

FIRST RAT

SETUP

- Place the Game Board on the variable setup side.
- Randomly draw Junkyard Path Tiles until the Path is full. Place each Tile you draw faceup on the Junkyard Path on its leftmost matching lettered space.
- Randomly place 7 of the 8 Score Tracks faceup on the Score Track areas.
- Each player chooses a colour and takes:
 - 4 Rats** - place 2 on the start space of the Junkyard Path and 2 in the Nursery.
 - 10 Score Markers** - place 8 in your supply, and leave 2 aside.
 - 1 Rat Burrow Marker** - place on the start space of the Rat Burrow Path.
 - 1 Light String Marker** - place on the start space of the Light String.
 - 1 Player Aid**
- Randomly place a number of Energy Drinks faceup in Zippy the Frog's Booth, and a number of Backpacks faceup in Harry Hamster's Booth based on the player count:
 - 2 PLAYERS:** 3 Energy Drinks / 5 Backpacks
 - 3 PLAYERS:** 4 Energy Drinks / 6 Backpacks
 - 4 PLAYERS:** 5 Energy Drinks / 7 Backpacks
 - 5 PLAYERS:** 6 Energy Drinks / 9 Backpacks
- Randomly place 6 Bottle Caps faceup in the Madcap Crow's Booth.
- Randomly place 6 Comics faceup in the Library on the right of the Rat Burrow.
- Randomly assign a 1st player, turn order is clockwise from this player. The 1st player takes the Start Rat Marker and 1 Cheese, the 2nd and 3rd Players take 2 Cheese, and the 4th and 5th Players take 3 Cheese.
- Place Neutral Score Markers, and the Neutral Rats to cover up any spaces not available in this player count.

GAME PLAY

The game is played in a series of Rounds until **END GAME** is triggered. Each Round consists of each player taking 1 Turn, starting with the 1st player. Each player's Turn consists of the following 4 Steps:

1) Move your Rats in 1 of the following 2 ways:

- Advance 1 of your Rats 1-5 spaces along the Junkyard Path.
- Advance 2-4 of your Rats 1-3 spaces along the Junkyard Path. Each Rat you move this Turn must end up on a different space of the same colour.
 - Rats can only ever move forward towards the Rocket.
 - If you want to take a shortcut you must discard the required Resource.
 - You may never have any of your Rats on the same Junkyard Path Space (including the Launchpad space) at the end of your Turn.
 - If 1 of your Rats reaches the Launchpad, at the end of your Turn move it to the leftmost free space on the Rattronaut Score Track.
 - The Launchpad has all 5 colours. If 1 of your Rats ends its movement on this space, you may choose which colour you want the space to be.
 - For each of your Rats that ends its movement on a space with another Player's Rat, you must give that player 1 Cheese.
 - If you don't have Cheese to give you must take 1 Mouldy Cheese piece and 3 Cheese pieces from the supply. Then give 1 of those Cheeses.

2) You may collect Resources from all the spaces where you have just moved a Rat to. Rats that weren't moved this Turn don't collect Resources.

3) If any of your Rats ends its move this Turn in a Booth space you may acquire 1 Item there of your choice by either:

- Buying the Item by paying the required amount of Cheese.
- Stealing the Item without paying Cheese. You must then return that Rat back to the start space of the Junkyard Path.

4) You may place on Score Tracks by either building Rocket parts or donating Cheese, as many times as you want or are able to. When you score a Track, discard the required Resources and place 1 of your Score Markers in the leftmost free space on that Track.

- 1 Score Marker may be placed in each of the first 4 spaces to the left.
- Any number of Score Markers may be placed in the last space on the right.



Take the depicted amount of Cheese from the supply, **+1 if your Light String Marker has reached or passed this space.**



Take 1 Vinegar Bottle from the supply, **+1 if your Light String Marker has reached or passed this space.**



Take 1 Tin Can from the supply, **+1 if your Light String Marker has reached or passed this space.**



Take 1 Baking Soda from the supply, **+1 if your Light String Marker has reached or passed this space.**



Take 1 Calculator from the supply, **+1 if your Light String Marker has reached or passed this space.**



Advance your Light String Marker 1 space on the light string for each depicted Lightbulb, **+1 if your Light String Marker has reached or passed this space.**

- There is no limit for the number of Markers allowed on each space.
- If your Marker reaches or passes a Construction Light place 1 Score Marker on the leftmost free space on the Construction Lights Score Track.



Move your Rat Burrow Marker 1 space clockwise along the Rat Burrow for each Apple Core, **+1 if your Light String Marker has reached or passed this space.** Whenever you reach an intersection, you must decide which way you'll continue your movement. Gain the rewards if you pass 1 of the following spaces:



Take either 1 Award (worth 3 VP) from the supply or take 1 of your Rats out of the Nursery and place it in the Start space on the Junkyard Path. You can raise a maximum of 2 new Rats during the game.



If you enter the space to the left of the Library you may take 1 Comic from the Library and place it faceup in front of you. It'll provide an advantage you can use beginning with your next Turn.



If you enter the space to the left of the Nursery you may raise 1 new Rat. Take 1 of your Rats out of the Nursery and place it in the Start space on the junkyard path. You can raise a maximum of 2 new Rats during the game.



If you enter the space to the left of the Stored Food, place 1 Score Marker on the leftmost free space on the Stored Food Track.

END GAME

END GAME is triggered when either:

- A player moves their 4th Rat onto the Launchpad. The game then will end at the end of the current Round.
- A player places their 8th Score Marker. Play till the end of the current Round, then play 1 additional Round before the game ends.

Each Player's 9th and 10th Score Markers may be used in the same way as their first 8 on these additional Turns.

FINAL SCORING

- Score VP for each of the 8 Score Tracks.
- Score VP for Bottle Caps.
- Score 3 VP for each Award.
- Lose 2 VP for each Mouldy Cheese.
- Score 1 VP for every 4 Resources you have left (Vinegar Bottles, Baking Soda, Tin Cans, Calculators, and Cheese).

The player with the most VP wins. Ties are broken to the player with the most Rattronauts in the Rocket. If there is still a tie, the tied players share the win.

SCORE TRACKS



Whenever 1 of your Rats reaches the Launchpad, place it on the leftmost free space on the on the Ratronaut Score Track.



Place 1 Score Marker on the leftmost free space on the Construction Lights Score Track each time your Light String Marker reaches or passes a Construction Light.



Place 1 Score Marker on the leftmost free space on the Stored Food Score Track each time your Rat Burrow Marker reaches or passes the space next to the Stored Food.



Place 1 Score Marker on the leftmost free space on the Provisions Score Track each time you choose to donate 10 Cheese.



Place 1 Score Marker on the leftmost free space on the Cockpit Score Track each time you construct a Cockpit.

COST



Place 1 Score Marker on the leftmost free space on the Cargo Bay Score Track each time you construct a Cargo Bay.



Place 1 Score Marker on the leftmost free space on the Thruster Score Track each time you construct a Thruster.



Place 1 Score Marker on the leftmost free space on the Rocket Score Track each time you complete a set using all 3 Rocket Parts (*having placed on the Cockpit, Cargo Bay, and Thruster Score Tracks*).

COMICS



You may use either of the 2 yellow shortcuts for free.



You may use either of the 2 red shortcuts for free.



Whenever you end a Rat's movement in a space with any other player's Rat, you don't have to give them any Cheese.



If you move 2 or more Rats during your Turn, you may move each of them 1 additional space (*including Lola Rat*). If you only move 1 Rat the effects of this Tile do not apply.



If you move 2 or more Rats during your Turn, you may end their movement in both green and orange spaces. ***If you have both an orange and a green Backpack, you can only use either 1 of them each Turn!***



You pay 1 less of any 1 required Resource when constructing Rocket parts.

When taking any of the following 4 Comics, you also take the corresponding Super Rat Token and add it to 1 of your Rats that isn't in the Nursery or the Rocket. This Rat gains additional abilities. The Token remains with the Rat even once it has reached the Rocket.



If you only move **NEIL RATSTRONG**, you may advance him as far as you want, even to the Launchpad. He is not allowed to steal Items from the Booths. If he is in the Rocket at the end of the game, you'll gain double the number of VP for him.



You may move **LOLA RAT** 2 additional spaces. If you are moving only her, you can move her 1 to 7 spaces. If you move her along with other Rats, you can move her 1 to 5 spaces and all other Rats 1 to 3 spaces.



Whenever you move **ARNOLD RATTENEGGER** and collect Resources, you collect 1 additional Resource for him. The additional Resource is collected before you double your yield when using an Energy Drink. The Launchpad reward is not doubled.



When shopping at a Booth **RATWOMAN** doesn't have to pay any Cheese. In return, she may never steal an Item and return to the Start space.



BOTTLE CAPS



Score 12 VP but minus 2 VP for each of your Score Markers on the Thruster, Cargo Hold, and Cockpit Score Tracks. You cannot score negative VP with this Bottle Cap.



Score 2 VP for each Backpack, Energy Drink (*used or not*), Comic, and Bottle Cap (*including this one*) you have.



Score 4 VP for each of your Score Markers on the Stored Food Score Track.



Score 5 VP for each of your Score Markers on the Provisions Score Track.



Score 4 VP for each of your Score Markers on the Construction Light Score Track.



Score 4 VP for each of your Score Markers on the Cockpit Score Track.



Score 5 VP for each of your Score Markers on the Cargo Bay Score Track.



Score 5 VP for each of your Score Markers on the Thruster Score Track.



Score 6 VP for each of your Score Markers on the Rocket Score Track.



Score 4 VP for each of your Ratronauts.

BACKPACKS

Each player may only have 1 of each type of Backpack. Yields from Backpacks apply before Energy Drinks are consumed.



Whenever you collect Resources from orange spaces, gain 1 additional Resource in total. You may choose which type to gain but it must be 1 of a type you are currently collecting.



Whenever you collect Resources from Green spaces, gain 1 additional Resource in total. You may choose which type to gain but it must be 1 of a type you are currently collecting.



Whenever you collect Lightbulbs, collect 2 additional Lightbulbs in total.



Whenever you collect Apple Cores, collect 2 additional Apple Cores in total.



Whenever you collect Cheese, collect 2 additional Cheese in total.

ENERGY DRINKS



Once per Turn when collecting Resources you may use 1 Energy Drink. When used, first determine how many Resources you would gain as usual, including any bonuses from Backpacks and the Light String. Then double that amount for the Energy Drink (*it will not double the reward from the Launchpad*). Then turn the Energy Drink facedown to indicate it has been used. (*There is a Bottle Cap that provides 2 VP for each of your Energy Drinks in FINAL SCORING, even those that have already been used.*)