Notre Dame

Players	2 – 5	Length	75 min

Set-up	• Arrange the game board depending on the number of players (see manual). • Each player chooses one game section as their borough. Center is Notre Dame. • Each player takes their trusted friend, carriage which is placed on the center marketplace in their borough, 4 influence markers which make up their *supply*, 4 messages placed face down after being shuffled on each market place on the edges of their borough, and 9 actions cards shuffled into a deck face down, 3 gold coins, and a black rat marker placed on the 0 space of their rat track. • Shuffle the 6 brown Person cards with no letters on the back into a deck, face down. • Make 3 decks with the remaining Person cards(one per letter); shuffle each deck individually. Then make one deck with the As on top, Bs next, then Cs on the bottom. • Players choose a start player, who gets the bell-ringer.
Rules	The game is played over three periods (A, B, and C). Each period has 3 rounds. Each round has 5 phases, followed in order. *Special rules for 2 players (see manual).* **Phase 1:** Lay out person cards. Take two of cards off the top of the brown Person card deck (no letters on back) and the top card off of the gray Person card deck and place them face-up. **Phase 2:** Each player draws the top 3 action cards from their action card deck, chooses one to keep, and passes 2 to the left (place them face down while players decide). When everyone has chosen, each player looks at the two cards they have received, chooses one to keep, and passes the remaining one to their left. The last card received is the third card kept. The cards that were kept form the player's hand. **Phase 3:** Starting with the start player and proceeding clockwise order, each player chooses one action card to play from their hand, placing it face up in their action area onto their discard stack*, and executing the effect (see below). This is repeated so that each player plays two action cards each. **Phase 4**: Starting with the start player and proceeding in clockwise order, each player may hire any one of the face-up persons by paying a single gold. When doing so, the player takes the effect of hiring that person (see reference sheet). Each player may only do this once (only a single gold may be used to hire a single person). **Phase 5:** Determine the plague value by summing the number of rats on all the face-up person cards. Each player reduces this number by the amount of influence markers in the hospital. The result is the change applied to the rat track (positive moves the number on the player's rat track higher, negative moves it lower); the number on a player's rat track may never go below 0 or exceed 9. If, due to the plague, a player would move the rat track marker *above* 9*,* the rat track stays at 9, that players loses 2 prestige points, and returns 1 influence marker from the sector with the most influence markers to the general supply. At the end of *each* round, the players place each of the face-up person cards at the bottom of the corresponding decks. The start player passes the ringer-bell to the left and that player becomes the new start player for next round. At the end of rounds 3, 6, and 9, shuffle the 6 brown Person cards and place the deck face down, each player takes their action cards, shuffles them and places their action card deck face down, and Notre Dame is scored. Prestige points are given to each player per influence marker they have on Notre Dame (equal to the number shown on Notre Dame divided by the total number of influence markers in Notre Dame, rounded down). Then all the influence markers on Notre Dame are returned to the general supply. See next page for summary of action cards.

	Action Cards (please see manual for images). **Cloister school:** The player playing this card takes an influence marker from their supply** and puts it onto their cloister school sector. Then, the player takes as many influence markers as there are now on the cloister school sector from the general supply into the player's supply. **Bank:** The player playing this card takes an influence marker from their supply** and puts it onto their bank sector. Then, that player takes as many gold coins as there are influence markers on their bank sector. **Residence:** The player playing this card takes an influence marker from their supply** and puts it onto their residence sector. Then, that player takes as many prestige points as there are influence markers on their residence sector. **Carriage House:** The player playing this card takes an influence marker from their supply** and puts it onto their carriage sector. Then, the player may move their carriage along the streets up to a number of marketplaces equal to the number of influence markers on their carriage sector. The carriage may move into opponent's boroughs. When a carriage stops on a message, the player may take the message; if so, the player executes its ability immediately and puts the message face-down. Players may never have 2 more messages of one color than of any other (they must collect them in set***). **Hotel:** The player playing this card takes an influence marker from their supply** and puts it onto their hotel sector. Then, the player takes either 1 gold, 1 influence marker into their supply, or moves rat track down by 1 (the latter choice is unavailable if their rat track is already at 0). After having four influence markers on this place, a player may execute the action twice. **Trusted Friend:** The player choosing this action places no influence markers. Instead, they move their trusted friend onto any sector of their borough. If the trusted friend is already on a sector, he must be moved to a different sector. Then, the player executes the action associated with that sector as if they had placed an influence marker there. **Park:** The player playing this card takes an influence marker from their supply** and puts it onto their park sector. Then, they immediately move the marker on their rat track down by 1 (never below 0). For each two influence markers (round down) on the park, the player earns a bonus prestige point every time prestige points are collected. **Hospital:** The player playing this card takes an influence marker from their supply** and puts it onto their hospital sector. Then, they immediately move the marker on their rat track down by 1 (never below 0). Every influence marker in the hospital reduces the amount the player gets hit by with the plague. **Notre Dame:** The player playing this card takes an influence marker from their supply** and puts it onto Notre Dame. Then, the player must donate 1 to 3 gold to the bank. For this, the player earns prestige points (how many depends on how much was donated, which is indicated on Notre Dame).
Game End	The game ends at the end of the 9th round after Notre Dame is scored.
Winner	The player with the most prestige points wins the game.
Notes	* Players may not look into their opponents' discard stacks. ** If a player has no influence markers in their supply, they may instead choose to take one from any of the sectors in their borough or from Notre Dame. If no influence marker is put into the appropriate sector, the effect of the action does not take place. *** except when there is no messages of the missing colors on the board.