

RATS OF WISTAR

SETUP

- Place the Wheel on the Game Board, then randomly place the 6 Wheel Sectors on it, with icons faceup according to the player count.
- Shuffle the Objective Cards into a facedown deck. Draw 3 and place faceup on their spaces on the Game Board. **2/3 PLAYERS:** Place Discs from a colour not in play on spaces according to the diagram in the **FAST ACTIONS** section.
- Randomly place Basement Mission and Home Mission Cards facedown on their spaces on the Game Board, according to the player count.
- Stack the Cheese Tiles on the corresponding Farm space; 6 VP on top of 3 VP. **2 PLAYERS:** do not use the 3 VP Tile.
- Randomly place Door Tiles facedown on their spaces on the Game Board, according to the player count.
- Randomly place Basement Guest Mouse Tiles and Home Guest Mouse Tiles facedown on their spaces on the Game Board, according to the player count.
- Form a facedown stack of 3 Home Guest Mouse Tiles on top of 2 Basement Guest Mouse Tiles. Place on the space on the bottom-right of the Game Board, reveal the top-most Tile and place it faceup in the space above the stack.
- Place the remaining Guest Mouse Tiles next to the Game Board in 2 separate facedown stacks (*Home and Basement*).
- Place all resources and Hero Cards next to the Game Board.
- Each player chooses a colour and takes:

1 Player Board

1 Summary Tile

2 Wood

2 Metal

1 Movement Token

2 Tents

3 Chiefs

 - place on the corresponding spaces on the top of your Player Board.

5 Discs

 - place 1 on space '10' on the VP Track.

10 Cubes

 - place on the Ability spaces on the bottom of your Player Board.

6 Underground Tiles

 - place on the corresponding spaces on your Player Board.

6 Bed Tiles

 - place on the corresponding spaces on your Player Board.

9 Workers

 - place 6 on each Bed Tile, 2 on your Lair entrance, and 1 as your "Explorer" on the Farm entrance on the Game Board.

- Randomly determine Turn order. Each player places 1 Disc in Turn order on the Turn Track on the top-right of the Game Board.
- Shuffle the Basic and Advanced Invention Cards into 2 separate facedown decks. Draw a number of Cards from each deck according to the player count; randomly pairing 1 Card from each deck. In reverse Turn order each player chooses 1 pair of Cards as their starting hand.
- Draw 4 Cards from each Invention deck and display them next to their decks.

GAME PLAY

The game takes place over 5 Rounds.
Each Round consists of the following 2 Phases:

1. NEW ROUND PHASE - (SKIP IN ROUND 1)

- Update Turn order based on the position of Chiefs on the Alchemist's Hut. Consider only the position of each player's left-most Chief. If there are no Chiefs on the Alchemist's Hut, Turn order doesn't change.
- Move all players' Chiefs back to their Player Boards.
- If still present, discard the previous Round's Guest Mouse Tile from the game. Reveal a new Guest Mouse Tile from the Round stack.
- Turn the Action Wheel 1 Sector clockwise.
- Players simultaneously receive Income from played Invention Cards and Guest Mouse Tiles with the  icon. Use the Turn order to organise any deterministic Income.
- Discard **1X** Tokens from your Invention Cards
- Discard the 2 rightmost Cards in the Basic and Advanced Invention Card displays. Slide the remaining Cards to the right and refill both displays.

2. ACTION PHASE

Each player takes 3 Turns in Turn order.

On your Turn, place 1 Chief on either the Action Wheel or the Alchemist's Hut and perform the corresponding Action(s). You may also perform any number of **FAST ACTIONS**; either before or after each Main or Bonus Action.

At the end of each Turn, refill any spaces in the Invention Card display(s).

Once all players have completed their 3 Turns, the Actions Phase and the current Round ends.

If there are still Guest Mouse Tiles in the Round stack begin a new Round; otherwise, perform **FINAL SCORING**.

ACTION WHEEL

The Action Wheel has 6 Sectors. Each Sector has 1 to 3 Action spaces, each offering different Bonus Actions. Each Sector is related to a Main Action, and each pair of Sectors are related to 1 of the 3 Areas outside of the Wheel.



To perform a Wheel Action, place your Chief on a free Action space on a Sector of the Wheel, then carry out the corresponding Main and Bonus Actions, in an order of your choice.

- The number of your Workers in the Area outside of the chosen Sector determines the Strength of your Main Action.
- Each player may only place once in each Wheel Sector.
- You must complete all effects of your 1st chosen Action (*Main or Bonus*) before performing the 2nd Action.

ALCHEMIST'S HUT



The Alchemist's Hut can hold any number of Chiefs. Each Chief placed there is placed in a row to the right of any previous Chief(s).

- Gain 1 Movement Token.
- Perform 1 of the 4 Alchemist's Potion Actions:



REQUIREMENTS

When either playing an Invention Card, resolving a Mission, or claiming an Objective Card you must meet all of the Requirements. **Requirements** may consist of:

-  A payment in Wood, Metal, Cards from your hand, and/or Movement Tokens.
-  The possession of specific types of Invention Cards in your play area.
-  The possession of the Electricity Token; Basic or Advanced.
-  The presence of certain Guest Mouse Tiles on your Player Board.
-  Having dug a certain number of Rooms.
-  Having built a certain number of Beds.
-  Having played a certain number of Invention Cards in your play area.
-  Having resolved a certain number of Missions.
-  Specific icons on either Cards in your play area or on Skill Tokens.

 A Joker Token can be discarded to meet 1 Skill Icon  when playing 1 Invention Card or resolving 1 Mission (*not when claiming an Objective Card*).

Invention Cards and Guest Mouse Tiles grant different types of effects when played:

- | | | |
|---|---|---|
|  INCOME:
Apply this effect when played and also once in every NEW ROUND PHASE . |  1x:
Apply this effect as a FAST ACTION once per Round. |  PERMANENT:
Apply this effect each time you meet the indicated conditions. |
|  END GAME:
Score this effect in FINAL SCORING . |  IMMEDIATE:
Apply this effect once when played. |  AGGRESSIVE:
Apply this effect once when played. |

FINAL SCORING

Update Turn order based on the position of Chiefs on the Alchemist's Hut, as in the **NEW ROUND PHASE**.

Then score as follows:

- Score all VP on the revealed Ability spaces on your Player Board.
- Score the VP revealed by your highest-value Bed Tile on your Player Board.
- Score the VP revealed on your highest-value dug Room on your Player Board. (*Score regardless of whether or not Rooms are occupied.*)
- Score VP on the Guest Mouse Tiles on your Player board, including any Cheese Tile.
- Score VP indicated on Invention Cards in your play area.
- Score VP from  Invention Cards in your play area.
- Score 2 VP if you have the Advanced Electricity Token. 
- Score 1 VP for every 5 remaining Wood, Metal, Movement Tokens, and Invention Cards still in your hand, in any combination.
- Score 1 VP for every 2 remaining Joker Tokens.

The player with the most VP is the winner.
Ties are broken by Turn order.

RATS OF WISTAR

MAIN WHEEL ACTIONS

WOOD - Gain an amount of Wood equal to the Strength of the Action.

DIGGING ROOMS - Dig a number of Rooms up to the Strength of your Action.

- Dig A Room as follows:**
- Discard 2 Metal.
 - Remove the Underground Tile with the lowest VP value from your Player Board (keep it in your play area).

METAL - Gain an amount of Metal equal to the Strength of the Action.

BUILDING BEDS - You cannot perform this Action if you do not have any free Rooms. Build a number of Beds up to the Strength of your Action.

- Build A Bed as follows:**
- Discard 2 Wood.
 - Take the Bed Tile with the lowest VP value, flip it and place it in a free Room on your Player Board.
 - Move the Worker that was on the Bed Tile to your Lair entrance (above the Bed Tiles).

DEVELOPING PROJECTS - Gain a number of "Project Points" equal to the Strength of your Action. Spend these Project Points on any number of Invention Cards, either from the faceup displays or the top of the decks.

- Do not refill any empty spaces in the displays until the end of your Turn.
- There is no Invention Card hand limit.

Basic Invention Card - 1 Project Point

Advanced Invention Card - 2 Project Point

EXPLORING - Gain a number of "Exploration Points" equal to the Strength of your Action.

Each Exploration Point may be spent on 1 of the following Actions: (You may repeat the same Action any number of times):



OPEN 1 DOOR

- Choose 1 Door adjacent to a Room containing either your Explorer or 1 of your Tents. If your Explorer is on the Farm entrance, choose either the Door on the Ground or the 1st Floor.
- Flip the Door Token and gain the indicated reward.
- Place the Door Token facedown in your play area.

MOVE YOUR EXPLORER

Move your Explorer from 1 Room to another through any open Door.

REVEAL 1 MISSION CARD

- Reveal 1 facedown Mission Card in a Room containing either your Explorer or 1 of your Tents.
- Gain the reward indicated on the bottom left of the Mission Card.
- HOUSE RULE:** flip all Guest Mouse Tokens in the Room faceup.

GAIN 1 GUEST MOUSE

- You cannot perform this Action if you do not have any free Rooms.
- Gain 1 Guest Mouse Tile in a Room containing either your Explorer or 1 of your Tents. If you are in the last Room of the Basement, gain the topmost Cheese Tile. (Each player may only have 1 Cheese Tile).
 - Place the Tile faceup in a free Room on your Player Board.

RESOLVING A MISSION

When resolving a Mission as a Bonus Action or as a result of other game effects, you may resolve any 1 available Mission on a revealed Mission Card in a Room containing either your Explorer or 1 of your Tents (unless otherwise specified). Each Mission Card consists of 3 separate Missions. Each Mission has a number of Requirements that must be met.

If a Mission has a numbered lock, any player must have already resolved the row with the corresponding numbered lock.

If you meet all of a Mission's Requirements, move 1 Cube from your Player Board to the space on the Mission, then gain the indicated rewards. This will unlock an Ability on your Player Board.

ABILITIES

Brown Cubes can be placed on any Mission Card.

Grey Cubes can only be placed on Basement Mission Cards.

Has an additional cost of either: 1 Wood, 1 Metal, or 1 Invention Card from your hand.
For the rest of the game pay 1 Metal instead of 2 each time you Dig A Room.

Has an additional cost of either: 1 Wood, 1 Metal, or 1 Invention Card from your hand.
For the rest of the game pay 1 Wood instead of 2 each time you Build A Bed.

Unlocks an additional Room on your Player Board.
FINAL SCORING: 2 VP.

For the rest of the game for each Movement Token you discard you may move up to 2 Workers instead of 1.
FINAL SCORING: 1 VP.

Choose 1 Skill Token from the general supply and place it in your play area. This Token will give you the indicated additional icon.
FINAL SCORING: 2 VP.

FINAL SCORING: The top space scores 2 VP, the bottom scores 6 VP. Score an additional 2 VP if you remove both these Cubes.

Immediately play any 1 Invention Card from your hand for free.
FINAL SCORING: 1 VP.

Immediately choose any 1 available Hero Card and put it into play in your play area.

Immediately perform any 1 Main Action at its current Strength.
FINAL SCORING: 2 VP.

FAST ACTIONS

On you Turn you may perform any number of the following Fast Actions; either before or after each Main or Bonus Action.

Move 1 Worker from the Lair entrance on your Player Board to 1 of the 3 Areas on the Game Board.

Discard 1 Movement Token to move 1 of your Workers from 1 Area on the Game Board to another.

Discard 3 Wood, Metal, and/or Invention Cards from your hand (in any combination) to gain 1 Joker Token. Each Joker Token may be discarded to meet 1 Skill icon requirement.

Discard 4 Wood, Metal, and/or Invention Cards from your hand (in any combination) to gain the Electricity Token. If you already have the Electricity Token, use this Action to flip it to its Advanced side.

Place a black 1x Token over an available **1X** icon on an Invention Card in your play area, then gain the effect of the Card.

Move a Tent from your Player Board to the Room with your Explorer. A Tent cannot be moved once pitched.

Place 1 Disc on the topmost free space on an Objective Card that you meet the Requirements for, then gain the indicated reward.

- You cannot use a Joker Token to claim an Objective Card.
- Each player may only claim each Objective once.

2/3 PLAYERS: The following spaces are blocked in **SETUP**.



ACTION ICONOGRAPHY

	A Main Action of your choice at the current Action Strength.		Gain Metal Main Action at its current Action Strength.		Gain Wood Main Action at its current Action Strength.		Build Beds Main Action at its current Action Strength.		Dig Rooms Main Action at its current Action Strength.
	Develop Projects Main Action at its current Action Strength.		Explore Main Action at its current Action Strength.		Spend 1 Project Point.		Spend 1 Exploration Point.		Perform 1 of the 4 Alchemist's Potion Actions.
	1 Metal.		1 Wood.		Build 1 Bed.		Dig 1 Room.		Move 1 Worker from your Lair entrance to 1 of the 3 Areas.
	Discount of 1 Metal.		Discount of 1 Wood.		Build 1 Bed for free.		Dig 1 Room for free.		Move 1 Worker from 1 Area to another.
	Discard 1 Metal.		Discard 1 Wood.		Discard 1 Bed Tile you've built.		1 Movement Token.		Discard 1 Movement Token.
	Take 1 unused Guest Mouse Tile (<i>Home or Basement</i>). AS A BONUS ACTION: take the current Round's Tile.		Take 1 unused Home Guest Mouse Tile.		Take 1 unused Basement Guest Mouse Tile.		Discard 1 Guest Mouse Tile from your Player Board (<i>Home or Basement</i>).		Choose and play any 1 available Hero Card.
	1 VP.		Lose 1 VP.		AS A CARD ACTION: Reveal 1 Mission Card anywhere in the Farm.		AS A CARD ACTION: Resolve 1 Mission anywhere in the Farm.		Cubes belonging to you on Mission Cards.
	Play 1 Invention Card from your hand (<i>Basic or Advanced</i>).		Play 1 Basic Invention Card from your hand.		Play 1 Advanced Invention Card from your hand.		A ' Structure ' Invention Card.		An ' End Game Effect ' Invention Card.
	Play 1 Invention Card from your hand for free (<i>Basic or Advanced</i>).		Play 1 Basic Invention Card from your hand for free.		Play 1 Advanced Invention Card from your hand for free.		An ' Automa ' Invention Card.		A ' 1x ' Invention Card.
	Take 1 Invention Card from the top of the deck (<i>Basic or Advanced</i>).		Take 1 Basic Invention Card from the top of the deck.		Take 1 Advanced Invention Card from the top of the deck.		A ' Tool ' Invention Card.		An ' Income Effect ' Invention Card.
	Draw 3 Advanced Invention Cards from the deck. Play 1 for free and discard the other 2.		Discard 1 Basic Invention Card from your hand.		Discard 1 Advanced Invention Card from your hand.		Play 1 Structure Invention Card from your hand for free.		An ' Permanent Effect ' Invention Card.
	Draw 3 Basic Invention Cards from the deck. Play 1 for free and discard the other 2.		Reveal 1 Basic Invention Card from the top of the deck.		Reveal 1 Advanced Invention Card from the top of the deck.		Play 1 Automa Invention Card from your hand for free.		An ' Immediate Effect ' Invention Card.
	1 Joker Token.		Discard 1 Joker Token.		Discount of 1 Skill icon.		Play 1 Tool Invention Card from your hand for free.		An ' Aggressive Effect ' Invention Card.
	Move your Explorer.		Pitch a Tent.		Open 1 Door.		AS A CARD ACTION: Open 1 Door anywhere in the Farm.		Claim 1 Objective Card.
	Each time you perform a Gain Wood Main Action : gain 1 extra Wood.		Each time you perform a Dig Rooms Main Action : gain a discount of 1 Metal.		Each time you perform a Develop Projects Main Action : gain 1 extra Project Point.		Each time you reveal a Mission Card : gain 1 Metal and 1 VP.		Each time you play an Energy icon : play 1 Basic Invention Card from your hand for free.
	Each time you play a Strength icon : play 1 Card without a Strength icon from your hand with a discount of 1 Wood and 1 Metal.		Each time you gain Wood : gain 1 extra Wood and 1 VP.		If you have the Electricity Token = spend 1 Exploration Point.		If you have the Electricity Token = gain 1 Joker Token.		If you have the Electricity Token = perform 1 Alchemist's Potion Action.
	All players who have more Joker Tokens than you must discard 1 Joker Token.		Reveal an Advanced Invention Card from the deck, if it's a ' Tool ' Card gain it, otherwise discard it.		Score 1 VP for each Cube you've removed from a Brown Ability space.		Score 2 VP for each Cube you've removed from a Grey Ability space.		Gain a number of Advanced Invention Cards from the deck equal to Stamina icons in your play area.
	Exchange 1 item (<i>Wood, Metal, or Invention Card</i>) for a different item.		Discard 1 Wood, Metal, or Invention Card from your hand to spend 1 Exploration Point.		Play 1 Invention Card from your hand (<i>Basic or Advanced</i>) with a discount of 1 Wood or 1 Metal.		Resolve 1 Mission Card anywhere in the Farm with a discount of 1 Skill icon.		Gain 1 Invention Card from either the Basic or Advanced discard pile.
	Move your Explorer to any open Room.		Pitch a Tent in any open Room. (<i>You may use this Action to move a Tent from 1 Room to another</i>).		Discard 1 Cube from a Brown Ability space, paying the additional Resource where required.		Draw 2 Objective Cards. Choose 1 to place in your play area as a personal Objective Card that only you can complete. Discard the other.		An additional Room.