

Rat Hot

A game of tactics for 2 players by Michael Schacht

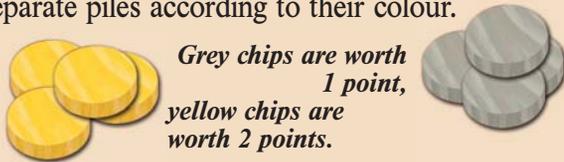
The aim of the game is to lay as many of the same types of spice of your colour next to each other as possible. Because you gain valuable points each time you do this. But both players must look out for the rats because if too many rats of your colour are showing then the game is over!



Getting ready to play

The “Start“ tile (the goods tile marked with an “S“ in the middle) is laid face-up in the middle of the table. There should be an equal amount of space all round it.

The rest of the goods tiles are shuffled and laid ready face down. The points chips are sorted into separate piles according to their colour.



Each player chooses the colour they would like to play with.

How to play

The oldest player begins, then play continues alternately.

When the starter player has his first go ...

he turns up 1 goods tile and lays it next to the start tile [see the rules for laying the tiles].

From then on each time a player has a go ...

they turn up 2 goods tiles and lay them in any order, making sure they obey the rules for laying the tiles.

The “Start“ tile is marked with an “S“.



Each goods tile is divided into three squares.

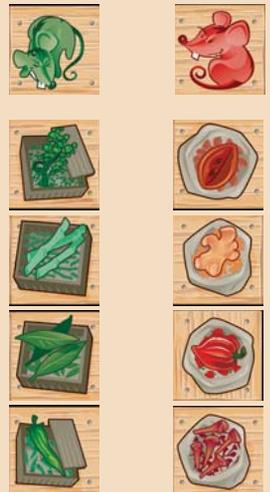


Each square shows

- one of eight types of spice,
- a green or red rat
- or is empty.

There are 4 different types of spice for each player as well as some rats in their colour.

The spices and rats are distributed irregularly over the goods tiles.



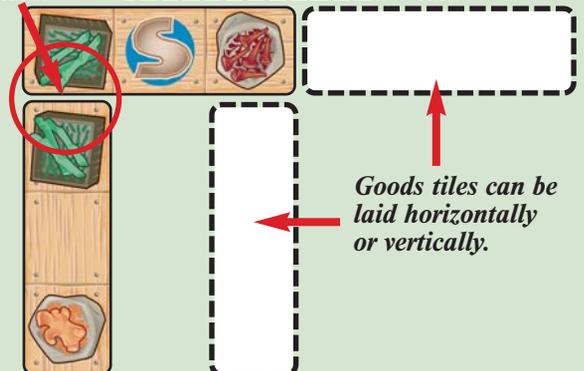
Rules for Laying the Tiles

- Goods tiles can only be laid vertically or horizontally.
- A goods tile cannot be laid so that it protrudes beyond the edge of the table.
- A goods tile must be laid so that at least one square joins onto a goods tile that has already been laid.

Note: a goods tiles placed on top of another automatically counts as being joined on to it.

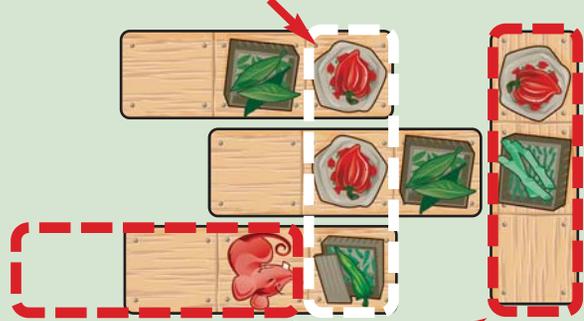
The tile must be joined on by at least 1 square.

Some other ways in which the tiles can be laid



- Goods tiles can be **piled up on top of one another**:
 - There must be **no spaces** underneath them.
 - An underlying tile **cannot** have a tile placed **exactly on top of it**.
- **Covered** (no longer visible) spices or rats do **not count** any more.
- Goods tiles **cannot be moved** or taken away after they have been played.

A tile can be placed over another like this.



Tiles cannot be placed on top like this.

■ Scoring

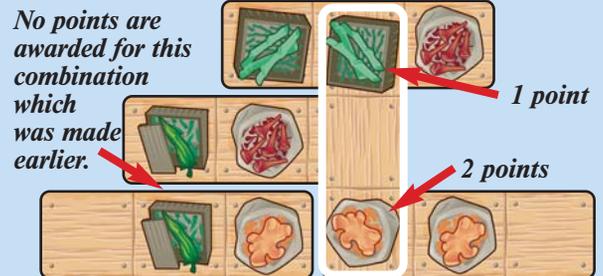
The score for **each** tile laid is awarded **straight away**. Points are scored if laying the tile has created or changed a group of the same spices. It does not matter what level the spice symbols are on as long as they are visible from above.

For a group of **2 of the same symbols**, the player of the corresponding colour is awarded **1 point**.

For a group of **3 or more of the same symbols**, the player of the corresponding colour gets **2 points**.

The players take chips from the piles to record the number of points they have scored.

Example: it is red's turn to play. He places his goods tile on top as shown and this results in the following points: 2 points for red – and 1 point for green.



Note: you can also score points when it is not your go. There are no points for single spices.

Note: no points are ever awarded for rats. They may however mean defeat and a sudden end to the game! [See "Sudden End to the Game"]

When there is only one goods tile left ...

... this means that it is the last go. The player whose go it is lays the last tile, does the scoring and the game is then over.

The End of the Game

When the last goods tile has been laid, the final round of scoring takes place.

Final Round of Scoring

Scores are now awarded once again to both players for **all** visible spices.

The points are awarded in the same way as during the rest of the game:

- 1 point for each group of 2 of the same spices.
- 2 points for each group of 3 (or more).

Whoever now has the most points altogether has won the game.

Sudden End to the Game

The game may also end suddenly.

This happens if a player – **having finished their go** – has **3 or more rats** of their colour showing.

In this case, the game ends immediately. No final scores are awarded. The player with the three rats has lost.

