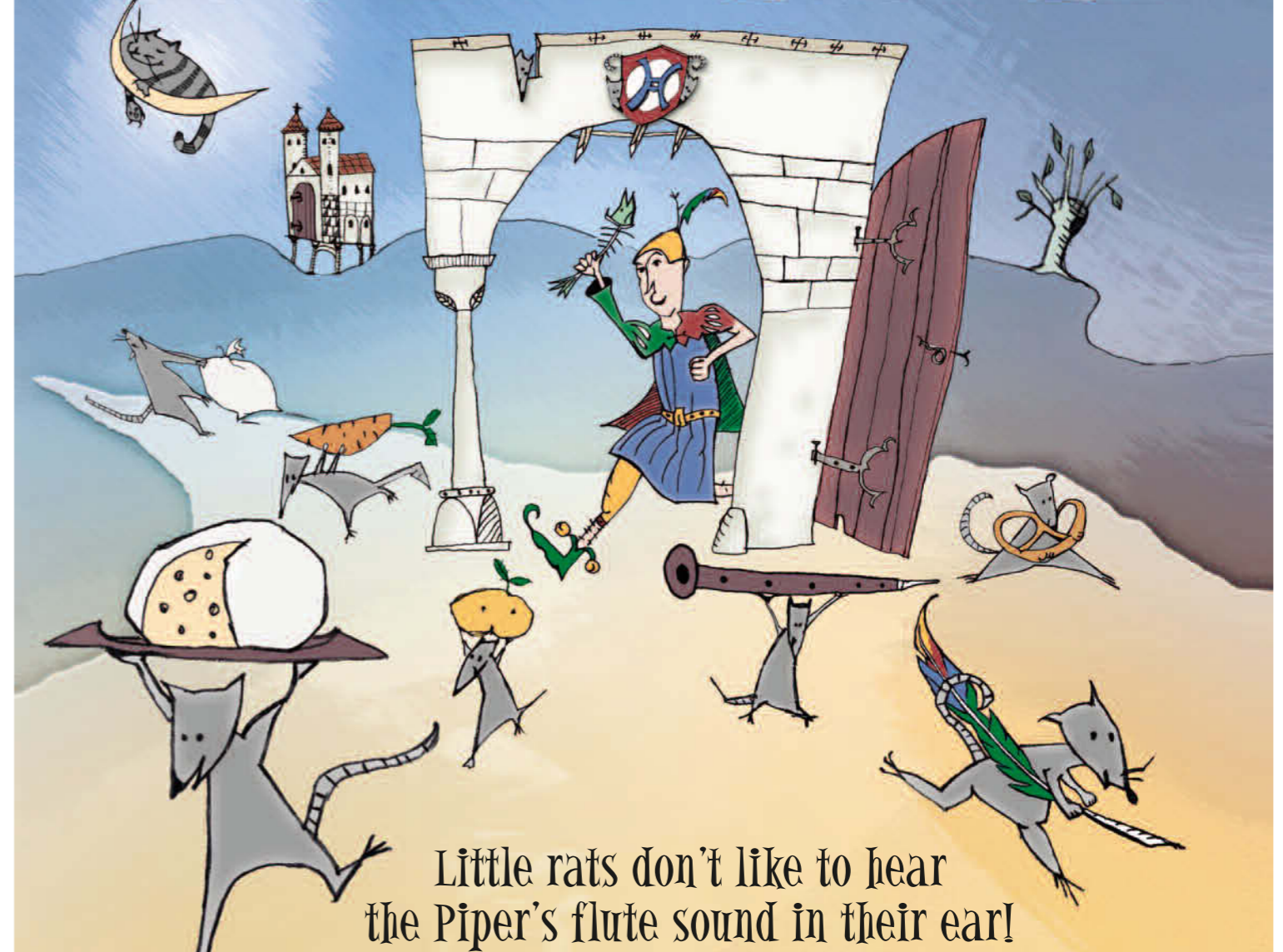


Hamelner Ratzenanz



Little rats don't like to hear the Piper's flute sound in their ear!

Anno 1284: It had been a good year for the citizens of Hamelin, the storerooms and silos are almost bursting.

But outside the town gates waits a hungry gang: Rats raid the town and conquer even the last corner, they scurry through chambers and cellars, rob all the food they can and drag the loot back to their nests.


They are in every alley and every quarter, take short cuts through buildings or via the magic stairs and use the canals to quickly emerge in another part of town, always looking for a delicious goodie to carry home. And they show no mercy, they even plunder the nests of other rat gangs.

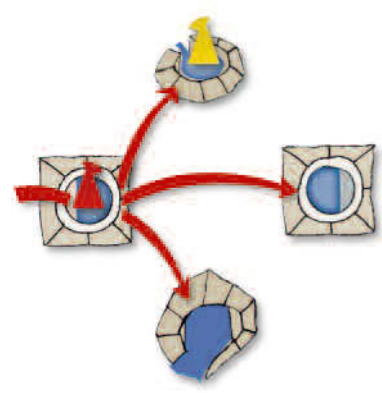
But salvation is near: A ratcatcher — the Pied Piper — dressed in colourful clothes comes to help and makes the rats dance to the tunes of his flute.

But can he really stop the smart beasts? As soon as one rat is defeated it is replaced by a new one!

A tough storeroom cat tries to prevent the worst, unfortunately she can't be everywhere.


The canal:

 A subterranean water canal connects four entrances and makes it easy to go from one point to another. If a player reaches a canal entrance (by the exact number on the die) he has to choose where he wants to pop up and puts the rat in his new position where it stays until it's the player's turn again. Exception: --> Symbol 2x.




Red may go to any of the other three canal entrances. All other canal rats stay in their place.

The Magic Stairs:

 If a rat steps on the magic stairs the player must (Zugzwang) let it reappear on one of the other magic stairs where the move ends. Exception: --> Symbol 2x.

Attention: Any other rats lingering on magic stairs must move in mirror symmetry!

The Die with Numbers:

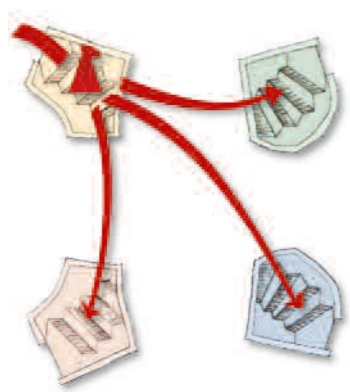
 The player moves his rats on the board according to the numbers on the die. Starting at his nest a 3 as well as a 4 can take him into the first building. With a 6 he can reach the nearest storeroom or the nearest magical stairs.

Nests, buildings, storerooms, magic stairs and canal entrances must be reached by the exact number of the die (Zugzwang).

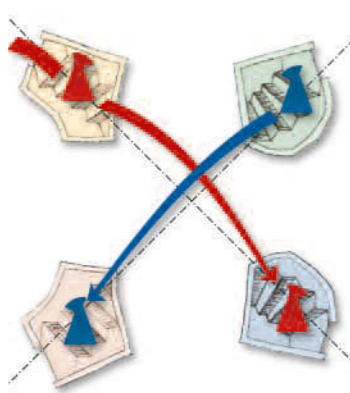
The rats may pass through a building provided there is a second exit/entrance.

Rats must move the exact number of the die. They are not allowed to move back and forth within one move.

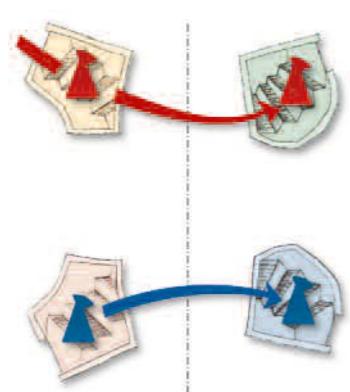
The player decides which action (number or symbol) he carries out first.



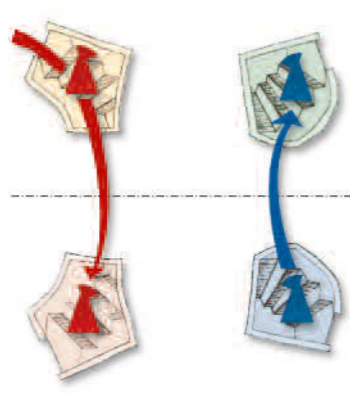
On the magic stairs red may move diagonally, horizontally or vertically.



If red moves diagonally, all other rats must also move diagonally.



If red moves horizontally, all other rats must move horizontally in mirror symmetry.



If red moves vertically; all other rats on the stairs must move vertically in a mirror symmetry.

The Die with Symbols:

Symbol "New Blood for all"
 If a player throws this symbol all players activate one of their spare rats and place it in a starting position in its nest.

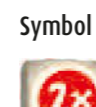
If all 5 rats of a player are already activated he goes away empty-handed.

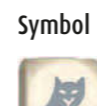
Symbol "Back to the nest"
 If a player throws this symbol and has a rat with a food chip he can take it straight back to his nest.


He cannot do so if the rat is in a storeroom which is blocked by the --> cat or if his rat is blocked by the --> Pied Piper or would have to pass him on its way to the nest.

If he still carries out his move and passes the Pied Piper the rat is taken from the board while the food chip will remain where it was.

The player can also use the symbol to send a strange rat that has invaded his nest back to its own nest and thereby keep his food chip.

Symbol "2x" (Doublets)
 Doubles the numbers. You can move 1 or 2 rats. Example: With a Doublet 3 you can move 2 rats 3 squares each or 1 rat 6 squares. If a rat can reach a canal entrance or one of the magical stairs with 3 steps he can take another 3 steps leaving the canal or the magic stairs.

Symbol "Cat"
 The player places the cat at the entrance to a storeroom of his choice. No rat can now enter or leave the storeroom (Note: The cat does not occupy a square. It just blocks the entrance). The cat has to be moved if the symbol is thrown again.

Symbol "Pied Piper"
 The player can put him on any square unless it is occupied by a rat or in front of a nest. The Pied Piper only moves in the alleys and not in nests, buildings, storerooms, canal entrances and magic stairs. He must be moved every time his symbol appears.

If a rat accidentally passes the Pied Piper it will be taken off the board and placed flat down as a spare rat (new blood). The loot (food chip) will stay on the board. The spare rats can be activated by the --> Symbol New Blood for all.

Symbol "Sound of the Flute"
 The Pied Piper plays his flute and all the rats on the alley squares are taken off the board and end up as spare rats. The food chips stay where the rats have left them. Rats in nests, buildings, storerooms, canal entrances and magic stairs are safe from the tones of the flute.

Tip: As the player decides what action he carries out first he could move a rat into safety and then let the Pied Piper play his flute.

Game Tactics and Strategies

You will quickly find your favourite moves to gain booty and to drive other players crazy. Especially the Symbol 2x (if used wisely) can change the game immensely.

Most of all the game requires elbows. Obstructing, plotting, deceiving, all that matters is the loot, steal as much as you can.

Ratzenanz opens many ways to reach one's goal. There is not just one direction but a great number of possible ways waiting to be discovered.

Hamelner Ratzentanz

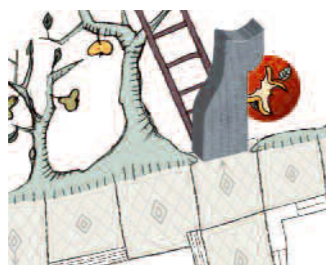
Game preparations:

Each player represents a gang of 5 rats of the same colour and puts three of them in their nest outside one of the town gates. The other two rats are turned over and put aside until they are activated by the die with the symbols. The Pied Piper and the cat also have to wait outside until their symbol appears.

The storerooms are filled with the appropriate food chips:
For 2 players put 3 chips in each storeroom, for 3 players use 4 chips and for 4 players use 5 chips.

Starting the game:

The players throw a die to see who starts. After that the players always throw both dice (numbers and symbols) at the same time. **It is up to the player which action (number or symbol) he carries out first.**



Object of the game:

The **first player who has brought 4 different food chips into his nest is the winner.** Chips in his nest occupied by other rats do not count. The playing time is about 45 – 60 minutes.

Variation: Gathering 5 different food chips will add approximately 15 to 30 minutes to the game.



Example: placing the cat and the Pied Piper.



Contents:

- 1 Instruction
- 1 Game board
- 30 Food chips, five of each colour and five reserves
- 1 Cat
- 1 Pied Piper
- 1 Die with numbers
- 1 Die with symbols
- 20 Rats, five of each colour

Instruction

Plundering Expedition:



When a rat reaches a storeroom it is placed on a food chip.

The loot has to be brought to the nest, either by foot or — with luck —> **Back to the nest.**

On its way back to the nest the rat is taking the chip with it and after each move the rat must be placed on the chip. When the chip has been brought to the nest it is left there and the rat may go on another plundering expedition.

If on the way back to the nest a rat prefers to go after another food chip it can leave the first one where it is, before making the next move.

A rat will be taken off the board if by accident it passes the --> **Pied Piper** or is caught by the --> **sound of the flute.** In this case the food chip will be left on the square where other rats can pick it up.

Nest robbery:



Rats aren't prudish. In no time at all do they steal the loot of other rats. If a rat makes it into another player's nest he can occupy a food chip and then take it back to its own nest. **Countermeasure:** --> **Back to the nest.**

Gameboard:

- 4 Rat Nests/Starting positions
- Ⓚ Possible positions of the cat
- ⊗ Not allowed for the Pied Piper
- ➔ Entrances
- Playing Squares
- 10 Buildings
- 6 Storerooms
- 4 Canal entrances
- 4 Magic Stairs

