

YOU DIRTY RAT



GAME SUMMARY

In You Dirty Rat, Players take on the role of Crime Lords who are recruiting other criminals to their organization. These criminals will steal Cash from the Town and other Players, while also committing daring Heists.

Money is power in You Dirty Rat, and when all is said and done **the Crime Lord with the most Cash is the winner.**

WHAT'S IN THE BOX?



12 Ringleader Cards



20 Heist Cards



48 Specialist Cards



75 \$100 Tokens

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Art and Graphic Design by David Fulton

GAME SETUP

1. Fill the Town Stash

Place the appropriate number of \$100 Tokens in the center of the play area within easy reach for all Players.

2 Players - **50** \$100 Tokens

3 Players - **65** \$100 Tokens

4 Players - **75** \$100 Tokens

2. Prepare the Heists

Heist Cards come in several different colors. Each color is a different series of Heists, or “**Heist Chain**”. Heists get more difficult to complete as each Heist in a chain is completed.

Use the **number in the top left** of each Heist Card to sort each Heist Chain sequentially with the **lowest number on top** and the **highest number on the bottom**. Then place the Heist Cards within easy reach and view of all players.

If playing a **3 Player** game **remove** all Heist Cards marked with a **4+** and **return them to the box**.

If playing a **2 Player** game **remove** all Heist Cards marked with a **3+ or 4+** and **return them to the box**.

3. Shuffle the Specialist Deck

Shuffle the Specialist Deck and place it within easy reach of all Players. Leave a space nearby for the Discard Pile.

If playing a **2 Player** game, **remove one Card of each Specialist type** from the Specialist Deck.

4. Give each Player a Team and Cash

Give each Player a set of **Ringleader Cards: The Mastermind, The Thief, and The Pickpocket**.

Deal each Player **3 Cards from the Specialist Deck** to complete their starting Hand.

Give each Player **\$300** from the Town Stash.

You are ready to play!



1



Daily Headline News
GOV'T UNVEILS NEW WEAPON!
 Team needed to complete this Maist:
 [Blue icon] [Blue icon] [Blue icon]
 Draw one Specialist.

Daily Headline News
LOCAL ART DISPLAY STOLEN!
 Team needed to complete this Maist:
 [Green icon] [Green icon] [Green icon]
 Steal \$300 from the Town Stash.

Daily Headline News
SUPERMARKET ROBBERY!
 Team needed to complete this Maist:
 [Red icon] [Red icon] [Red icon]
 Steal \$300 from the Town Stash.

2

Daily Headline News
LOCAL BANK TELLER IN STICK UP!
 Team needed to complete this Maist:
 [Green icon] [Green icon] [Red icon]
 Steal 200 from an Opponent's Stash.

Daily Headline News
BEWARE, MUGGINGS BEGIN!
 Team needed to complete this Maist:
 [Blue icon] [Blue icon] [Red icon]
 Steal \$100 from each Opponent's Stash.



3



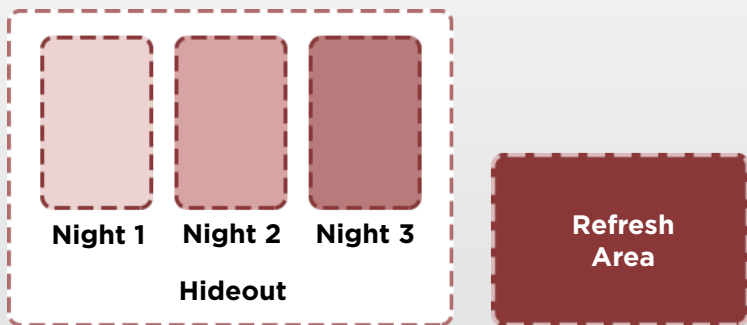
4



HOW TO PLAY

Choose a starting Player, with your preferred method.

Each Player's Play Area consists of a **Hideout** and a **Refresh Area**. Each Player's Hideout is divided into **3 spaces** known as "**Nights**".

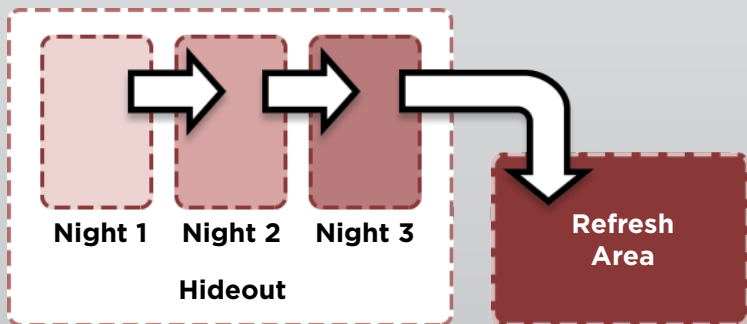


A Player's Turn has **3 Steps**:

Step 1: Advance Time

Move all Cards currently in the Hideout **forward a Night**.

If at the start of their turn a Player's Hideout has Cards in all 3 Nights, the Card(s) in Night 3 are **moved out of the Hideout** and into the Refresh Area.



Step 2: Play a Specialist or Commit a Heist

To Play a Specialist - a Player Selects a Card from their Hand and places it into **Night 1** of their Hideout and then **resolves the text** on the Card.

Unless otherwise stated on a Card, **only one Specialist may be played on a turn**.

To Commit a Heist - a Player announces which of the currently showing Heists they are committing, and plays **multiple Specialist Cards** from their Hand **as a Team into Night 1** of their Hideout. The Archetypes of these Cards as a group must **exactly match** the Archetypes needed to complete the Heist.

When committing a Heist the text on the Specialist Cards is **ignored**. The Player instead gains the **reward on the Heist Card** itself.

The Player then **takes the Heist Card** and places it in their play area.

NOTE: For information on **Heist Chain Bonuses** please see the **End Game Scoring** section.

For example, a Player might choose to commit a Heist that requires a Team of three Specialists of the Smarts Archetype.



To commit the Heist the Player simply places the required Cards into Night 1 of their Hideout.

The Player would then take the reward on the Heist Card, and place the Heist Card in their play area.



Step 3: Refresh

The **last** thing a Player does on their turn is **take all the Cards** currently in their Refresh Area **back into their Hand**.

Once a Player has Refreshed their Hand, that **Players turn is over** and play passes to the Player on their left.

END GAME SCORING

The game ends immediately if any of the following conditions are met:

- **The Town Stash is empty.**
- **All Heists have been completed.**
- **There are no cards left in the Specialist Deck.**

The Player with the most Money at the end of the game is the winner.

Add each Player's \$100 Tokens and any Heist Chain Bonuses they have earned to get that Players total.

If there is a tie, the player that completed the most Heists is the winner. If there is still a Tie, the player with the fewest Specialists in their organization is the winner. (All Specialists in their hand, in their Hideout, and in their Refresh Area.)

Heist Chain Bonuses

If at the end of the game a player has completed more than one Heist of the same color that player has earned a Heist Chain Bonus.

Heist Chain Bonuses are worth more money, the more Heists Cards of the same color a Player has at the end of the game.

- 2 Heists Cards of the same color - \$200**
- 3 Heists Cards of the same color - \$400**
- 4 Heists Cards of the same color - \$700**

A Player may earn multiple Heist Chain Bonuses if they have multiple Heist Cards in more than one color.

F.A.Q.

Q. Can I choose not to play a card?

A. No. If you can play a Card, you must play a Card.

Q. What happens if I don't have any Cards in my Hand, or I don't have enough cards to do a legal play?

A. If at the start of your turn you **can't** play a Card you must put \$100 in Night 1 of your Hideout instead of a Card. This \$100 advances each turn as though it were Specialist. Once the \$100 enters the Refresh Area, it is returned to the Town Stash.

Q. Can I play Cards from my Refresh Area like they are in my Hand?

A. No. Cards in your Refresh Area are returned to your Hand at the end of your turn, and are not playable until the following turn.

Q. Are Cards in my Refresh Area considered to be in my Hideout?

A. No. Once a Card is in your Refresh Area that Card is no longer in your Hideout.

Q. What happens if I need to draw a Card but there are none left in the Specialist Deck?

A. If there are Cards in the Discard Pile they are shuffled and become the new Specialist Deck. If there are no Cards in the Discard Pile the game ends immediately.

Q. What happens if a Stash doesn't have enough money to cover the amount stolen?

A. The stealing Player takes only the Money in that Stash.

Q. What is a "Team"?

A. A "Team" is any group of 2 or more Cards in a Player's Hideout.

Q. Can a Card in a Team be targeted with a Card ability?

A. Yes. An ability can target a Card in a Team, unless stated otherwise on the Card being played, or the Card being targeted.

Q. Is there a limit to how many Cards I can have?

A. There is no Hand limit.

F.A.Q. CONTINUED...

Q. How does the Femme Fatale work?

A. When playing the Femme Fatale you may play another Card immediately. If you do, first you Advance Time, and move the Femme Fatale into Night 2 and play another Card into Night 1 of your Hideout. All Cards pushed out of Night 3 and into your Refresh Area are returned to your hand at the end of your turn.

Q. How does the Thug work?

A. When playing the Thug, play another Card from your hand with it. Then steal \$100 from each your opponents for every card in their Hideout that matches the Archetype, of the Card you teamed with the Thug and is not part of a Team.

Q. Can The Inside Man be Duplicated by another card?

A. No. The Inside Man is a special Card and can not be duplicated by any other Card's ability.

Q. Does The Inside Man count as all three Archetypes when used in a Team?

A. No, The Inside Man may be used as a single Archetype when played in a Team. If played with the Thug, you must select one Archetype to target. If targeted by a the Thug the Inside man still counts as any Archetype.

QUICK SETUP GUIDE

Fill the Town Stash

2 Players - **50** \$100 Tokens

3 Players - **65** \$100 Tokens

4 Players - **75** \$100 Tokens

Prepare the Heists

Stack each Heist Chain in order of the number in the top left corner from lowest to highest with the lowest number on top. If playing with less than 4 Players remove the appropriate Heist Chains.

Give each Player

a set of **Ringleader Cards**

3 Random Specialist Cards

\$300 from the Town Stash.