

Notre Dame

A game for 2-5 players by Stefan Feld. Condensed rules for 3-5 players by Eric Postpischil, <https://edp.org>.

Notes

The *influence* in a sector is the number of influence markers (IM) in it plus 1 for the trusted friend (TF), if present. If you have no IM in your cache, you may take 1 of your IM from any sector (even Notre Dame) instead.

- When playing a card requiring an IM, your cache is empty, and you choose not to move an IM, take no action.

Notre Dame is a sector but is not in your borough. The harbor (with the rat count) is not a sector.

“Kill a rat” means move your rat marker down 1, but not below 0.

Coins and IM are public. 2007 Rio Grande edition: Coins are not limited to the provided tokens. 10th Anniversary and other editions: If the bank runs out of coins when paying a player, take the coins from the richest player.

Prestige tokens may be stacked to conceal totals. Prestige is not limited to the provided tokens.

- Players should occasionally exchange small value prestige tokens for higher values.
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Setup

For 3/4/5 players, put the 3/4/5-sided Notre Dame tile in the center of the table.

- With 4 players, ensure the side showing 4 figures, not 2, is up.

Put one borough tile per player around the Notre Dame tile, matching an edge to the Notre Dame tile by length.

In each borough, put one black rat marker on 0 of the rat counter track (in the blue harbor spaces).

Give each player 3 coins and the pieces in their color (1 trusted friend, 1 carriage, 4 messages, 9 cards, and 14 IM).

Each player:

- puts the carriage in the center market (grey buildings in a street intersection) of their borough,
- puts the 4 messages face-up randomly in the 4 perimeter markets of their borough,
- puts the trusted friend and 4 influence markers near them as a **cache**, and
- puts the other 10 influence markers away from them as a **supply**.

Separate the 9 grey person cards by letter (A, B, and C) on the back. Shuffle each group. Stack facedown, A on top.

Randomly give the bellringer (first player marker) to a player.

Play

Play three periods (A, B, and C). In each period, prepare, play three rounds, then score Notre Dame and reset.

Prepare

Shuffle the 6 brown person cards. Stack them facedown.

Each player shuffles their action cards facedown.

Play 3 Rounds

Display Person Cards

Draw and display 2 brown person cards, covering the previous brown person cards if present.

Draw and display 1 grey person card, covering the previous grey person card if present.

Select Action Cards

Each player draws their top 3 action cards, keeps 1, and passes 2 left facedown.

From the 2 cards received, each player keeps 1 and passes 1 left facedown.

Play Action Cards

Once around from first player, each player discards 1 card face-up and plays its action. (See Action Cards on back.)

Once around again, each player discards 2 cards face-up, concealing the bottom one, and plays the top card.

Hire Persons, Count Rats, and Rotate First Player

Once around, each player may pay 1 coin to hire 1 person from the displayed person cards, per Person Cards on back.

- Each player may hire any person regardless of whom previous players hired.

Each player adjusts their rat marker by the rats on the displayed person cards minus the influence in their hospital.

- The result may be negative, and the rat count will decrease, but not below 0.
- If the count would exceed 9 by any amount, it stays at 9, and the player loses 2 prestige and moves 1 IM (not the TF) from their sector with the most influence (including the TF) to their supply. If tied, the player may choose.

Pass the bellringer (first player marker) left.

Score Notre Dame

Divide the prestige shown in Notre Dame (8/10/12 for 3/4/5 players) by the total influence in it, rounding down.

For each IM in Notre Dame, give its player the calculated prestige. (Fractions do not accumulate.)

Move the IM from Notre Dame to their corresponding supplies.

Reset

Sort the action cards by player color and return them to their players.

Notre Dame

Game End

The player with the most prestige wins. Break ties in favor of the most total coins and IM in the player's cache.

Action Cards

Cloister school (depicting a triangular sequence of IM): Move 1 IM from your cache to your cloister school sector. Move from your supply to your cache as many IM as your influence in that sector.

- When your supply is empty, you forego any additional IM moves you would have had.

Bank (depicting a triangular sequence of coins): Move 1 IM from your cache to your bank sector. Take from the supply as many coins as your influence in that sector.

Residence (depicting a triangular sequence of prestige tokens): Move 1 IM from your cache to your residence sector. Take from the supply as many prestige points as your influence in that sector.

Carriage house (depicting carriage moves): Move 1 IM from your cache to your carriage house sector. Move your carriage along streets up to as many markets as your influence in that sector. (Intersections without markets do not count.) If a message is there, you may take it, if permitted below, and gain its benefits.

- You must complete a set of one message of each available color before starting another set. (If all colors are available, you must collect one of each before collecting a second of any. If a color runs out, you can ignore it.)
- The benefits are 1 prestige with a coin, 2 with an IM from your supply to your cache, 3 with kill a rat, or 4 alone.

Hotel (depicting several choices): Move 1 IM from your cache to your hotel sector. You may either move an IM from your supply to your cache, take a coin, or kill a rat. If you have at least 4 (original edition) or 3 (10th anniversary edition) influence in the sector, you may gain a second one of these benefits (same or different).

Trusted friend (depicts the TF moving): Move the TF to a sector (cannot stay in same sector) and activate the new sector as if its card had been played and an IM had been moved there.

Park (green): Move 1 IM from your cache to your park sector. Kill a rat. Each time you gain some amount of prestige in the game, increase it by one for every 2 influence you have in the park sector.

Hospital (blue): Move 1 IM from your cache to your hospital sector. Kill a rat.

- (Additionally, at the end of each round, the hospital will kill as many rats as your influence in that sector.)

Notre Dame (depicting Notre Dame): Donate 1/2/3 coins to the church (put into supply) to receive 1/3/6 prestige and move 1 IM from your cache to the Notre Dame sector. Alternately, you may play this card and do nothing.

Person Cards

Brown	Rats	
Hostess	0	Gain 3 prestige and either gain a coin, move 1 IM from supply to cache, or kill a rat.
Monk	2	Move 2 IM from supply to cache and gain 1 prestige.
Money lender	0	Gain 2 coins and 1 prestige.
Minstrel	3	Move 1-3 IM or TF from any 1 sector in your borough to any 1 sector in your borough. Do not activate it.
Fool	1	Move 1 of your IM or TF from any sector (even Notre Dame) to any other sector in your borough and activate it.
Doctor	1	Do not gain rats from person cards this round. (Your hospital may still kill rats.)
Grey A		
City guard	2	Gain 1 prestige per total influence you have in your sectors and Notre Dame.
Night watchman	1	Gain 1 prestige for each empty sector in your borough.
Bishop	2	Move 1 IM from your supply to an empty sector in your borough and activate it.
Grey B		
Guild master	3	Gain 2 prestige for each sector in your borough that has at least 2 influence.
Beggar king	2	Gain 1 prestige per space after your rat marker. (Example: If marker is on 7, you gain 2.)
Advocate	1	Gain 3 prestige for each 2 messages you have collected.
Grey C		
Lady of the Court	2	Gain as much prestige as in you have influence in your best sector.
Mayor	2	Gain 3 prestige for each sector in your borough that has at least 3 influence.
Carpenter	1	Gain 1 prestige for each sector in your borough that has at least 1 influence.