

Pests: Fight for New York City

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Objective: Have the most number of your pests on city locations at the end of the game. The game ends when the Master Food Pile has run out and all battles are resolved.

Definitions:

Pest Card- A card with a cockroach, pigeon, rat, or human on it. (Yes, humans are pests)

Breeding- The action of placing Pest Cards on a city location is called “breeding”.

Infesting (or controlling)- Having at least one of your pests at a location with no other opponent pests present.

Contents of the game:

60 Food Cards and 40 Poison make up the Master Food deck

16 Humans

16 Rats

16 Pigeons

16 Cockroaches

The Turn

Order of play:

Humans, Rats, Pigeons, Cockroaches

Gathering Phase:

You must draw between 1-5 cards from the Food pile. If you infest a location, you can choose to draw more cards according to the “Food Draw Value” listed on each location.

For every Poison card that is drawn instead of a Food card, you must place 1 of your Pest cards from your pest deck face down on any location to be used as food. (Human are exempt and are unaffected by poison cards)

Place the Poison Card that you’ve drawn off to the side and out of play.

Keep extra food cards to breed on subsequent rounds.

Breeding Phase:

During this phase, you may place Pest cards from your Pest deck on locations according to their food cost. (This is called “breeding”). You first stack the amount of food needed for the pest, and then put the pest on top of the stack. Any unclaimed food on a location can be used to breed on that location. (Check breeding restrictions on cards and locations)

Fighting Phase:

You may fight with other Pests at same location if desired.

Figure out how many dice each player gets to roll in the fight. Attacker gets a bonus based on species. No matter how many pests or bonuses, the maximum is **10d6 per player, per fight.**)

The highest total wins and the loser's Pest cards are flipped over and used as food on subsequent turns by any player. (Humans are exempt and return to owners Pest deck, who go back to the player's breeding pile)

In the case of a tie, the attacker wins.

Move Phase

Move:

You can move any number of your pests to any location, taking any food underneath it with them.

Winning the game

The Winner is the player with the most pest cards on all city locations at the end of the game. The game ends when the master food pile runs out and all battles are resolved.

All locations must fight until only species of pest remains. The player with the most pests on a given location is the attacker and must first attack the species with the least number of pests.

Tie Breaks

If after all of the fights, there is a tie between the total number# of pests at city locations, the following will serve as a tie break (in this order):

- 1) number of locations infested
- 2) number of locations occupied
- 3) number of pests in hand
- 4) 10d6 fight until someone wins

Now, you should jump in and play. Please ready the text on the cards for bonuses and other rules.