

# Rat\$ to Riche\$

The strategy game for scheming rats



## How To Play

# Introduction

**So what's the big idea?**

**Well... You're a pack of filthy, scheming rats. You're racing to collect \$100, working your way to a better class of sewer. You do this by investing in assets, sabotaging other rats and building your sewer empire!**

**It all looks messy, doesn't it? Don't worry, we'll walk you through it... you'll be a stinking rat in no time!**

## Objective

**The objective is to be the first to collect \$100 Swindle and win the game.**



# Building The Sewer

## Cheese

There are 3 types of Cheese: Green, Blue and Red. Place the Cheese holders on the positioning board in the space marked The Cheese Bank. Each rat then takes 3 pieces of any Cheese.

## Cash

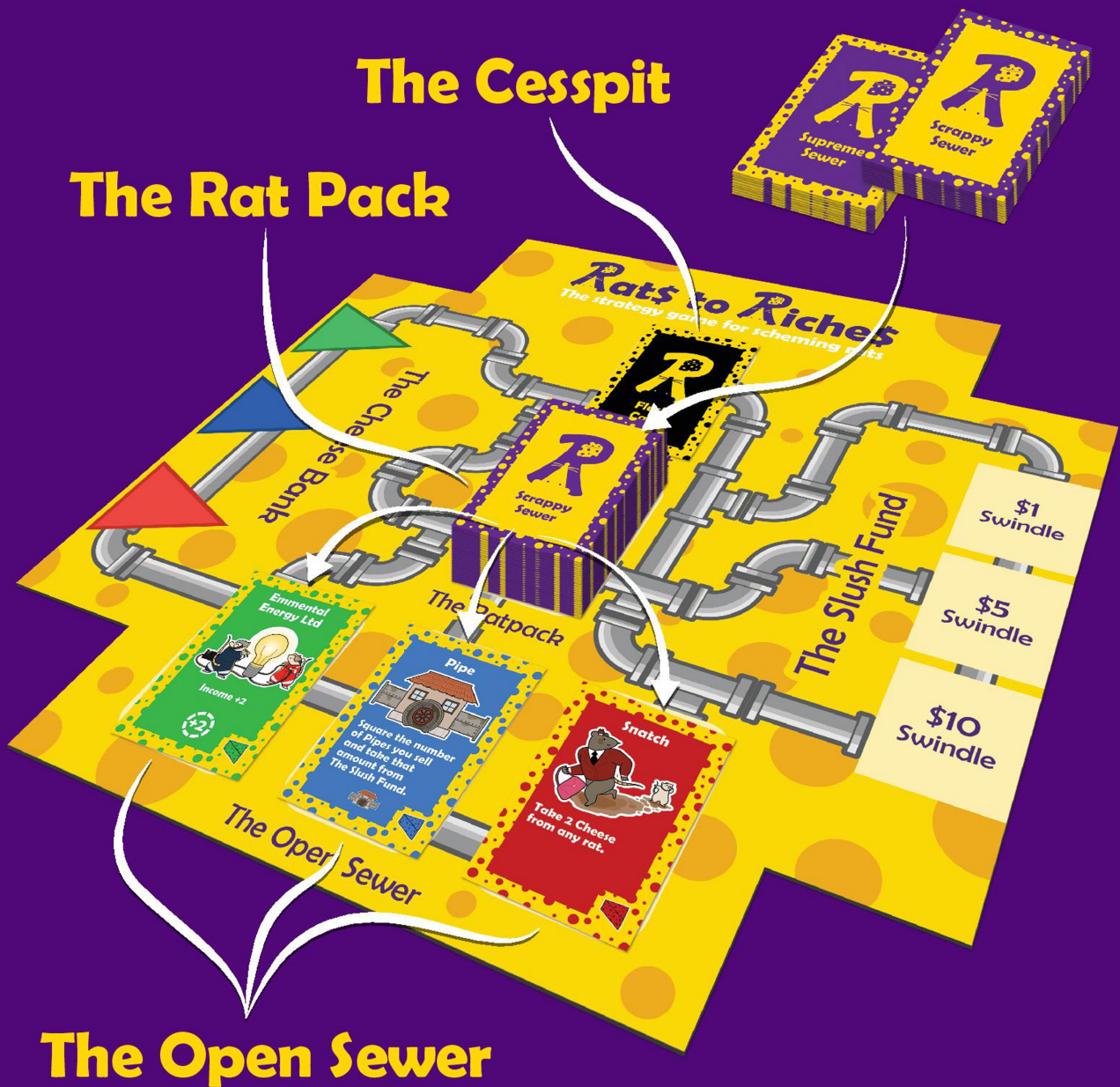
The currency of The Sewer is the Swindle with the symbol \$. There are 1, 5 and 10 Swindle notes, which collectively are called The Slush Fund. Each rat takes five \$1 notes.

## Cards

Separate the different cards by looking at their backs. First, give one Flush Card face-up to each rat. Put any spares in a discard pile on the board, called The Cesspit. That leaves Scrappy Sewer and Supreme Sewer Cards. Shuffle each deck separately, then place them face-down in the space on the board marked The Rat Pack, with the Scrappy Sewer Cards on top. Finally, turn over the top 3 cards from The Rat Pack and place them face-up in the spaces on the board marked The Open Sewer.

**See next page for setup illustration**

# Building The Sewer





# Core Rules

This is a rat race! The first rat to get \$100 wins the game. Since you're reading the rules, you get to start first! In a clockwise direction, each rat takes their turn following these steps:

## Step 1: Collect Income.

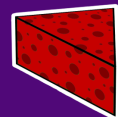
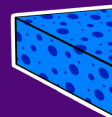
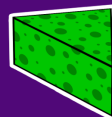
Income is the sum of all values in this white ring. Take that value in Swindles (\$) from The Slush Fund. The Flush Card gives you a base Income of \$2, with Green Cards increasing this value.



## Step 2: Buy and/or Use Cards.

- **Buying Cards:** You may only buy Open Sewer Cards. To do so, pay the cost of that Card to The Slush Fund, then keep the Card face-up in front of you. The cost of each Card is in the bottom-right corner. When a Card is bought from The Open Sewer, immediately replace it with the top Card of The Rat Pack. You may buy newly-replaced Open Sewer Cards on the same turn as well.

- **Use Cards:** Red Cards, Blue Cards, Grey Cards, Bonus Bonanza and your Flush Card can be used. To use a Card, carry out its effect, then place it in The Cesspit. You may use Cards on the same turn you bought them or save them for future use.

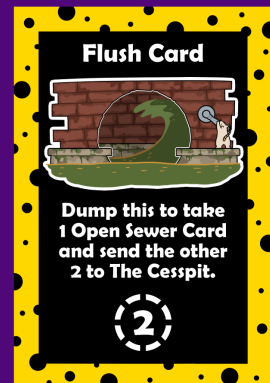


## Step 3: Buy Cheese.

You end your turn by buying up to 3 pieces of Cheese, of any colour. Each piece of Cheese costs \$1, paid to The Slush Fund.

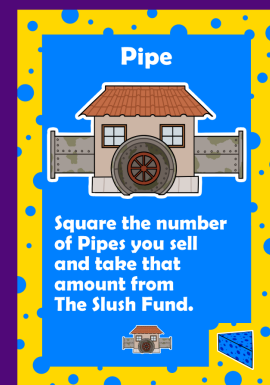
# Types of Cards

**Flush Cards** are starter cards; each rat begins the game with one. It gives you a base Income of \$2 per turn. You may dump the card to **Flush The Sewer**. This lets you take one **Open Sewer Card** and sends the rest to **The Cesspit**. After doing so, however, you no longer enjoy the \$2 Income the card gives, so use it wisely.



**Green Cards** affect Income. Most Green Cards increase your Income, while the **Bonus Bonanza Card** is an active card that lets you collect your Income an additional time on the same turn. Green Cards are bought with **Green Cheese**.

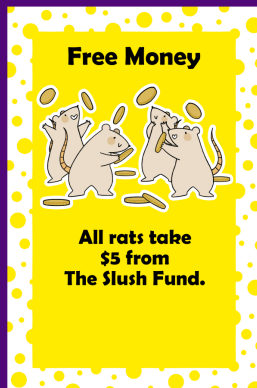
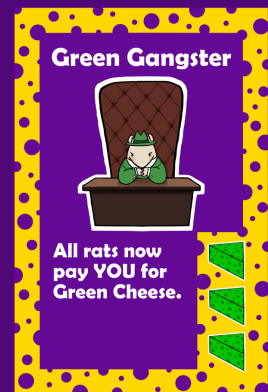
**Blue Cards** are **Pipes**! You can sell them during your turn, by squaring the number of Pipes sold, then taking that amount in \$ from **The Slush Fund**. For example, if you sold 5 Pipes, you collect \$25 from **The Slush Fund**. Sold Pipes go to **The Cesspit**. Blue Cards are bought with **Blue Cheese**.



**Red Cards** are **Opportunities**. They are one-off actions and are sent to **The Cesspit** after use. Red Cards are bought with **Red Cheese**.

# Types of Cards

**Purple Cards are Careers, which grant you a unique, lasting benefit. Each Purple Card costs 3 Cheese.**



**Yellow Cards are Events. When a Yellow Card turns face-up in The Open Sewer, it affects ALL rats immediately, before being sent to The Cesspit and replaced by the top Card of The Rat Pack.**

**Grey Cards are Bundles. Buy these for \$5, not Cheese. They let you bundle stuff together for fast, \$25 sales. Dump the bundle of cards in The Cesspit.**



## Meeples



## Cheesy Crooks

**If a rat owns the 'Red Ruffian', 'Green Gangster' or 'Blue Boss' Cards, give them the respective figurine(s) to show other rats who to pay their Swindle to.**

## The Big Cheese

**The rat with the most Swindle at the end of each round is crowned The Big Cheese and is given the Golden Rat meeple. The Big Cheese receives +2 Income each round.**

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