Notre Dame

OBJECTIVE: Have the most PRESTIGE points at the end of the game

BOARD SETUP: 3 Players = 3 Sided Center | 2 or 4 Players = 4 Sided Center | 5 Players = 5 sided center. | 2 Players = Use 2 sets of messages

PLAYER SETUP: Player going first gets standing bell ringer token. Each player gets the following items and prepares their section of the board as follows:

Qty.	Description	Picture	Placement
1	Trusted Friend Token in chosen player color.		Players Area
1	Carriage in chosen player color.		Center market on players section of the board. (See Figure 1)
4	Influence Marker cubes in chosen player color. (the rest make up the supply)		Players Area
4	Message octagons in chosen player color.		Placed randomly on each market area present on the outside of the players section of the board. (See Figure 1)
9	Actions Cards in chosen player color. Shuffled and placed face down.		Face Down Stack in Players Area
3	Gold Coins		Players Area
1	Black Rat Marker Cube		On the blue 0 in the harbor of each players section of the board. (See Figure 1)

Figure 1— Player Setup Example

1. Red players Carriage
2. Red players Message tokens
3. Red players Rat Marker on blue Plague Track
4. Red Players area off the board

Notre Dame

PERIOD & ROUND TRACKER

PERIOD A —ROUND 1	
PERIOD A —ROUND 2	
PERIOD A —ROUND 3 (DO END OF PERIOD STEPS)	
PERIOD B —ROUND 1	
PERIOD B —ROUND 2	
PERIOD B —ROUND 3 (DO END OF PERIOD STEPS)	
PERIOD C —ROUND 1	
PERIOD C —ROUND 2	
PERIOD C —ROUND 3 (DO END OF PERIOD STEPS)	

At the End of Each Round:	At the End of Each Period:
♦ Put the three person cards on the bottom of the original stacks ♦ Bell Ringer Token Moves to the Left	♦ Score Influence Markers for Notre Dame ♦ Shuffle the Six Brown Person Cards ♦ Return all Played Action Cards to Owners & Shuffle Action cards

Notre Dame
PLAYER GUIDE

1 Game = 3 PERIODS (A, B, C)

1 Period = 3 ROUNDS

1 Round = 5 PHASES

Phase #	Round Title	Description
1	Lay out Person Cards	Draw two brown person cards and one grey person card. Place face up near corresponding supply deck. Announce to all players the total number of rats on the bottom of the person cards.
2	Choose Action Cards	1) Each player draw top three action cards and take one. 2) Each player passes remaining two cards to the left. 3) Each player takes one card from the two cards passed to them. 4) Each players the card not chosen to the left again. At the end of the phase each player will have 3 cards: ♦ 1 of their own color, 1 of the color of the player to the right, 1 of the color of the player 2 to the right
3	Play Action Cards	1) Starting with first player each player executes 1 ACTION CARD by placing it face up in their play area. 2) After all have gone each player executes second action. The third action card is secretly placed under the second action card so it is not seen by other players. The thirst action card is not executed. 3) After all players have taken two actions all played action cards into a common discard stack, being careful to not show the third un-played card to others. Players may not look through discard stack.
4	Hire a Person	Each player may hire one of the three people indicated by the two brown and one grey person cards exposed in Phase 1. ♦ The cost to hire any person is two gold. ♦ Each player may hire the same or different person. ♦ If a player does not have any gold or does not want to hire a person they do not have to.
5	Determine Plague Value & Adjust Rat Markers	**Plague Value =** Sum of the number of rats pictured on the bottom of the 3 Person Cards exposed in Phase 1. Actions taken during the round may reduce the final effect of the Plague Value for each player: ♦ Subtract (total of influence markers + trusted friend on the player's hospital) from the Plague Value and move the rat marker on the plague track that many spaces. ♦ Negative numbers are possible which allows the player to move the rat marker backward. The rat cannot go lower than zero.

At the End of Each Round:

♦ Put the three person cards on the bottom of the original stacks

♦ Bell Ringer Token Moves to the Left

At the End of Each Period:

♦ Score Influence Markers for Notre Dame **(# Cubes / # of Pts)**

♦ Shuffle the Six Brown Person Cards

♦ Return all Played Action Cards to Owners & Shuffle Action cards

ACTION CARDS

NOTE: If player has no cubes in their personal supply then can move cubes already in play. Cannot move trusted friend instead of in play cube.

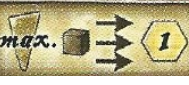| Title	Image on Card	Effect:
		Note: A cube is added to sector unless otherwise noted and then perform action below.
Cloister	Cubes in Triangle	Get cubes from supply = # of Cubes in Cloister
Bank	Money in Triangle	Get $ from supply = # of Cubes in Bank
Carriage House	Carriage & Arrows	Move Carriage # of Markets = # Cubes in Carriage house **Possible Messages:** 1 Coin & 1 Point | 1 Cube & 2 Points | -1 Rat & 3 Points|4 Points **NOTE:** Must collect one of each color before getting any doubles of a single color.
Residence	Points in Triangle	Get # of Points = # of Cubes in Residence
Hotel	Cube | Coin | -1 Rat Symbol	For 1,2, or 3 Cubes in Hotel = Take 1 Coin **OR** 1 Point **OR** –1 Rat For 4 Cubes in Hotel = Take two of the options or one of the options twice.
Trusted Friend	Trusted Friend Piece | Arrow | Triangle Shape	**#NO CUBE PLACEMENT#** Place Trusted Friend piece in any sector (other than harbor) & execute action as if a cube had been placed there. (Cannot place in Notre Dame.)
Park	-1 Rat Symbol ————— 2 Cubes -> 2 Points	1 Cube Placement = -1 Rat For each 2 cubes in Park the Player gets an extra 1 Point **EVERY TIME** they normally receive points. 4 Cubes = 2 extra points and so on.
Hospital	-1 Rat Symbol	Move Plague Marker back 1 (-1 Rat) Subtract # of cubes (+1 for Trusted Friend) from Plague Value given out in Phase 5.
Notre Dame		**Donation:** 1 Coin = 1 Pt | 2 Coin = 3 Pt | 3 Coin = 6 Pt @ End of Period: Divide # of Cubes in N. Dame by the # of bonus points rounding down. Each player gets that amount per cube. **Notre Dame Bonus Points** 2 Players = 6 Points 3 Players = 8 Points 4 Players = 10 Points 5 Players = 12 Points

PERSON CARDS

NOTE: All persons are hired for 1 gold.

Title/ Card Color/ Period	Symbols on Card	Effect: Player Receives...
Hostess		3 Points & (1 coin OR 1 cube OR –1 RAT)
Monk		2 cubes & 1 point from supply
Money Lender		2 coins & 1 point from supply
Minstrel		Can move 1 to 3 of in play cubes from one sector to any other one sector other than Notre Dame. This includes Trusted Friend. There is **NO EXECUTION** of action with movement.
Fool		Move any 1 of the in play cubes or Trusted Friend from a sector or Notre Dame to any other sector except Notre Dame. **EXECUTE** action after movement.
Doctor		That Players Plague Value = 0 for that Round. Reduce Existing Plague Level = # of Cubes in Hospital.
Period A: City Guard		1 point for each in play Cube including Notre Dame.
Period A: Night Watchman		1 point for each empty sector (Empty = No cubes or Trusted Friend)
Period A :Bishop		Place 1 cube from General Supply and place in any sector except Notre Dame. Execute action for sector.
Period B: Guild Master		2 Points for each sector excluding Notre Dame where there are 2 or more cubes. (including Trusted Friend)
Period B: Beggar King		1 point for each space beyond his current rat marker.
Period B: Advocate		3 points for each two messages the player has collected so far.
Period C: Lady of the Court		1 point for each cube in the sector that has the most cubes including Trusted Friend.
Period C: Mayor		3 points for each sector excluding Notre Dame that has at least 3 cubes including Trusted Friend.
Period C: Carpenter		1 point for each of his 7 sectors excluding Notre Dame that has at least one cube or Trusted Friend.