

# RATS OF WISTAR

## SOLO MODE RULEBOOK

*If anyone had seen it walking frantically and nervously around its room at that moment, they would have thought that Rat-o-bot looked just like a rat in a cage. Luckily Rat-o-bot didn't know what it meant to live locked up in a cage because it was born free in the colony created by fugitives from the Wistar Institute.*

*It had always breathed the scented air of the woods and run carefree on the large lawn; since it could remember, it had sneaked into the Farm and had quickly learned to recognize the potential of human objects and to transform them into something completely different and incredible.*

*And now that it was older, it wanted more. It was not satisfied with being a subordinate and a mere executor of the orders of others. It wanted to be a master of its life and be able to make decisions with total autonomy. If it wanted to explore the Farm, it needed to be able to do so without having to be part of a larger plan to coordinate with other mice. But the rules of the colony didn't allow it. There was a leader that everyone obeyed, and Rat-o-bot could not avoid doing the same. On some occasions, it had tried to take the initiative and was invariably accused of insubordination and of wanting to harm the serenity and peace of the entire community.*

*It was tired of arguing to make its reasons heard and even more tired of being treated like the least of the rats.*

*It had exhausted its patience and was fed up with that life, made up of obedience to those who, rightly or wrongly, accused it of having more experience than them. Rat-o-bot was young, that was undeniable, but it was also the best and most gifted rat the colony had ever seen: It was intelligent, strong, and more capable than not only its peers, but the other older rats as well. It had demonstrated this on several occasions, such as when, without anyone's help, it had managed to build the Bio-Enhancement Suit. It had left everyone speechless, but even that wasn't enough to get the accolades it deserved.*

*Rat-o-bot felt that it deserved much more than the assignment it had been given; with its abilities it could aspire to a life as a protagonist just like the head of the colony. The speeches of its family members who assured it that one day it would have its space and a prominent position in the community were worthless, because that would have meant continuing to wait. And Rat-o-bot wasn't the patient type. It had never been and, moreover, it had never needed to be, since it had always managed to achieve its goals very easily. So, let them say what they wanted, but it wouldn't wait for its time. It would be the one to choose when and how to change its destiny. At that moment its future was clear: It would become the leader of the colony!*

*So it would stop being an extra and take the role it deserved.*

## COMPONENTS



1 Automaton Board  
(on the back of any Player Board)



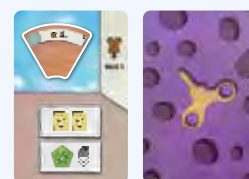
7 Exploration cards



5 Skill Icon tokens



6 Track cards



7 Action cards

## INTRODUCTION

Rat-o-bot is an add-on module to *Rats of Wistar* and requires knowledge of the base game.

This module allows you to play alone against Rat-o-bot, who will do anything to try to steal your leadership: It will compete with you in taking Invention cards and exploring the Farm, and, just like you, it will be able to complete Missions and claim Objectives. Furthermore, during the game, Rat-o-bot will build and improve its engine to make your game more and more challenging.

You can choose the difficulty level you prefer, from 0 to 9. Level 0 is the easiest and least challenging to tackle: Rat-o-bot won't create too many obstacles and will be able to score fewer Victory Points. On the other hand, level 9 is the most difficult: Rat-o-bot will give its all and

prove to be a tough nut to crack. Given their level of competitiveness, we recommend the more difficult levels only to experienced players.

To win the challenge against Rat-o-bot, you must score more Victory Points than it.

Will you be able to keep your role as leader of the colony, or will you let the Rat-o-bot take your leadership away from you?





## SETUP

Follow the rules for a standard 2-player game, with the following changes.

### *Rat-o-bot Play Area*


After choosing a color different from yours for Rat-o-bot, place the Automaton Board in Rat-o-bot's play area. Then place the following items in the designated spaces:

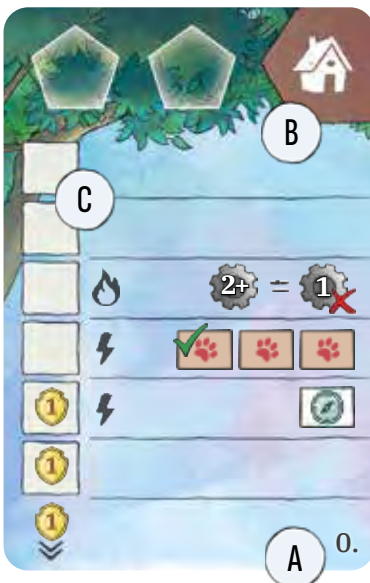
- 1 **6 Bed tiles,**
- 2 **6 Underground tiles,**
- 3 **7 Cubes.**
- 4 Shuffle the **Action cards** and form a face-down deck next to the Automaton Board.
- 5 Take the Exploration card with a different back and place it face down next to the Action deck; then shuffle the remaining 6 Exploration cards and place them, face down, on top of it to form the 7-card **Exploration deck.**
- 6 Choose the level of difficulty you want to play and select 3 **Track cards** by following the instructions described in the *Choosing the Difficulty Level* box below. Place the 3 Track cards next to the Automaton Board.
- 7 Randomly place the 5 **Skill Icon tokens** in the designated spaces on the 3 Track cards.
- 8 Place the 3 remaining **Cubes** on the 3 Track cards on the topmost Cube space of each track.
- 9 Place the 3 **Chiefs, 2 Tents, 3 Discs,** and 8 **Workers** (Rat-o-bot has 8 Workers already available at the beginning of the game) next to the Automaton Board.
- 10 Place the last Worker at the Farm entrance on the Board. We will refer to this Worker as the **Explorer.**
- 11 Place 1 **Disc** on space "10" of the Victory Point (VP) track.
- 12 Place 1 **Disc** on the leftmost space of the Turn Order track (Rat-o-bot is always the first player at the beginning of the game).

### CHOOSING THE DIFFICULTY LEVEL

The Track cards determine the difficulty level of the game.

Each Track card is characterized by:

- A. a **difficulty index**, ranging from 0 (easy) to 3 (difficult), indicated in the lower right corner,
- B. a **symbol** relating to the Type of Inventions cards ,
- C. a **track** with more or fewer effects, depending on the card.



There are 6 double-sided Track cards: They have the same symbol on both sides but a different difficulty index and, consequently, a different track.

During step 6 of setup, select 1 Track card showing each Invention Type symbol (you cannot select 2 cards with the same symbol). You can combine the cards together in order to modulate the difficulty of the game. The difficulty of the game is given by the sum of the indices of the three selected Track cards:

The minimum difficulty is 0 (all three cards with difficulty index 0); the maximum is 9 (all three cards with difficulty index 3).

However, you cannot select cards whose indices differ by 2 or more.

*Example: It is not possible to select 3 Track cards with indices 0 - 1 - 2 because the difference between the indices of two of the cards is 2 (2-0=2).*

## Choose Your Starting Hand

Shuffle the Basic Invention cards and Advanced Invention cards separately and place the two decks next to the Board, as usual. Reveal 2 cards from each deck and pair them randomly, so as to form **2 pairs** (1 Basic Invention card + 1 Advanced Invention card). Choose the pair that will constitute your starting hand. Then discard the other pair to the discard pile (Rat-o-bot begins the game without Invention cards).

## GENERAL RULES

Rat-o-bot follows simplified rules, summarized below and detailed on the following pages.

### ***Rat-o-bot Does Not Manage Resources***

Rat-o-bot does not use any resources (Wood, Metal, Movement, or Wild tokens) and never has to pay when performing actions.

### ***Rat-o-bot Ignores Effects***

Rat-o-bot does not perform the Bonus actions on the Sectors of the Action Wheel, and ignores the effects of Invention cards and Guest Mouse tiles; moreover, Rat-o-bot does not get the rewards from Mission cards, nor the bonuses of the Door tokens and the Objective cards. Rat-o-bot never gets the Electricity token.

### ***Rat-o-bot Gets Bonuses From Tracks on Track Cards***

By advancing on the tracks of the Track cards, Rat-o-bot performs special actions and scores Victory Points at the end of the game.

### ***If Rat-o-bot Has No More Rooms Available, It Digs a Room***



Whenever Rat-o-bot has to Build Beds or Take a Guest, and there are no available Rooms on its Automaton board to accommodate the Bed or Mouse Guest tiles, it digs a Room instead, as also indicated on the Automaton Board.

*Example: If Rat-o-bot performs a Building Beds Action with a strength of 2 and it has no unoccupied Rooms, it will build 1 Room first and then 1 Bed.*

## GAMEPLAY

### ***1. New Round Phase***

Go through all the steps described for a standard game, with the following changes.

At point **g.** also take the 3 Rat-o-bot Chiefs from the Board and put them back in its play area.

Also, add the following step to the usual ones:

**h. Always take back all 7 Automaton cards,** shuffle them and form a new deck, face down, next to the Automaton Board.

### ***2. Actions Phase: Rat-o-bot's Turn***

When it's Rat-o-bot's turn, draw an Action card from the deck: Rat-o-bot will perform what is indicated on the card in the following order:

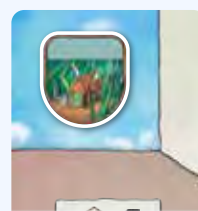
- 1 Place the Chief
- 2 Place Workers (if indicated)
- 3 Perform the Action
- 4 Get the bonuses



#### **1. Placing the Chief**

Place a Rat-o-bot Chief in an unoccupied space of the Sector indicated by the Action card.

If the indicated Sector has two unoccupied spaces, Rat-o-bot occupies the **outermost** unoccupied space. If it is not possible to place the Chief in the indicated Sector (either because the only space is already occupied by one of your Chiefs or because there is already a Rat-o-bot Chief in the same Sector), place the Rat-o-bot Chief in the first valid Sector proceeding clockwise. Rat-o-bot does not perform the Action immediately (see *Performing the Action* on page 5).



*Note: One of the 7 Automaton cards indicates to place the Chief on the Alchemist's Hut instead of on the Action Wheel. In this case, follow the standard rules for placement in that space.*

## 2. Placing Workers

When indicated on the Automaton card, Rat-o-bot adds a Worker to the Area related to the Sector where it has just placed its Chief. Rat-o-bot starts the game with all Workers already available (Rat-o-bot does not need to build Beds to have them available). Once placed on the Board, Rat-o-bot Workers are no longer moved or removed for the rest of the game.

There can be **no more than 3** Rat-o-bot Workers in the same Area. If the Action card indicates to place a Worker in an Area that already contains 3, ignore this step.

## 3. Performing the Action

If its Chief is on the Alchemist's Hut, Rat-o-bot performs the Alchemist's action.

If its Chief is on the Action Wheel, Rat-o-bot takes the Main action related to the Sector where its Chief was placed.

Rat-o-bot performs actions differently from you. All of Rat-o-bot's actions are described in detail below (a brief summary can also be found on the Automaton Board).

**Remember:** The Strength of the action is equal to the number of Rat-o-bot Workers in the corresponding Area.



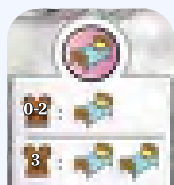
### Collecting Wood

Rat-o-bot scores a number of VP equal to the Strength of the action.



### Collecting Metal

Rat-o-bot scores a number of VP equal to the Strength of the action.



### Building Beds

Based on the Strength of the action, Rat-o-bot builds the following Beds:

- 1 Bed, if the Strength of the action is equal to 0, 1, or 2 (take tile with the lowest VP value);
- 2 Beds, if the Strength of the action is equal to 3 (take tile with the lowest VP value).

For each Bed tile taken, flip it and place it in an available Room on the Automaton Board.

**Note:** If there are no available Rooms on the Automaton Board, Rat-o-bot digs a Room.

*Example: Rat-o-bot performs the Main action Building Beds with a Strength of 3, so it can build 2 Beds. It doesn't have Rooms available on the Automaton Board, so Rat-o-bot digs a Room instead of building the first Bed. Now, having a Room available, it can build the second Bed and move the lowest-VP Bed tile on the Automaton Board.*



### Digging Rooms

Based on the Strength of the action, Rat-o-bot digs the following Rooms:

- 1 Room, if the Strength of the action is equal to 0, 1, or 2;
- 2 Rooms, if the Strength of the action is equal to 3.

Remove the Underground tile(s) with the lowest VP value from the Automaton Board.



### Developing Projects

Based on the Strength of the action, Rat-o-bot takes the following Invention cards from the display:

- 2 Basic Invention cards, if the Strength of the action is equal to 0, 1, or 2;
- 2 Basic Invention cards and 2 Advanced Invention cards, if the Strength of the action is equal to 3.

Rat-o-bot always takes the leftmost Invention cards from those available in the rows of the display and keeps them face down in its play area in a single pile.

At the end of Rat-o-bot's turn, restore the display of Invention cards, as usual.



### Exploring

Based on the Strength of the action, Rat-o-bot resolves the following Exploration cards:

- 1 Exploration card, if the Strength of the action is equal to 0, 1, or 2;
- 2 Exploration cards, if the Strength of the action is equal to 3.

For a detailed explanation of how to resolve Exploration cards, see *Exploration Cards* on page 7.





### Alchemist's Action

Rat-o-bot, if able, completes a Mission (see *Completing a Mission* on page 8); otherwise, it advances its Cube 1 space on the track of the Track card with the Skill Icon token, resolving any effect (see *Advancement on Track Cards* on page 9).



Rat-o-bot advances its Cube 1 space on the track of the Track card with the Skill Icon token, resolving any effect (see *Advancement on Track Cards* on page 9).

### 4. Getting the Bonuses

Rat-o-bot does not perform the Bonus actions on the Action Wheel like you; instead, it gets the bonuses indicated on the Action card (in order from top to bottom). The effect of each bonus is described in detail below.



Rat-o-bot, if able, completes a Mission (see *Completing a Mission* on page 8); otherwise, it advances its Cube 1 space on the track of the Track card with the Skill Icon token, resolving any effect (see *Advancement on Track Cards* on page 9).



Rat-o-bot takes the first 2 Advanced Invention cards on the left of the row and keeps them, face down, in its play area (in the pile of Invention cards it has taken). At the end

of its turn, restore the Advanced Invention cards display, as usual.

Then, Rat-o-bot advances its Cube 1 space on the track of the Track card with the Skill Icon token, resolving any effect (see *Advancement on Track Cards* on page 9).



Rat-o-bot takes the Cheese tile, if it's still available and its Explorer is in the same Room; otherwise, it takes a Guest Mouse tile from the Room where its Explorer is

located. It places the tile in an available Room of its Automaton Board.

**Note:** If there are no available Rooms on the Automaton Board, Rat-o-bot digs a Room.

If there are no available tiles in the same Room where its Explorer is located, Rat-o-bot advances its Cube 1 space on the track of the Track card with the Skill Icon token, resolving any effect (see *Advancement on Track Cards* on page 9).



Rat-o-bot takes the Guest Mouse tile of the current round (the face-up tile in the designated space in the lower-right corner of the Board), if available; otherwise, it takes a

Basement Guest Mouse tile from the general supply. It places the Guest Mouse tile taken in an unoccupied Room on its Automaton Board.

**Remember:** if there are no free Rooms on the Automaton Board, Rat-o-bot digs a Room.

Then, Rat-o-bot advances its Cube 1 space on the track of the Track card with the Skill Icon token, resolving any effect (see *Advancement on Track Cards* on page 9).



Rat-o-bot advances its Cube 1 space on the track of the Track card with the Skill Icon token, resolving any effect (see *Advancement on Track Cards* on page 9).



## EXPLORATION CARDS

Rat-o-bot performs the Main action Exploring using the Exploration cards. Based on the Strength of the action (either 0–2 or 3), Rat-o-bot resolves either 1 or 2 Exploration cards, respectively.

Each Exploration card has 7 rows, each associated with a **letter** (A–G). The letters refer to the entrance of the Farm on which the Explorer stands at the beginning of the game (A) and the Rooms of the Farm (B–G), as indicated in the floorplan on the back of the Exploration card. Different effects are indicated for each letter.

When Rat-o-bot has to perform the action Exploring, draw an Exploration card from the deck and apply the effects related to the letter corresponding to the Room where Rat-o-bot's Explorer is located. Do what is indicated in order, from left to right.

If any effect of the row **can't be applied, ignore it.**

Once resolved, discard the Exploration card from the game (it won't be used again for the rest of the game).

If Rat-o-bot has to resolve 2 Exploration cards, resolve the second Exploration card only after having resolved the first one entirely.

*Note: The numbers on the back of Exploration cards are used when Rat-o-bot is revealing or completing a Mission card (see Completing a Mission on page 8).*

The different effects on Exploration cards are explained below:



Rat-o-bot moves its Explorer from the Room where it's located to the indicated Room (*in this example, Room D*). If there is a Door token between the two Rooms, Rat-o-bot removes it from the board and places it, face down, in its play area. Rat-o-bot does not get the Door token bonuses.



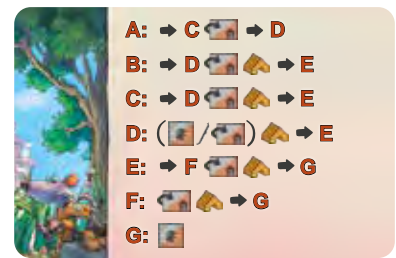
Rat-o-bot, if possible, reveals a Mission card, still face down, present in the Room where its Explorer is located. Rat-o-bot does not get the immediate bonuses from the Mission card (see *Completing a Mission* on page 8 for details).

If there are 2 Mission cards in the Room, Rat-o-bot reveals the one that, in the floorplan illustrated on the back of the Exploration card on top of the deck, has the lowest number (highest priority).



Rat-o-bot places a Tent in the Room where its Explorer is located. Rat-o-bot can place a maximum of 2 Tents in different Rooms. just like you.

Front



Back



Rat-o-bot, if possible, takes a Guest Mouse tile, still face down, present in the Room where its Explorer or, secondly, one of its Tents is located; place it in an available Room of its Automaton Board. If there are multiple valid options, you choose. Rat-o-bot does not apply the Guest Mouse tile effects.

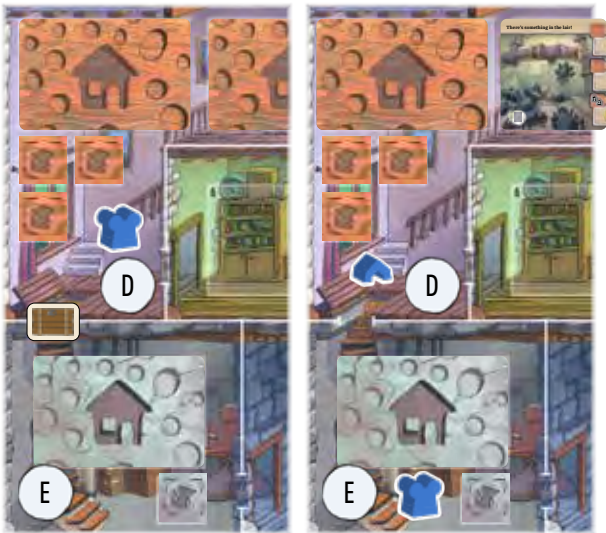
**Remember:** If there are no available Rooms on the Automaton Board, Rat-o-bot digs a Room.



Rat-o-bot takes the Cheese tile, if it's still available and if Rat-o-bot's Explorer is in the same Room; it places the tile in an available Room of its Automaton Board.

**Remember:** If there are no available Rooms on the Automaton Board, Rat-o-bot digs a Room.

**Remember:** For the effects of the game, the Cheese tile is considered the same as a Basement Guest Mouse tile.



Before

After

Example: Rat-o-bot performs the action Exploring, and it reveals the Exploring card depicted below (the last card of the deck is now visible). Rat-o-bot's Explorer is in room D, so Rat-o-bot must apply the D-line effects. First, it reveals a Mission card in this Room: Since there are two cards, it follows the floorplan and it reveals the card on the right (lowest number on the floorplan), but does not get the bonus. Then, it places a Tent in Room D. Finally, it moves its Explorer to Room E, removing the Door token between the two Rooms. It keeps the Door token, face down, in its play area, without getting the bonus.



The Exploration card placed at the bottom of the deck during setup is different from the others. After resolving this card, do not discard it from the game. When resolving this card, and for the rest of the game, Rat-o-bot's Exploring action will be performed as indicated in the lower-right corner of this card (take the Cheese tile/take a Guest Mouse tile/move to Room G). Likewise, the numbers printed on the floorplan will be used when Rat-o-bot has to complete a Mission (see *Completing a Mission*, below).



### COMPLETING A MISSION

Just like you, Rat-o-bot can only complete a Mission if:

- the Mission card has been revealed (it doesn't matter by whom);
- the Mission card is in the same Room as its Explorer or one of Rat-o-bot's Tents.

Whenever a game effect allows Rat-o-bot to complete a Mission, check that the above conditions are met; if they are, take a Cube from the leftmost space of the Automaton Board and place it on the Mission card, occupying the first unoccupied row starting from the top.

When completing Missions, **Rat-o-bot doesn't have to meet any requirements and gets no rewards.** It also ignores the lock requirements.



If there are more Mission cards available, Rat-o-bot completes the Mission card indicated by the **floorplan** illustrated on the back of the Exploration card on top of the deck (or on the back of the last Exploration card, if the deck is depleted): between the available Mission cards, it chooses the one showing the lowest number (highest priority).


Example: Rat-o-bot has to complete a Mission, and there are two Mission cards available, one in room B, where its Tent is, and one in room D, where its Explorer is (the other card in Room D is not revealed yet). Among these, Rat-o-bot will complete the Mission card that, in the floorplan illustrated on the back of the Exploration card on top of the deck, shows the lowest number, namely the one in room D (number 1). Rat-o-bot takes the Cube from the leftmost space of the Automaton Board and places it on the Mission card to occupy the first unoccupied row starting from the top.





## Advancement on Track Cards

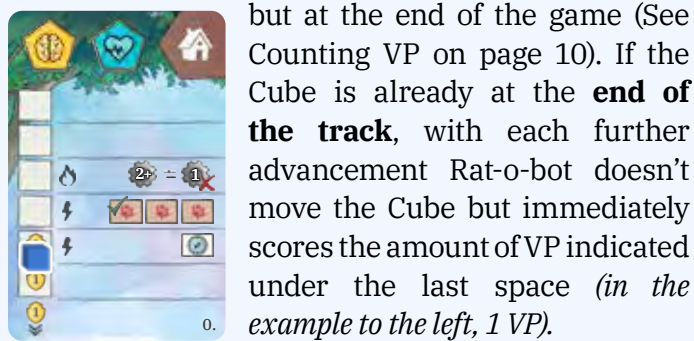
Each Track card has 1 or 2 Skill Icon tokens (in the example below,  and ).

Each time an effect shows the icon , Rat-o-bot advances its Cube 1 space on the track of the Track card that has the indicated Skill Icon token on it.




After that, it resolves the effect of the space reached, if any.

Effects can be immediate, aggressive, or endgame and are explained below.


If you move the Cube onto a space where VP are indicated, Rat-o-bot does not gain them immediately



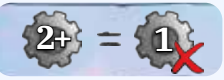

## Immediate Effects on the Track

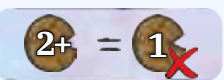

   Rat-o-bot immediately places one of its Discs on the top unoccupied space on the indicated Objective card (with the green checkmark). In doing so, it does not have to meet the space requirements, immediately scores the indicated VP, and ignores further bonuses.

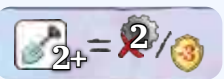


 Rat-o-bot resolves 1 Exploration card (see *Exploration Cards* on page 7).

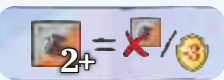


 Rat-o-bot completes 1 Mission, if possible (see *Completing a Mission* on page 8).

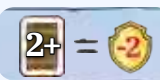

## Aggressive Effects on the Track

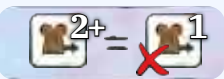

 =  If you have 2 or more Metal tokens in your play area, discard 1.

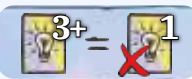

 =  If you have 2 or more Wood tokens in your play area, discard 1.

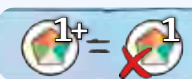

 =  /  If you have removed 2 or more Underground tiles, discard 2 Metal or lose 3 VP.

 =  /  If you have 2 or more Guest Mouse tiles on your Player Board, discard 1 or lose 3 VP.

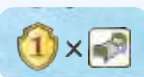

 =  If you have 2 or more Door tokens in your play area, lose 2 VP.

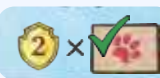

 =  If you have 2 or more Movement tokens in your play area, discard 1.

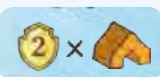

 =  If you have 3 or more Invention cards in your hand, discard 1.

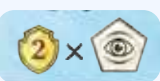


 =  If you have 1 or more Wild tokens in your play area, discard 1.

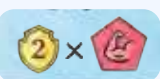


## Endgame Effects on the Track

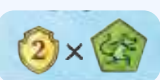


 ×  Rat-o-bot scores 1 VP for each Bed it has built.

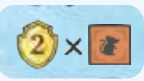

 ×  Rat-o-bot scores 2 VP for each Objective it has claimed.

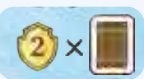

 ×  Rat-o-bot scores 2 VP for each Tent it has inside the Farm.

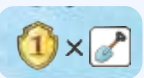

 ×  Rat-o-bot scores 2 VP for each advancement it has made on the track of the Track card with the  token.

 ×  Rat-o-bot scores 2 VP for each advancement it has made on the track of the Track card with the  token.

 ×  Rat-o-bot scores 2 VP for each advancement it has made on the track of the Track card with the  token.

 ×  Rat-o-bot scores 2 VP for each Home Guest Mouse tile (brown) on its Automaton Board.

 ×  Rat-o-bot scores 2 VP for each Door token in its play area.

 ×  Rat-o-bot scores 1 VP for each Underground tile it has removed.

## Aggressive Effect on Invention Cards



Some Invention cards have an aggressive effect that causes opponents who are in the indicated condition to lose VP or take damage.

You can use these cards against Rat-o-bot, but remember that some effects may not work since Rat-o-bot doesn't manage resources.



*Example: The Basic Invention card Bolas causes all players who have more Movement tokens in their play area than you to discard 1 Movement token. Playing this card against Rat-o-bot would have no effect under any circumstances, because Rat-o-bot never has Movement tokens.*

If you play an Invention card with an aggressive effect that alternatively causes the loss of resources or the loss of Victory Points, Rat-o-bot will lose VP if it is in the condition indicated on the card.



*Example: You play the Robot Mole. Since Rat-o-bot has removed more Underground tiles than you, it will lose 3 VP. Likewise, you play Termite Farm. If it has built more Beds than you, it will lose 3 VP.*

If you play an Invention card with an aggressive effect that forces Rat-o-bot to discard Guest Mouse tiles, it will always discard the tile with the fewest Victory Points (in case of a tie between two tiles of different type, it discards the Basement tile).



*Example: You play the Time Travel Machine. Rat-o-bot has more Guest Mouse tiles than you. Of the 4 Guest Mouse tiles it has on its Automaton board, it will discard the one with the fewest VP.*

## END OF THE ROUND

When you and Rat-o-bot have each taken 3 turns (by placing your 3 Chiefs), the round ends, as usual.

If there are Guest Mouse tiles left in the Round stack in the lower-right space of the Board, start a new round; otherwise, the game is over.

## END OF THE GAME AND FINAL SCORING

The game ends at the end of the 5th round (the Round stack in the lower-right space of the Board is empty).

After that, calculate your final score as usual; calculate Rat-o-bot's final score as described below.

Add the following VP to the Victory Points scored during the game by Rat-o-bot:



- 1 VP for each **Invention card** in its play area;
- the VP shown in each **Cube space** it has reached on the Track cards;
- the VP given by **Endgame effects** reached on each Track card;
- the VP indicated by the highest-value space from which he removed **Cubes** on the Automaton Board
- the VP indicated in the **highest-value Bed space** from which he removed a Bed tile on the Automaton Board;
- the VP indicated in the **highest-value Room** on the Automaton Board from which it has removed an Underground tile. Like you, it gets the VP regardless of whether or not the Rooms are occupied by Guest Mouse and/or Bed tiles;
- the VP indicated on the **Guest Mouse tiles** on the Automaton Board, including the **Cheese tile**.

If you have more Victory Points than Rat-o-bot, you win the game. Congratulations, you are still the leader of the colony!







If, on the other hand, you have scored the same Victory Points as Rat-o-bot or even fewer, you have lost the game. The young Rat-o-bot has succeeded in its attempt to wrest the leadership from you!





*Example of Rat-o-bot final scoring.*

*Rat-o-bot scored 32 VP during the game. It adds:*

- 8 VP for 8 Invention cards taken during the game;
- 8 VP for the Endgame effects of the Track cards  and  (2 VP for 1 House Guest Mouse tile and 6 VP for 3 Door tokens); 0 VP for the Track card  (no Tents placed);
- 8 VP for the spaces reached by Cubes on Track cards (3 VP on the Track card  + 5 VP on the Track card  + 0 VP on the Track card );

- 4 VP from the visible Cube space with the highest value on its Automaton Board;
  - 2 VP for the visible Bed space with the highest value;
  - 3 VP for the visible Room with the highest value;
  - 4 VP for the Guest Mouse tile on its Automaton Board
  - 6 VP for the Cheese tile.
- Rat-o-bot scores 75 PV in total.*

## CREDITS

**Game Designers:** Danilo Sabia, Simone Luciani

**Solo Game Designer:** Mauro Gibertoni

**Illustrators:** Candida Corsi, Sara Valentino

**Art Director and Graphics:** Arianna Santini

**Rules and Story:** Stefania Niccolini

**Italian Editor and Translator:** Giuliano Acquati

**English Editor:** Nathan Morse



Capstone Games  
2 Techview Drive,  
Cincinnati, OH 45215  
[www.capstone-games.com](http://www.capstone-games.com)



Cranio Creations S.r.l.  
Via E. Romagnoli 1  
20146, Milano - Italy  
[www.craniocreations.it](http://www.craniocreations.it)

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# SUMMARY

## Rat-o-bot's Turn

1. **Place the Chief** in the Sector indicated by the Action card, in the outermost available space. If there are no spaces available in that sector, search for a space in the next sector clockwise, and so on.
2. **Place Workers**, if indicated by the Action card, in the Area corresponding to the Sector where the Chief has been placed. Max 3 Workers per Area.
3. **Perform the Action** corresponding to the Sector where the Chief has been placed (or the Alchemist's action).
4. **Get the bonuses** indicated by the Action card.

## Chief Actions



**Collecting Wood/Metal:**  
Score VP equal to the Strength of the action.



**Building Beds:**  
1 Bed if the Strength of the action is 0-2,  
2 Beds if the Strength of the action is 3.



**Digging Rooms:**  
1 Room if the Strength of the action is 0-2,  
2 Rooms if the Strength of the action is 3.



**Developing Projects:**  
2 Basic Invention cards if the Strength of the action is 0-2,  
2 Basic and 2 Advanced Invention cards if the Strength of the action is 3.



**Exploring:**  
1 Exploration card if the Strength of the action is 0-2,  
2 Exploration cards if the Strength of the action is 3.



**Alchemist's Action:**  
Complete a Mission,  
otherwise advance the Cube on the Track card with the indicated Skill Icon.



**Remember:** If Rat-o-bot should build Beds or take a Guest Mouse tile but it doesn't have available Rooms, it digs a Room.

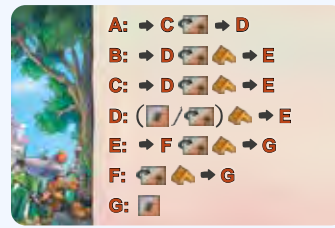


## Completing a Mission

Complete a Mission card in the Room where its Explorer or one of its Tents is located. It takes the leftmost Cube and places it on the first available row. It doesn't have to meet the requirements, it ignores the locks, and it doesn't get the rewards.

If there are more Mission cards available, it follows the priority shown on the floorplan of the top Exploration card in the deck (or on the front of the last card when the deck is exhausted).

## Exploring



Move the Explorer to the indicated Room.  
If there's a Door token between the two Rooms, remove it.



Reveal a Mission card where the Explorer is located.



Take a Guest Mouse tile where its Explorer or one of its Tent is located.



Pitch a Tent where the Explorer is located.



Take the Cheese tile if the Explorer is in the same Room.

## Getting Bonuses



Take the 2 leftmost Advanced Invention cards from the display.



Take the Guest Mouse tile of the current Round, if available. Otherwise, take a Basement Guest Mouse tile from the general supply.



Advance its Cube 1 space on the Track card with the indicated Skill Icon token. Resolve the effect, if any.



Complete a Mission; otherwise advance its Cube 1 space on the Track card with the indicated Skill Icon token. Resolve the effect, if any.



Take the Cheese tile if its Explorer is in the same Room. Otherwise, take a Guest Mouse tile from the Room its Explorer is in. Otherwise, advance the Cube 1 space on the Track card with the indicated Skill Icon token. Resolve the effect, if any.



## Advancement on Track Cards

Activate the immediate or aggressive effect of the row to which it moves the Cube.

If the Cube is in the last space and needs to advance further, it scores the indicated VP without moving.

The VP indicated inside the cube spaces will be scored at the end of the game.