubes from a region on the board onto an arrow connecting the region with another region. The cube must remain on the arrow until it is forced to move into one of the two connected regions (see below). Until this happens the cube is not considered to be in any region. An arrow can hold an unlimited amount of cubes. However, arrows connecting a region with a region not used in the game (according to the number of players) cannot hold cubes. Whenever the Plague Piece moves into one of the two regions connected by an arrow holding one or more cubes, the owner(s) of the cubes must immediately move their cube(s) into one (or both) of the two regions. The choice of where to move the cubes must be done before the plague spreads and is resolved.

Note: The Courier is not allowed to affect cubes placed on arrows.

Note: If the Emperor has placed a wall on an arrow, Sinbad may NOT move cubes onto that arrow. However, if a wall is placed on an arrow where cubes are already present, the wall will not impede the cubes from moving off of the arrow.

Islamic



Sultan (Africanus)

A player holding this card may place one diplomat token under one of his cubes in a region on the board. At the end of the game the players with the most diplomat tokens earn extra points. Cubes with diplomat tokens are treated just like regular cubes, that is, they can be killed by the plague, they can be moved using the Merchant etc. However, a player can never have more than one diplomat token in each region. Different players can have cubes with diplomat tokens in the same region though. The diplomat token will stay with the cube until the cube is killed or the game ends.

Note: If a player loses one or more cubes in a plague outbreak in a region in which he has a cube with a diplomat token, he removes the regular cubes first. If he has to remove the cube with a diplomat token, the diplomat token is returned to the supply.

At the end of the game, after the plague has ravaged all the regions, the player with the most diplomat tokens under his cubes receives 4 points. The player with the second most diplomat tokens receives 2 points. If there is a tie for the most diplomat tokens, the tied players share 6 points (round down), and no points are awarded for second place. If there is a tie for the second most diplomat tokens, the tied players share 2 points (round down). If using the Sultan card in a 2-player game, only the 4 points for having the most diplomat tokens are awarded, and no points are awarded for second place.

Magic



Grave Robber (Mercatus)

In phase C, the player holding this card may take one face up goods token from the supply (if still available) for each rat token that kills at least one cube belonging to another player during his turn.



Shaman (Mercatus)

To use this card, the player holding it must place one of his goods tokens on the card. This goods token no longer belongs to the player: it can't be sold or used in any other way. Even in the Sales phase this goods token won't be sold and stays on the card.

This goods token will remain on the card until another player takes the card or until the player holding the card decides to replace it with another goods token. In both cases the goods token on the card is returned face down to the supply.

A player can even take this card when he doesn't have any goods tokens. Also, a player isn't forced to place a goods token on it immediately. He may place a token later in his turn or in a later round on this card to use it. After (re)placing a token on the card, you can still use the card (provided that the card hasn't been used yet this turn).

The player holding this card may, once during his turn, freely distribute the rat tokens (without looking at them) among all regions on the board containing a goods token of the same type as the token on this card.



Witch (Base Game)

A player holding this card may, at any time on his turn, look at any one rat token on the board. Thereafter, he may look at any other rat token on the board, either in the same or in a different region. Finally, he may, if he wishes, swap the two selected rat tokens (this obviously only makes sense if he looked at rat tokens in two different regions).



Wizard (Pied Piper)

A player holding this card may place one potion token with one of the cubes of his color anywhere on the board. A cube can possess more than one potion token.

A potion token protects the cube it is placed with: Whenever a cube must

be removed due to a plague outbreak in phase C, the owner of the cube may instead choose to remove a potion token placed with the cube.

Note: Removing a potion token in this way does not count as the rat killing a cube for the purpose of using the advantage of the Assassin, Count Dracula, Serf, Saladin, or Grave Robber cards.



Merlin (Bonus)

The player holding this card may:

1. If there is no rat on the card: take a rat from any region on the board and place it face down on the card without looking at it, or
2. If there is a rat on the card: look at it and place it in any region on the board.



Pied Piper (Pied Piper)

A player holding this card may move one cube of his own color from one region into a neighboring region. If he does this, he has to move along as many rat tokens as possible from the original region into the new region. The wall pieces

prevent such movement. If a player uses Pied Piper to move a cube into a region containing a bishop piece, no rat tokens are moved along into the new region.

Peasantry



Baker (Pied Piper)

A player holding this card may place one cube of his own color on the Baker class card on each of his turns. Whenever the Baker class card is taken by another player, that player immediately places all the cubes on the card in a region of his choice on the board.



Bedouin (Bonus)

A player holding this card may take a «Move 3 steps» token from the supply each turn. On any turn during phase C he may return one «Move 3 steps» token to the supply in order to move the Plague Piece up to three steps that turn. He may do

this even if he no longer holds the Bedouin card. Only one «Move 3 steps» token may be used each turn. Combining a «Move 3 steps» token with one or more Chivalry card(s) does not allow a player to move further than 3 steps.



Brewer (Mercatus)

The player holding this card may take one additional face up goods token from the supply (if still available).



Landowner (Mercatus)

To use this card, the player holding it must place one of his goods tokens on the card. This goods token no longer belongs to the player: it can't be sold or used in any other way. Even in the Sales phase this goods token won't be sold and stays on the card. This goods token will remain on the card until another player takes the card or until the player holding the card decides to replace it with another goods token. In both cases the goods token on the card is returned face down to the supply.

A player can even take this card when he doesn't have any goods tokens. Also, a player isn't forced to place a goods token on it immediately. He may place a token later in his turn or in a later round on this card to use it. After (re)placing a token on the card, you can still use the card (provided that the card hasn't been used yet this turn).

The player holding this card may place two cubes into a region containing a goods token of the same type as the token on this card.



Peasant (Base Game)

A player holding this card may add one cube more than usual when he adds cubes to a region in phase B («Place new cubes on the board»). For example, he may add 4 cubes to a region containing 3 rat tokens, or 1 cube to a region without rat tokens.



Serf (Pied Piper)

In phase C of his turn, a player holding this card may place one cube of his own color into the plague region for each rat token that kills at least one cube belonging to another player. The cube is placed in the region immediately, and may thus

affect (and be affected by) the resolution of the remaining rat token(s).

Royalty



Count Dracula (Bonus)

During phase C of the turn of the player holding this card, cubes belonging to other players that are killed are placed on this card, where they remain for the rest of the game. At the end of the game, the player with the lowest number of cubes on

this card gets 4 points (that is, he counts 4 extra cubes during scoring). The player with the second lowest number of cubes on the card gets 2 points. In the event of a tie, the points are shared among the tied players (round down).

Note: In a two-player game, only the 4 points for the lowest number of cubes are awarded. The other player gets nothing.



Emperor (Pied Piper)

A player holding this card may place (or move, if already in play) the three wall pieces. A wall piece may be placed on a border between two regions on the board, or on an arrow connecting two regions.

Nothing can be moved across a border blocked by a wall piece, that is, neither rats, cubes nor the Plague Piece may cross this border until the wall is taken away.

Note: The nun and bishop pieces are not blocked by the walls, since these are placed freely on the board and not moved between regions.



Jester (Bonus)

The player who has the jester, is allowed to take 2 cubes from his supply in hand and drop them on the board from about 30 to 40 cm height. Where the cubes end, they will settle.



King (Base Game)

A player holding this card may, at any time during his turn, move one of his cubes on the board to the palace area. This cube must be taken from a region containing no rats. Cubes in the palace area are safe for the rest of the game, and count as

regular cubes when counting score at the end of the game.



Stadtholder (Mercatus)

The player holding this card may pay coins to place extra cubes on the board. For 1 coin, he may place 1 cube, for 3 coins 2 cubes, and for 6 coins he may place 3 cubes.

All extra cubes placed with the Stadtholder must be placed in the same region. This can be any region and doesn't have to be the region chosen in phase B.



Treasurer (Mercatus)

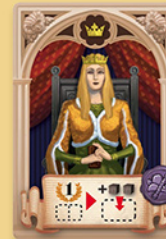
The player holding this card may take 2 coins from the supply.



Toll Keeper (Arabian T.)

If a sales phase occurs at the end of the turn of the player holding the Toll Keeper, he receives one coin for each goods token sold to a region by the other players.

Consequently the other players only receive two coins for each sale this turn.



Queen (Pied Piper)

If the player holding this card has cubes of his color in a larger connected area than any other player, he may add two cubes more than usual when he adds cubes to a region in phase B («Place new cubes on the board»).

Game End

Card Combinations: If one player holds more than one of the cards that depend on the Plague Piece (Crusader, Knight, Serf, etc.), he must apply the effects of these cards in the same region.

Sales Phase (Mercator): There will be no Sales phase when a type of goods is completely depleted during the final counter-clockwise round.

Assassin: The player holding this card may move the Plague Piece up to two steps, reveal the rats in this region one by one and take coins from the bank for each rat that kills at least one cube belonging to another player.

Bedouin: The player having the most «Move 3 steps» tokens receives an additional victory point. If two or more players are tied for the most «Move 3 steps» tokens, they each receive an additional victory point.

Brewer: All goods are considered available, so the player holding this card may take any type of goods, as long as there are tokens remaining in the supply.

Count Dracula: The player holding this card may move the Plague Piece one step and let the card affect the region moved into. The rats in this region are resolved immediately.

Crusader: The player may move the Plague Piece up to two steps, reveal all the rats in this region and immediately resolve them in any order he chooses.

Deacon: The player holding this card may move the Plague Piece one step, reveal the rats in this region one by one and use the card's effect in this region.

Grave Robber: The player holding this card may move the Plague Piece one step, reveal the rats in this region one by one and use the card's effect in this region. All goods in the supply are considered available.

Hanseatic Trader: A player holding this card may still replace the token on the card with one of his goods tokens as during the game.

Knight: A Player holding this card may move the Plague Piece up to two steps. When the game ends, the Plague Piece counts as two neutral population cubes in the affected region.

Landowner: A player holding this card may still replace the token on the card with one of his goods tokens as during the game.

Mayor: The player may add one cube to one region in which he has more cubes than any other player.

Peasant: A player holding this card may add a cube of his own color in any one region.

Raider: The player holding this card may move the Plague Piece up to two steps and take one goods token from the supply (if still available) of the same type as the goods token in the region moved into. All goods in the supply are considered available.

Saladin: The player holding this card may move the Plague Piece two steps, and let the card affect the region moved into. The rats in this region are resolved immediately.

Serf: The player may move the Plague Piece one step, and let the card affect the region moved into.

Shaman: A player holding this card may still replace the token on the card with one of his goods tokens as during the game.

Sinbad: At game end, all cubes placed on arrows must be moved into one (or both) of the connected regions before the plague ravages all regions.

Soldier: The player may add one rat into a neighboring region to the Plague Piece. If the supply of rat tokens is empty (as it usually is when the game ends), draw at random from the used rat tokens.

Stadtholder: In the final round, this card is restricted to adding at most one cube. This means that the player holding this card in the final round may pay one coin to the bank and place one cube in one region of his choice the board.

Swindler: If the supply of rat tokens is depleted, randomly draw one from the used rat tokens. All goods are considered available, so the player holding this card may take any type of goods, as long as there are tokens remaining in the supply.

Queen: If the condition of the Queen card is fulfilled, the player may add two cubes to any region.