

The Great Rat Raid

By

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Night has fallen over the subdivision. One by one, the lights go out. Slowly, the neighborhood settles into sleep. But for you, the night has just begun. For you are rats, and tonight is the night of the Great Rat Raid!

### **Overview**

In “The Great Rat Raid”, each player plays a rat that is part of a raid on a well-to-do suburban household. Each player will also be responsible for controlling the various traps and challenges that will face the rats along the way. Only by working together will they be able to overcome the challenges that face them, but only one rat will be able to be declared Leader of the Pack. So work together, but not too much...

### **Materials needed**

- Index cards
- Pencils
- Stones or other markers
- Unique Tokens to represent the rats
- A unique Token to represent the Cat
- Ten-sided dice
- Competitive spirit
- These rules

### **I Smell a Rat...**

To begin play, each player must create his rat. Take an index card and write down the following words:

- Scurrying
- Thinking
- Chattering
- Abilities
- Crumbs
- Glory

These are the values that define a rat. Scurrying, Thinking, and Chittering are used during the game to overcome challenges. Abilities is only used during rat creation to determine how many special abilities the rat receives. Crumbs and Glory are points that are earned during play and therefore begin at zero. Each player must divide 10 points between Scurrying, Thinking, Chittering, and Abilities. Each value must receive at least 1 point.

Once the values are set, each player rolls secretly on this chart once for every point in Abilities. Each special ability is recorded on a separate index card and placed face-down in front of the player. These abilities are not revealed until the player decides to use one. At that point, the player must flip over the appropriate ability card so that all the players can see it. No rat may have duplicate abilities, and a rat may only have one ability from box 10 and one ability from box 11. Simply reroll until you acquire a legal ability.

2d10	Ability
2	Choose one
3	Belling the Cat
4	Bark like a Dog
5	Resourceful
6	Sneaky Rat
7	Rat Race
8	Secret Hideaway
9	Glory Hog
10	Scavenger
11	Choose one: Think with your feet Actions louder than Words Think before speaking Mind over Matter Thinking out loud Let's talk this over...
12	Choose one: Expert Scurrying Deep Thinker Fast Chitterer
13	Personal Rat Run
14	Tough as Nails
15	Busybody
16	Sewer Rat
17	Turn Tail
18	Lick Wounds
19	Former Lab Rat
20	Choose one

Once each rat has its special abilities, then give each rat a name.

### **Building the House**

Each player will contribute three cards to the House deck. To do this, each player must take three index cards and write these words on them:

- Challenge Type
- Opportunity
- Glory Bonus

These values define a room in the house. Do not name the room at this time. Rooms are named during play.

For each room, the player must choose a challenge type. The three challenge types are Scurrying, Thinking, and Chittering. The player must also choose an Opportunity number. This number, which can be between 1 and 3, represents the number of chances that rats in that room can attempt to gather Crumbs.

The Glory bonus is only used during setup and offsets any advantage that a player gets from structuring the rooms to his benefit. To calculate the Glory bonus, add the Opportunity value to the number that the player's rat has in the Challenge Type. So, for example, if a player's rat has a Chittering of 3, a room with a Challenge Type of "Chittering" and an Opportunity of 2 would have a Glory Bonus of 5.

Once all players have prepared their rooms, they are revealed simultaneously. Each player then gives a Glory bonus to all the other players equal to the *greatest* Glory Bonus of his three rooms. This Glory is recorded in the All the Room cards are then shuffled together and placed into a House Deck in the center of the table.

Finally, one more room is created. It is simply called "The Hole" and has no Challenge Type or Opportunity value. Instead it has a single value (Stored Crumbs) which begins at zero. It is placed in the center of the table, and all the players place their rat tokens on it.

### **Narration Dice**

Before beginning play, each player is given a pool of dice equal to the number of players. These are given away to other players for creative narration. If the game ends before a player can give away his narration dice, then the player must roll all the dice and subtract the highest die from his Glory.

## Raiding the House

Now play can begin. The starting player is determined randomly and then play proceeds to the left.

On a player's turn, he is given two actions, which are selected from the following menu:

Explore (requires two actions)
Move rat
Declare challenge
Try to Wake the Cat (if the Cat has been revealed and is asleep)
Move Cat (if awake)
Use special ability (if required by ability)

## Explore

A rat uses the Explore action to move into undiscovered portions of the house. To do this, he draws the top card of the House Deck and chooses a name for it (e.g. bedroom, kitchen, basement). He then places it next to the room that he is in. The ends of the cards must match; either the short end of the new room card is placed next to the short end of the current room, or the long end of the new room card is placed next to the long end of the current room. Then the rat moves into the new room. By doing this, he gains Crumbs equal to the Opportunity of the room plus its distance from the Hole. For example, a room with an Opportunity of 3 which is placed two spaces away from the Hole will net 5 Crumbs for exploring it.

The player will then place dice in the Cat pool equal to the Opportunity of the room and roll to see if the Cat is in the room. He does this by rolling 1d10. If he rolls greater than or equal to the number of rooms in the house (including the Hole), then the Cat is not in the room. Otherwise, place the Cat token in the room, marked to indicate that it is asleep.

Upon entering a new room, a player should narrate what he finds. It's purely Color, but it adds to the experience of the game.

Because Exploration takes so much time and energy, both of a player's actions are used to Explore.

## Move Rat

A rat uses the Move action to move between rooms that have already been explored. A rat may move one room for free; for each additional room that he moves, he must place one die in the Cat pool.

If a rat ends his move in the Hole, then he may unload his Crumbs into the stash. He removes all Crumbs from his sheet and adds them to the Stored Crumbs value on the

Hole. He may then exit the house, if he desires. If he does this, then he may not return. A player whose rat has exited the house is out of the game and may perform no further actions.

### **Declare challenge**

By declaring a challenge, a player is establishing an opportunity in a room to gain Crumbs and Glory. Of course, these opportunities are also dangerous to the rats involved, but a player who constructs good challenges can also earn Glory for himself. A player may only declare a challenge in a room where there is at least one rat and where there still remains unused challenge Opportunities. (Exception: see “Challenges with the Cat” below.) A player may declare a challenge against his own rat.

First, some terminology. The player that declares the challenge is the “challenger”. The players who control the rats in the room are the “challenged rats”. The dice that challenger rolls is the “challenge pool”. The dice that the challenged rats roll is the “rat pool”. Crumbs that can potentially be earned are placed into the “pot” until the challenge is resolved.

Here are the steps to resolve a challenge

1. Challenger determines challenge pool
2. Neutrals intervene
3. Challenged rats call for aid
4. Challenged rats determine rat pool and apply special abilities
5. Pools are rolled and effects applied

#### *Challenger determines challenge pool*

The challenger first determines the type of challenge and the starting number of dice in the challenge pool. The challenge type is determined by the room (i.e. Scurrying, Thinking, or Chittering) The starting number of dice in the challenge pool is equal to the distance of the room from the Hole. If there are multiple routes back to the Hole, use the shortest one to determine the starting number of dice.

The challenger can then increase the challenge pool by adding Crumbs to the pot. This is best represented by placing markers in a pile. Each Crumb added to the pot increases the challenge pool by one.

The challenger then narrates the specifics of the opportunity, based on the number of dice in the challenge and the type of challenge. Perhaps it is a baited mouse trap with a succulent slice of cheese. Perhaps it is a rat from a different nest who could be bargained with. Perhaps it is simply a large plate of cookies, high on a counter. Other players may reward clever narration with one (and only one) of their narration dice.

### *Neutrals intervene*

Going around the table clockwise from the challenger, players who are not controlling a challenged rat may intervene. By spending one Glory, a player may add or subtract one die from the challenge pool. Only one Glory per player may be spent in this way. Each player doing so must provide a narration, justifying the alteration in the challenge pool. This narration may not be rewarded with narration dice.

### *Challenged rats call for aid*

Once the challenge pool is set, the challenged rats may call for aid. This means that they request one or more other rats to join them in the room. There need no be agreement; only one of the challenged rats needs to issue the request for it to be valid. All requests must be issued before the other players decide to accept or refuse. Once all requests are issued, they are accepted or refused in order, going around the table from the challenger. Any rats that accept the invitation are moved into the room where the challenge is taking place. The moving rats must add one die to the Cat pool for each room that they move.

### *Challenged rats determine rat pool and apply special abilities*

Now the challenged rats determine their rat pool. First they add together the totals of their challenge values. Then they may add additional dice to the rat pool by removing Crumbs from the pot. Each Crumb that they remove adds one die to the rat pool.

If the rats have any special abilities that apply, they may employ them now.

Once the rat pool is calculated, the rats should describe how they intend to overcome the challenge. Other players may reward clever narration with one (and only one) of their narration dice.

### *Pools are rolled and effects applied*

Both sides then roll their respective pools. Whoever rolls the higher single die is the winner, who then counts successes. This is done by counting the number of dice that are higher than the loser's highest die. In the case of a tie, both sides check their next highest die until a tie-breaker is found. In this case, the winning player counts all of his tied dice as successes.

(This is nearly identical to the method used by the Sorcerer RPG.)

The effects of the roll depend on who won the roll. If the rats won the roll, then each success counts as a Crumb to add to the pot. Then the rats divide evenly among themselves Glory equal to the number of dice in the challenge pool. Any fractions are

lost. (Example: 3 rats are dividing 10 Glory. Each rat will receive 3 Glory, with the final point of Glory being lost.)

If the challenger won the roll, then each success counts as one point of Damage that is inflicted upon the rats. The Damage must be divided evenly, with leftover Damage being added to the Cat pool. (Example: 3 rats are afflicted with 11 Damage. Each will receive 3 Damage with the final 2 Damage being added to the Cat pool.) The challenger then gains Glory equal to the number of dice in the rat pool.

The rats then gain any Crumbs in the pot, which they must divide among themselves. No Crumbs may be left.

The challenger should then place a stone on the room, indicating that one of its challenge Opportunities has been used up.

Finally, the players participating in the challenge should agree to narration that explains the outcome of the challenge.

### *Applying Damage*

When a rat takes Damage, it must reduce its values or lose special abilities to represent the wounding. Reducing a value by one point or losing a special ability costs one point of damage. (Example: a rat that has suffered 3 Damage might choose to lower its Chittering by 2 and lose one special ability as a result of the damage). If a rat's Scurrying, Chittering, and Thinking are reduced to zero, then it is dead. The player loses Glory equal to whatever Crumbs he was carrying at the time, and all Crumbs that he was carrying are lost. However, the player is *not* removed from play, as he may still call for challenges or attempt to provoke the Cat .

### *Challenges near the sleeping Cat*

Imagine the bragging rights back home if you managed to overcome a challenge and steal Crumbs from right under the Cat's nose. Just don't wake him up. . . .

When engaging in a challenge in a room with the sleeping Cat, the following rules apply:

1. The challenge does not require an available Opportunity. The Cat's presence is opportunity enough. A player can *always* call for a challenge in a room where the Cat is sleeping.
2. The amount of Glory earned by the rats is doubled *before* dividing it among the rats.
3. At the end of the challenge, the challenger rolls to Wake the Cat for free. An unsuccessful attempt to Wake the Cat will not cost the challenger any points.

### *Challenges against the Cat*

A Cat Challenge uses the normal challenge rules with the following adjustments:

1. The challenge pool is the Cat pool.
2. The rats may use whichever value that they wish for the challenge and may even choose different values, if desired.
3. The Cat must pay one die from the Cat pool for each Damage inflicted; if Belled, he must pay two dice per Damage inflicted. If the Cat does not have enough dice, then he may only inflict the Damage that he can afford.

### **Try to Wake the Cat**

The Cat is the nemesis of rats everywhere. His ears are sharp, and the tiny footfalls of rats moving around the house may awaken him. When he wakes, beware!

When the Cat is discovered, he is asleep. A player may take an action to see if the Cat awakens. To do this, the player simply rolls all the dice currently in the Cat pool. If he rolls at least 2 10's, then the Cat awakens. Otherwise, the Cat is still in blissful slumber.

If the Cat awakens, then the player rolling to wake the Cat gains Glory equal to the number of dice in the Cat pool. If the Cat is still asleep, then the player rolling to wake the Cat loses Glory equal to the number of dice in the Cat pool.

If the Cat awakens and there are rats in the room where he is, then the Cat immediately engages in a challenge with the rats without requiring an additional action. The player rolling to wake the Cat is the challenger. See Declare Challenge for more details on a Challenge against the Cat.

### **Move the Cat**

Once the Cat is awake, it will move around the house. As an action, a player may Move the Cat. The Cat may move as far as desired but must stop when entering a room with rats in it. The moving player must pay one die from the Cat pool for each room moved. If the Cat is Belled, then the moving player must pay two dice per room moved.

If the player moves the Cat into a room with other rats, then a Cat challenge is immediately started, with the player moving the Cat acting as the challenger. If the player moves the Cat into a room that has no rats, then he must take the dice that he spent from the Cat pool and roll them. He then loses Glory equal to the highest die rolled.

If the Cat runs out of dice in the Cat pool, then he falls back to sleep.

## **End Game**

The game is played until all rats are dead or have left the house. At this point, the Stored Crumbs are divided evenly as Glory among the surviving rats, with all fractions being lost. Whoever has the most Glory at that point wins the game. Being dead is not a barrier to winning the game.

## Special Ability descriptions

Belling the Cat	If rat is in same room with sleeping Cat, then he may use an action to attempt to Bell the Cat. He rolls Thinking against the Cat pool. If successful, then the Cat is Belled. If unsuccessful, then add dice equal to the Cat's successes to the Cat pool.
Expert Scurrying	Rat may add Scurrying value to any rat pool to which he is contributing. If the challenge is in Scurrying, then he will be adding it twice: once normally and once for "Expert Scurrying".
Deep Thinker	Rat may add Thinking value to any rat pool to which he is contributing. If the challenge is in Scurrying, then he will be adding it twice: once normally and once for "Deep Thinker".
Fast Chitterer	Rat may add Chitterer value to any rat pool to which he is contributing. If the challenge is in Scurrying, then he will be adding it twice: once normally and once for "Fast Chitterer".
Actions louder than Words	Rat may change any Chittering challenge to Scurrying.
Think before speaking	Rat may change any Chittering challenge to Thinking.
Thinking out loud	Rat may change any Thinking challenge to Chittering.
Secret Hideaway	Rat may use an action to designate a room as containing a Secret Hideaway. The rat may use this room to add Crumbs to the Shared Crumb stash or to exit the game. Rats controlled by other players may only use this Secret Hideaway with the permission of the owning player, who is allowed to require a Glory toll to use the Hideaway.
Glory Hog	When this rat is part of a challenge in which the rats won, then he may roll his Chittering against the Chittering of one of the other rats that were part of the challenge. If the Glory Hog's roll is successful, then he earns all the Glory from the challenge.

Scavenger	Whenever this rat joins a challenge, 1d10 Crumbs are added to the pot. This includes challenges against the Cat.
Resourceful	Rat has pool of 10 dice that may be spent to be added to any rat pool in which he is participating.
Tough as Nails	Absorbs five points of Damage before being discarded
Sneaky Rat	Rat may move two rooms for free, instead of one.
Rat Race	May take 1 Damage to perform an additional action.
Personal Rat Run	As an action, the rat may mark a room to be one end of its personal Rat Run. Once two rooms have been marked, then the rat may move between the two rooms as if they were immediately next to each other. Rat may only mark two rooms.
Bark like a Dog	When rat is present in challenge opposing Cat, final rat pool is doubled
Think with your feet	Rat may change any Thinking challenge to Scurrying.
Mind over Matter	Rat may change any Scurrying challenge to Thinking.
Let's talk this over...	Rat may change any Scurrying challenge to Chittering.
Former Lab Rat	When rat is present in any challenge, he may double final rat pool. If he chooses to use this ability, then he may not gain any Glory from the challenge. All Glory is divided among the other rats that were in the challenge, if any.
Busybody	Rat may join a challenge, even if not invited, by paying 1 Glory.
Sewer Rat	May veto any invitation to join a challenge by paying 1 Glory. Sewer Rat cannot cancel Busybody.
Turn Tail	Rat may pay 1 Glory to leave a challenge. He may do this at any time before the dice are rolled. The rat pool is recalculated after his defection to remove any dice or special abilities that he had contributed.
Lick Wounds	Before taking Damage, roll 3 dice against the Damage. If successful, each success reduces the Damage by one.