

SU &
SD

RATS

HIGH TEA AT SEA

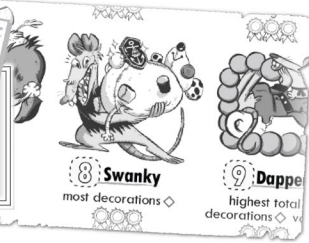


JOSH DEBONIS & ERIC ZIMMERMAN

HOW YOU'LL THROW THE BANQUET

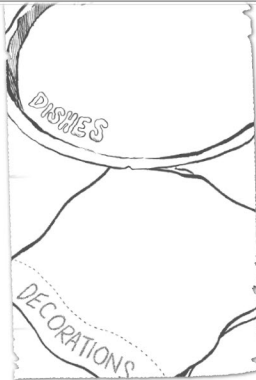
BANQUET GOALS

The group will circle one goal each turn, scoring the circled goals at the end of the game.



DISHES & DECORATIONS

The main way to get awards and win the game.



SUPPLIES

Where you keep track of your rat's inventory.

GAIN 5 of a supply

Straw
build a NEST that doubles scavenging

Crumbs
cook a DISH

Rags
sew a DECORATION

HOW YOUR SHEET MIGHT LOOK

The group rolled goals 3, 5, and 10.

ROLL A NEW BANQUET GOAL

7 Plush most nests

8 Swanky most decorations

9 Dapper highest total decorations

10 Grandiose longest single decoration

11 Elegant longest run of dishes and/or decorations (sequential values)

12 Dainty most small dishes & decorations (take 2 or less)

RATS
INVITE: Hairmake
"Bowler"
AWARD THE GOOD THING
HMS TROUBLE

1 Cheep fewest dishes and/or decorations

2 Composed most dishes and/or decorations with matching values

3 Greedy biggest single dish

4 Refined highest total dishes & values

5 Generous most dishes

SCAVENGE, SCAVENGE, SCAVENGE.	OUT-DO THE HOST?	
Cocktail Swords pinch "REQUEST" another rat's supplies	3	5
Baubles GAIN 5 of a supply	4	5
Straw build a NEST that doubles scavenging	3	4
Crumbs cook a DISH		
Rags sew a DECORATION	2	2
Flowers sew Host (if each supply)	3	3

This player has made 2 nests.

The number inside each dish or decoration is its value.

A banquet on a sinking ship can't last forever! There's just enough time to prove yourself the most fabulous rat aboard — and earn the sole remaining life raft.

WHAT YOU NEED TO PLAY

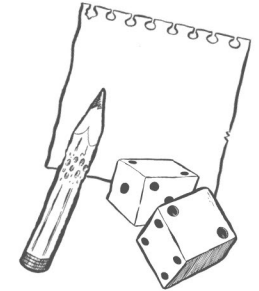
You can play with 2-6 players: over the internet, in the same room, or any combination of the two!

Everyone needs their own copy of the RATS sheet.

Either print one from shutupandsitdown.com/rats or make your own sheet* — then grab a pen or a pencil.

Each player needs 2 six-sided dice,

Or you can politely ask another player to roll for you.



**In a pinch, you can use a blank piece of paper for the sheet: just make a numbered list of the 6 supplies (1. Cocktail Swords, 2. Baubles, 3. Straw, 4. Crumbs, 5. Rags, and 6. Flowers) plus some extra space for your dishes and decorations. Have the RATS sheet in view as you play.*



For the best experience? Find a fancy hat.

Dig up your finest bonnet, bowler, or beanie. If you're all in the same room, you only need one fancy hat. *Don't put it on just yet* — you will get to wear it if you become the Host.



HOW TO SET UP THE GAME

Decide who is the first Host. If there is an experienced player, pick them. Otherwise, who was the last to attend a *posh* party? Your first Host should name the ship and welcome everyone else onboard. The host runs the game — making sure at all times that the other rats invited to the banquet are *exceedingly* polite.

Everyone but the Host secretly picks 2 of one kind of supply.

(If this is your first game, pick randomly — they're all useful!)

The Host begins with the Host's Privilege: 1 of each supply. Everyone tracks supplies on their sheet secretly during play.

First-time players: we recommend diving in and taking a turn together step by step, rather than reading through all of the rules before you play.

You'll play through 5 turns. Each turn has three steps:

1.

ROLL A BANQUET GOAL

At the start of each turn, the Host rolls a pair of dice and consults the list of Banquet Goals on the sheet.

The number rolled is a new Banquet Goal that will be used for scoring at the end of the game. Everyone circles this goal on their sheet.

If the Host rolls a Banquet Goal that has already been circled, they get to choose ANY uncircled Banquet Goal.

Goals are scored at the END of the game. You'll add a new one each turn.

We rolled **Greedy** — it rewards the rat with the biggest dish!



2.

SCAVENGE, SCAVENGE, SCAVENGE!

The Host makes 3 scavenger rolls and rats collect supplies.

The Host rolls a pair of dice. One die will be the **type** of supply and other die will be the **amount** of that supply. Each rat individually chooses which die to use for the **type** and which die to use for the **amount**.

(= gain 3 rags or 5 straw.)

The Host calls out the options, such as "3 Rags or 5 Straw." Everyone secretly decides which of the two options they want, and adds the new supplies on their sheet. **Repeat 3 times.**

If the Host rolls doubles, each rat gets that many of any one supply. (= gain 2 of any supply.)

To let the Host know that you are ready to continue, you can say "Carry on" — or another similarly polite acknowledgment.

EACH TURN YOU SCAVENGE THREE TIMES

1.

"2 crumbs or 4 baubles"

2.

"3 flowers or 6 straw"

3.

"Doubles! 5 of any one supply"



3.

OUT-DO THE HOST?

Compare supplies with the Host to see who gets to take special actions. There are five different types of supply, and five different things you can do.

Starting with cocktail swords and going down the list in order, the Host calls out how many of each supply they have, such as: "Your Host has 4 cocktail swords."

If you have **MORE** than the host, politely call out how many of that supply you have. "I'm afraid I have 5 cocktail swords." If you do **NOT** have more (including if you tie), just say: "RATS."

Each kind of supply allows you take a different action. These actions are listed on the next page.

When you take an action, you use up ALL of the corresponding supply on your sheet: Cross off all of that supply on your sheet.

▶ If the Host ties or has the most, the Host must take the action.

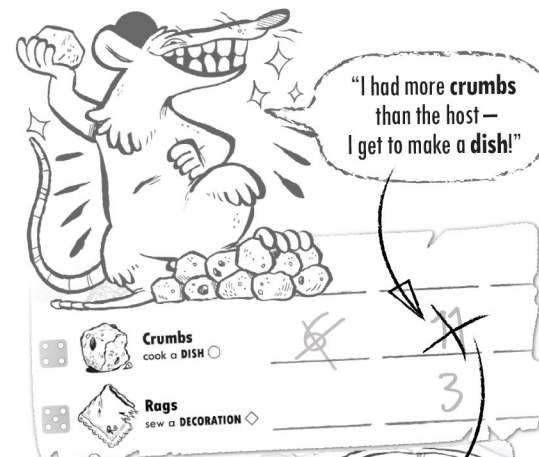
OTHERWISE

▶ EVERY rat with more than the Host must take the action.

BUT...

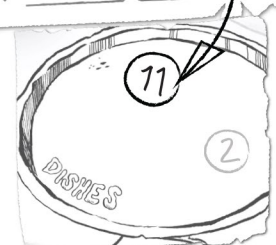
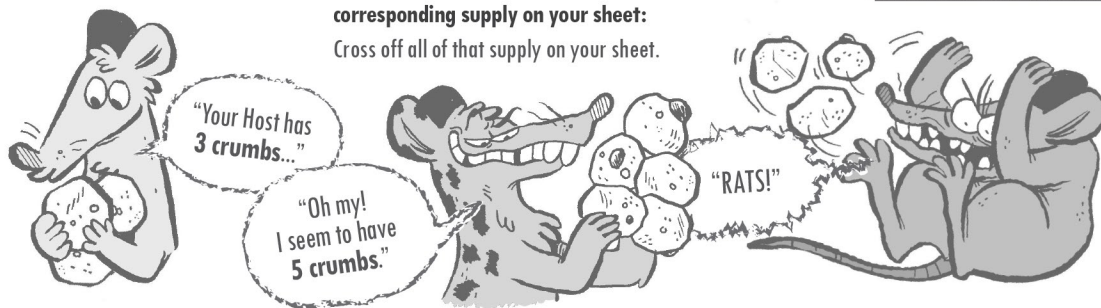
▶ If NOBODY has any of that supply, nobody takes the action.

(Rare, but it does happen.)



IF YOU TAKE AN ACTION, SPEND THE SUPPLIES!

IF YOU DON'T GET TO TAKE AN ACTION, KEEP YOUR SUPPLIES!



USING YOUR SUPPLIES

"In the event that one has it, it is essential that one should flaunt it."

COCKTAIL SWORDS

"REQUEST" ANOTHER RAT'S SUPPLIES

"Hand me those nibbles, if you'd be so kind?"



Cross off your cocktail swords and politely ask another rat to give you a specific amount of a particular supply. *"Could you possibly part with 5 rags?"*

If they have at least that many, they give that many to you (they subtract it from their supplies, and you add it to yours). If they don't have that many, they say "RATS" and you get nothing.


You can't request cocktail swords or any supply someone else just took from a rat on this same turn. (You can still take that type of supply from other rats.)

If more than one rat is using cocktail swords on a turn, the rat with the most cocktail swords goes first. On a tie, Host decides the order. **All your cocktail swords are used up, even if you get nothing.**

BAUBLES

GAIN 5 OF ANY SUPPLY

"Where did you find such delightful trinkets?"



Cross off your baubles and gain 5 of any one supply.

STRAW

BUILD A NEST TO HELP SCAVENGE

"Do make yourselves at home, my dears."



Cross off your straw and secretly outline a **NEST** to the left of any supply. You can only have 1 nest next to each kind of supply. Nests remain active until the end of the game.

When you scavenge that supply on future turns, double the amount you get. **Nests apply ONLY to Scavenging rolls** (And not to gains from swords, baubles or anything else).

CRUMBS

PREPARE A DISH

*"Darling, you simply *must* give me the recipe..."*



Draw a **circle** in the "dishes" section of your sheet.

Cross off all of your crumbs and write a number inside the circle equal to the number of crumbs you just used up. This is the value of the **DISH**.

RAGS

SEW A DECORATION

"Gorgeous decor! Refurbished, I presume?"



Draw a **diamond** in the "decorations" section of your sheet.

Cross off all of your rags and write a number inside the diamond equal to the number of rags you just used up. This is the value of the **DECORATION**.

FLOWERS

DISH OR DECORATION & NEW HOST

"Gosh, lovely!...Should I hang it up or eat it?"



Draw either a **circle** or **diamond** in the "dishes" or "decorations" section of your sheet.

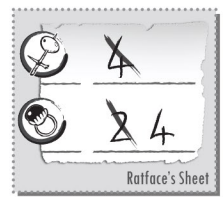
Then, cross off all of your flowers and write a number inside it equal to the number of flowers you just used up. **This is the value of the DISH or DECORATION.**

The rat with the most flowers becomes Host — If nobody beats the Host, the old Host remains in that role. If there's a tie, the current Host picks which of the rats with the most flowers becomes the new host.

The rat who won flowers becomes Host and immediately gains Host's Privilege: 1 of each supply (But unlike setup, the other rats get nothing). The Host puts on their fancy hat, everyone applauds.

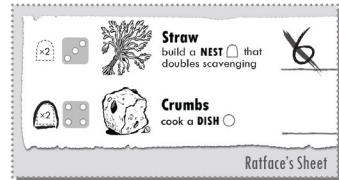
AN EXAMPLE...

Scavenging is over and it's time to outdo the Host, starting with **cocktail swords**. Fluffy the Host begins with, *"Your Host has 3 cocktail swords."* Victoria with only 1 says "RATS." But Ratface says, *"Dear me! I have 4 swords."* Ratface must try and steal. They ask the Host, *"Do you have 2 baubles?"* The Host has more than 2, but only needs to say, *"Indeed—I have 2 baubles."* The Host subtracts 2 baubles and Ratface gains 2. All of Ratface's cocktail swords are used up. Ratface says *"Carry on"* when they are done recording their supplies.



Baubles are next. Fluffy says *"Your Host has 3 baubles."* Victoria and Ratface have fewer and both say "RATS." Fluffy marks their baubles down to zero and secretly adds 5 straw.

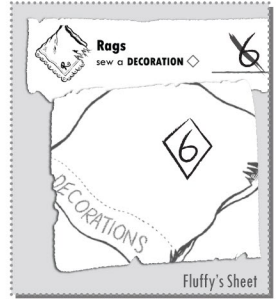
The rats compare **straw**. Ratface and Victoria both have more than the Host so both draw nests.



Ratface decides to draw a nest next to crumbs. Victoria picks rags. On future turns, those supplies are doubled when scavenged. Their straw is used up and crossed out.

No one has any **crumbs**, so no one cooks a dish.

Fluffy the Host has 6 **rags**. Victoria also has 6 and Ratface has 2. The Host wins ties, so Victoria and Ratface both say "RATS." Fluffy draws a diamond under decorations, writes a 6 inside, and then marks their rags down to zero.

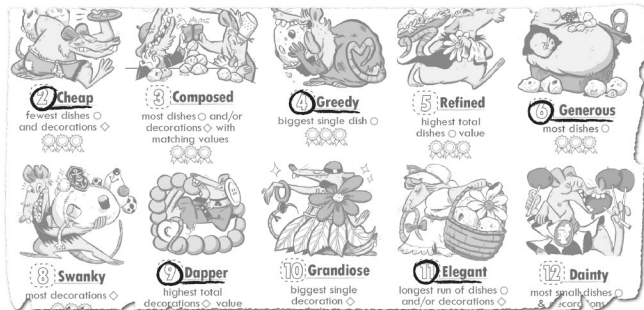


Ratface has 5 **flowers** and Victoria has 6 (the Host has 1). Ratface decides to make a dish, drawing 5 in a circle under dishes and crossing off their flowers. Victoria draws a decoration for 6, and because they had the most flowers, becomes the next Host, gaining the Host's Privilege (1 of each supply).

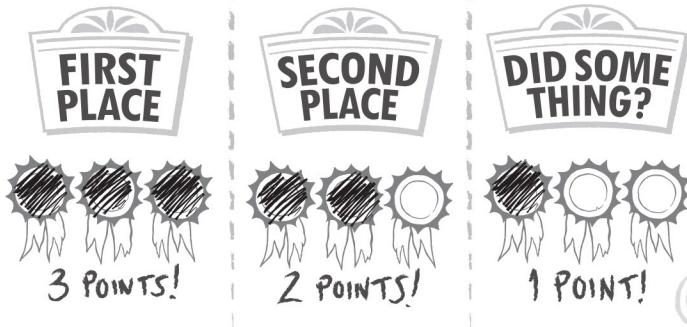
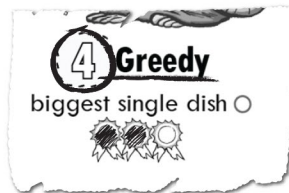
THE END OF THE GAME

The game ends after five turns.

The last turn begins when you circle the 5th goal.



After this final turn, the rats throw the banquet. The Host who was decided at the end of the final turn leads the rats through the Awards Ceremony, checking each circled Banquet Goal from lowest to highest number to see who won awards for each goal. Each rat can fill in the award icons on their sheet for any awards they win.



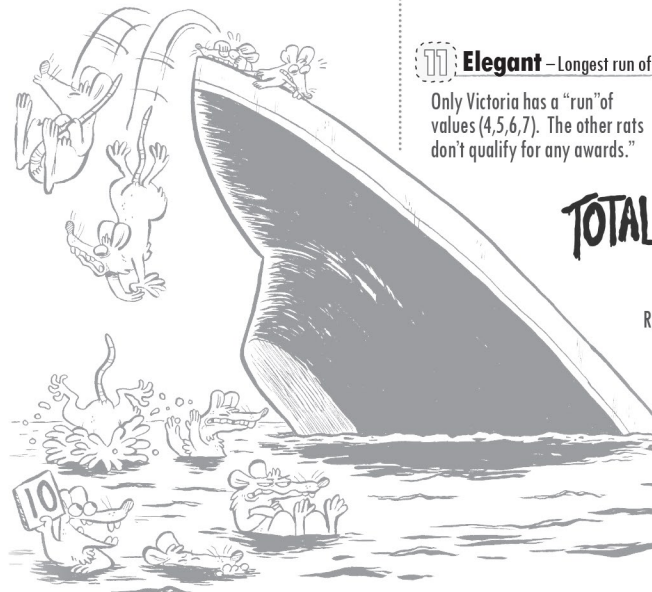
The top winner of each Banquet Goal earns 3 awards. If there is a tie, everyone who tied for 1st place earns 3 awards. Whoever comes in 2nd place earns 2 awards (including any rats that tie for 2nd). Everyone else who counted something towards the goal earns 1 award. (If the award is for biggest dish, you'll get at least 1 award if you made a dish.)



The rat with the MOST awards is deemed the most fabulous aboard and wins the ship's only life raft. (If there is a tie, the final Host selects which rat with the most awards deserves the life raft.) Everyone applauds the winner.

Finally, the rat with the FEWEST awards flips a coin. If the coin lands on heads? Congratulations! All the rats escape into the ice-cold water, moments before the ship sinks. But if the coin lands on tails?

Do send our regards to the captain.



AN EXAMPLE...

After the last turn, it's time for the Awards Ceremony!

The rats score the five Banquet Goals they rolled.

2 Cheap - Fewest \diamond and \diamond

Ratface has 4 dishes & decorations; Victoria 5, Fluffy 6.

4 Greedy - Biggest single \diamond

Ratface and Victoria's dishes of 12 tie for 1st. Fluffy gets 2nd.

8 Swanky - Most \diamond

Fluffy has 4 decorations; Ratface has 2, Victoria has 1.

9 Dapper - Highest total \diamond value

Fluffy's decoration total is 18. Ratface has 17. Victoria has 7.

11 Elegant - Longest run of \diamond and/or \diamond

Only Victoria has a "run" of values (4,5,6,7). The other rats don't qualify for any awards."








FLUFFY	RATFACE	VICTORIA
9 Dishes 11 Decorations	5 Dishes 12 Decorations	6 Dishes 12 Decorations
4 Dishes 3 Decorations	7 Dishes 10 Decorations	4 Dishes 5 Decorations
9 Dishes 3 Decorations	7 Dishes 10 Decorations	7 Dishes 7 Decorations



TOTAL	FLUFFY	RATFACE	VICTORIA
9	9	10	10

Ratface and Victoria tie with 10 awards each! But Ratface was the final Host, so they get to break the tie. Ratface declares themselves the winner and claims the life raft! Fluffy, with the fewest awards, flips a coin. It's heads, so the rats escape into the drink. Will they be rescued or be lost at sea?

BANQUET GOAL CLARIFICATIONS

- 
2 Cheap — fewest ○ and ◇
 Count your dishes and decorations (ignore the values inside of each one). The rat with the fewest wins. Zero wins first place!
- 
3 Composed — most matching ○ and/or ◇
 Any dishes and decorations that have matching values. (If you have 1, 3, 3, 4, 4, 4, 7 you have 5 matching values.) You need at least 2 matching dishes or decorations to get an award.
- 
4 Greedy — biggest single ○
 Compare each rat's biggest single dish value.
- 
5 Refined — highest total ○ value
 Add up the values inside all of your dishes.
- 
6 Generous — most ○
 Compare number of dishes (ignoring the values inside each).
- 
7 Plush — most □
 Compare the number of nests you made.
- 
8 Swanky — most ◇
 Compare number of decorations (ignoring the values inside each).
- 
9 Dapper — highest total ◇ value
 Add up the values inside all of your decorations.
- 
10 Grandiose — biggest single ◇
 Compare each rat's biggest single decoration value.
- 
11 Elegant — longest run of ○ and/or ◇
 Compare the length of your longest run of sequential dishes and/or decorations (3, 4, 5 is a run of length 3). You need at least 2 dishes or decorations in sequence to win an award.
- 
12 Dainty — most small ○ and ◇
 The number of dishes and decorations with a value of 3 or less.

OPTIONAL EXPANSION: VERMIN VOCATIONS!

After you have a few games of **RATS** under your fur, feel free to challenge your sense of decency with this optional expansion that gives each rat a unique advantage over everyone else.

SETUP

Each rat rolls a pair of dice (re-roll any ties). Pick your vocation in order from the highest total roll to the lowest. There can only be **one** of each vocation in the game.

The last rat to select their vocation begins as the first Host.

USING YOUR VOCATION

Note that unless an action involves other players, use of vocation abilities is secret. For example, the Banker doesn't tell the other players which supply they choose each turn.



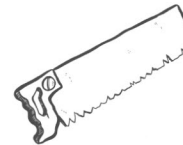
PAUPER

Every time you say "RATS" because you have fewer supplies than the Host, immediately gain one of any supply.



RUFFIAN

When you use cocktail swords, you may request "all" of one supply. The target must give you ALL of that supply they have.



CARPENTER

Nests triple instead of double the supplies you get from scavenging.



PICKPOCKET

Crumbs or rags can be used to make either dishes or decorations. Add +2 value if you make a dish from rags or a decoration from crumbs.



BANKER

Gain 3 of any supply whenever a new player becomes Host (including when the first Host is selected during setup).



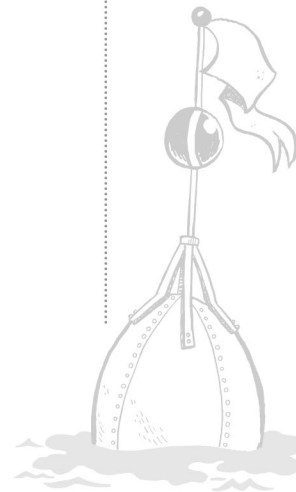
COUNT

Begin the game with a dish of 1 and a decoration of 2.



QUEEN

When you are the Host, select the Banquet Goal for that turn (instead of rolling). You can also overrule the coin flip at the end of the game.



HIGH TEA FOR TWO?

While **RATS** is designed for 3 to 6 players, it can work with just 2. But a word of warning: 2 players makes for a particularly tricky game and is not recommended for your first time playing.

SETUP

At the beginning of the game, whoever is **not** the Host gets an extra 2 of any supply. For example, they might start the game with 2 straw and 2 rags.

DURING PLAY

At the end of every turn, when the Host gets the Host's Privilege, the player who is not the host gets the setup bonus **again** — 2 of any two supplies.



ADVANCED INVENTORIES





After some experience, many especially cutthroat players like to keep track of every twist and turn of play, in order to maximize their advantage over other rats. While not at all necessary to enjoy the game, here are suggestions for particularly fastidious rats.

USE A COLUMN FOR EACH TURN

When a new turn starts, carry over any unused supplies from the previous turns and write them in the next column.

RECORD SCAVENGING ROLLS

Write small numbers to the right corner of each space. If the Host rolls a 1/3, put a 3 under cocktail swords and a 1 under straw. If the Host rolls doubles, write the number on top of the column.

	Cocktail Swords politely "REQUEST" another rat's supplies	3	5	3		
	Baubles GAIN 5 of a supply	5	1	1		
	Straw build a NEST that doubles scavenging	1	1	1		
	Crumbs cook a DISH	1	1	1		

In this example, the player just carried over 3 unused cocktail swords and 1 unused crumb. On the previous turn, the Host rolled a 1/3, a 1/4, and a 5/5.

FREQUENTLY ARISTOCRATIC QUESTIONS

A FEW HELPFUL REMINDERS

When you take an action, you use up all of your supplies — so cross them off!

Any unused supplies carry over into the next turn.

Getting +2 of any resource **only** happens during the setup — **not** every turn. (Unless there are only 2 players.)

NESTS ONLY WORK FOR SCAVENGING. The doubling bonus does **not** apply when you use cocktail swords, baubles, get the Host's Privilege, or gain supplies in any way except scavenging rolls.

THE HOST WINS TIES. You must **beat** the Host to take an action, so if you tie, the Host wins. In that case, just say "Rats" — you don't have to say exactly how many of the supply that you have.

EVERYONE THAT BEATS THE HOST TAKES THE ACTION — not just the one rat with the most supplies. The one exception is that only the rat with the most flowers becomes the next Host. (But anyone that has more flowers than the Host makes a dish or decoration.)

EARNING AWARDS. If everyone ties, they all get that award? That's right — there can be ties for 1st place and 2nd place — with everyone who ties getting awards. **Everyone** below that always gets a single award, as long as they had something that counts towards the goal.

THE FIRST TURN. There's only one goal so far — so what should I do? Play the field. Start building up supplies for future turns. Build a nest. Make a dish or decoration — likely it will be useful later on.

THE LAST TURN. Does it matter if you build a nest on the final turn?

Not really — unless of course Plush has been set as a Banquet Goal.

And does it matter if you become Host at the end of the game?

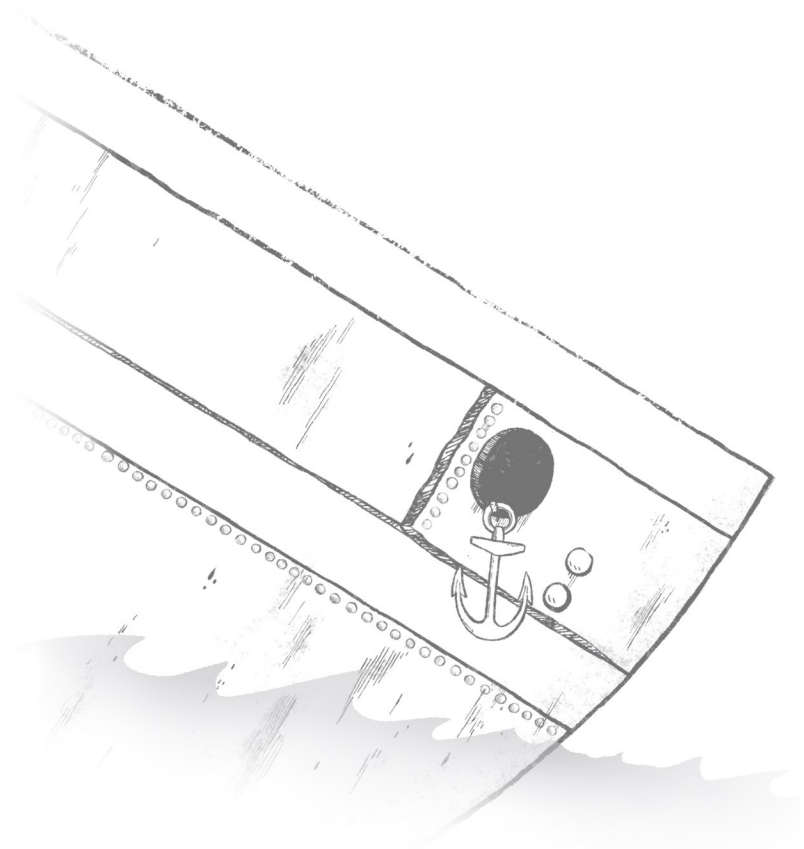
It could — not only does the Host have the honour of

leading everyone through the Awards

Ceremony, but the Host decides who wins the game and gets the life raft if

there is a tie for most awards. Oh, and it might be the last chance you get to wear that fancy hat?





CREDITS

Game Design Josh DeBonis & Eric Zimmerman
Illustration Lucie Ebrey
Graphic Design & Art Direction Matt Lees

FROM THE DESIGNERS

RATS is a reflection of our crisis-filled times. We wanted to design a game we could play with our friends on video with minimal materials. For the entire design process, despite living in the same city, we were never able to meet in person.

We had been playing a lot of roll-and-writes remotely but we wanted something with a bit more nastiness. *We* are the rats on the sinking ship, oblivious to the bigger disasters drowning our world.

The distribution of **Rats** as an online-only project also represents our interest in making games that respond to a desperate need for more sustainable forms of art and entertainment. Sinking ship indeed. We hope, at the very least, we helped unleash your inner rat. **Josh & Eric**

FROM SU&SD

The past year has been quite rubbish, and particularly tough for those who thrive within the company of great humans, playing great games.

When we discovered **RATS** in its unfinished form it provided our team with a ray of warmth — it's been a joy to take this early version and fill it up with the same love and energy that we put into the rest of our work.

We hope that it provides a moment of brightness while we all wait patiently for the clouds to clear. **Matt & Team SU&SD**

SPECIAL THANKS

Thanks to our playtesters Daniel Ames, Spencer Ames, Matt Antonucci, Jyro Blade, Tom Brewster, Owen Byrne, Ryan Byrne, Chris, Cataldi, Naomi Clark, Ty Cobb, Stan Collins, Davide Cossu, d.h. croasidill, Amanda DeBonis, Dominic DeCesare, Dan Delgado, Dylan Gray, Justin Ellis, Elmyra, Geoff Englestein, Justin Fargione, Santiago Fernandez, Ava Foxfort, Jesse Fuchs, Martino Giacchetti, David Gordon, Scott Gratien, Jordan Grayson, Alex Hague, Zach Harrison, Emma Houlston, Gil Hova, Jeff Johnston, Mitu Khandakar, Alexander King, Amelia King, Raymond King, Samantha Kulish, Frank Lantz, Hilary Lantz, Multiple Lees People, Kyle Levenick, Dylan Librande, Jordan Librande, Stone Librande, Colleen Macklin, Nik Mikros, mut "moochi", Jon Moffat, Tam Myaing, Henry Oliver-Edwards, Catherine O'Neil, Nathan Palmer, Todd Polenberg, Chris Pope, Lisa Pope, Anna Ropicki, Scott Ryland, Bri Sanderfer, Josh Sanderfer, Cole Conrad Shrader, John Sharp, Solon Simmons, Quintin Smith, Aaron Stalnaker, Rikki Tahta, Jeff Tidball, Jay Vowels, Harry Waite, Felicity Clifford-Wark, Philippa Warr, Weeza, Matt Wolfe, Keenan Yoho, Ethan Zarov, and Mike Zhang.

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