Bristol 1350

1-9 players, 20-40 minutes

Intro

The dreaded black plague has descended upon the town of Bristol. You are racing down the streets in one of the three available apple carts, desperate to escape into the safety of the countryside. If your cart is the first to leave the town and is full of only healthy villagers when you leave, you and your fellow cart-mates successfully escape and win the game!

However, some villagers on your cart may contract the plague along the way! If they do, they'll do anything to hide their symptoms from you so that you won't leave them behind. If you leave town with a plagued villager on your cart, you will catch the plague and die as well. You must do whatever is necessary to make sure that doesn't happen!

Set Up

Lay out the board and place the 3 carts in their starting positions. Have each player choose a character card. Shake the matching pawns in the bag and then pull them out randomly one at a time and place them on carts front to back according to the table below.

Players	Birch (Beige)	Cedar (Red)	Oak (Brown)
2-3*	2	1	1
4	2	1	1
5	2	2	1
6	2	2	2
7	3	2	2
8	3	3	2
9	3	3	3

*For 1-3 player games you will add "Ghost" pawns to get up to 4 total "players". Ghosts are each given a character card, and its matching pawn is put onto a cart at random just like a normal player. After reading the rules, view further Ghost adjustments for 1–3 player games on page 5.

If your group has any new players, keep your Character card on the standard side. Experienced groups may use the "Special Action" side of their character cards. See "Character Abilities" in the Optional Advanced Rules on page 5 for details.

Remove all the 4s from the Symptom deck. Shuffle all remaining Symptoms and give two to each player. Shuffle all leftover Symptoms with the 4s and place the stack face down by the "New Symptoms" area of the board. Players may **never** show their Symptom cards to other players.

Shuffle the Remedy cards and place them in a face down stack next to the top of the board.

Object of the Game

Be on the first healthy cart to escape from the town. If anyone on your cart has the plague when you finish, everyone on that cart dies of the plague! Play continues until an all-healthy cart escapes and wins.

If at any point during the game your two Symptom cards add up to 6 or higher, you have the plague! Even if your symptoms later go below 6, you still have the plague. If you get the plague at any point in the game, you lose. **However**, that doesn't mean your fun has to end. Misery loves company and your new objective is to make sure that none of the healthy players survive! You can accomplish this by secretly spreading the plague with high Symptom cards during Mingles and by making sure that each cart that crosses the finish line is either empty or has someone with the plague onboard. It is possible for some players to begin the game with the plague.

How to Play

The game happens in rounds. In each round any player rolls all 6 dice for the group. Then, starting with the player whose pawn is at the front of the cart furthest ahead (for the first round the player at the front of the Birch cart will start), and proceeding clockwise, each person takes a turn. On your turn you must perform **1 action** from the following list. These are also listed at the bottom of each character card.

Available Actions

1. Reroll any 2 of the Dice

Be sure to leave the other 4 dice the same as they were from the initial roll or the previous player's turn! The 6 dice that are showing at the end of each round affect cart movement and Mingles, both of which are explained later.

2. Draw 1 Remedy Card

Remedy cards allow you to perform special Remedy actions on future turns. They are explained more later. Players with 3 Remedies in their hand are not allowed to draw for their action.

3. Pawn Movement

Move a pawn in one of the following ways:

- **Elbow:** Move your pawn in front of all other pawns on your cart.

- **Dash:** Move your pawn to the back of the cart in front of yours. You can only Dash if you are at the front of your cart. If the cart in front of yours is full, swap your pawn with the pawn at the back of that cart (limit 3 pawns per cart). Pawns that are on your former cart slide forward to fill your vacancy.

- **Push**: Push a pawn off of your cart. You can only Push yourself or someone sitting one or two spots behind you on your cart. The pushed player must place their pawn at the back of the cart that is furthest behind that has an open seat (for example, the back of the cart in last place if it has an opening, or the back of the cart in second place if the back cart has no openings). Pawns that are on the pushed player's former cart slide forward to fill the vacancy.

  If you are pushed and there are no spaces available in a cart behind the cart you were pushed from, or you are pushed off the 3rd cart, you are left behind and are out of the game! However, if you reveal that you were healthy then the pusher dies of shame and is out of the game as well.

After all players have taken their action, move each cart forward a number of spaces equal to the amount of dice showing that cart's color. Empty carts still move as normal. If multiple carts end on the same space, the cart that started the round farther ahead is "nudged" slightly ahead of the other(s), while still remaining on the same space. This indicates the order of the three carts for the next round (since order affects pawn movements and determines who starts the round). In the first round the "order" of the carts is Birch, Cedar, Oak.

Begin a new round by rolling all 6 dice and taking turns starting with the player now at the front of the first cart and proceeding clockwise. Continue rounds until the game is over.

Mingles

You will notice that the dice have different symbols on them. **Before** the carts are moved, if there were 2+ rats rolled for a particular cart, everyone on that cart must Mingle with the other players in their cart! All Mingling cart mates must add each of their 2 Symptom cards to their cart's Mingle area by the board. 1 random Symptom from the deck is also added to the cart's Mingle area, unless someone already put a card there by playing a Leeches Remedy on their turn, in which case that card is added instead. Mix all cards in the Mingle area and deal 2 to each player on that cart and discard the extra card face down.

If your two new Symptoms add up to 6 or greater, you now have the plague for the rest of the game! If you already had the plague, it does not matter which cards you receive (since you still have the plague). Whenever the Symptoms deck runs out, shuffle the Symptoms discard pile to reform the deck. If there is only 1 player on a cart, they are still required to Mingle when 2+ rats are rolled.

Remedies

All remedies (except for Whip) can be played anytime **on your turn** and are played **in addition to your main action** (rerolling, drawing a Remedy, moving a pawn). Each Remedy card has two potential uses but is discarded after using either the top or bottom use. You can play any number of Remedy cards at a time, but you may not play a card that you drew in the same turn. The discard pile is shuffled to reform the deck whenever it runs out. You may not show your Remedy cards to other players unless they are being played. See Remedies section on page 4 if you have specific questions about any of the six types of Remedies.

Winning the Game

Each time a cart leaves the town all players on that cart must reveal if they have the plague or not. If everyone on the cart is healthy, **everyone on that cart wins together and the game is over**. If anyone on the cart has the plague, everyone on that cart dies and play continues until an all-healthy cart crosses and ends the game.

If play continues after a cart has crossed, dice results for finished carts do nothing. Players who die at the finish line or during the game must reveal their Symptom cards, they no longer have turns, and can not play Remedy cards. However, they may still try to influence the game through advice, persuasion, or manipulation. If either the 2nd or 3rd cart do not escape within 1 additional round following the 1st cart crossing, they do not escape the town in time and automatically die!

If all 3 carts cross with the plague, do not finish in time, or are empty when they cross, **everyone loses**. However, players who had the plague **(meaning their Symptoms were at 6+ at any point in the game)** can feel a little smug knowing that nobody escaped and everyone will suffer their same gruesome fate.

You are now ready to play!

You may refer to the following pages for strategy tips, remedy and rule clarifications, 1–3 player rules, and optional advanced rules.

helpful Strategy and hints

Managing Symptoms: While it is important for your cart to go fast, it is also important to "Manage your Symptoms" along the way so that you or your teammates do not contract the plague. You can do this by not keeping rat rolls (to avoid Mingles), by lowering your own Symptom numbers with Pomander, or by using Leeches to influence the random card that is added to your cart's Mingle.

Slowing Other Carts: Besides the obvious way of slowing fast carts through rerolling dice, causing another cart to Mingle will force the players on that cart to slow down while they re-evaluate their level of trust in each other. Also, remember that it is fine if a cart finishes ahead of you as long as someone on board has the plague. You can influence the spread of the plague on that cart by causing them to Mingle and by adding high Symptoms to their Mingle using Leech cards.

Communication & Teamwork: Communication with your teammates is encouraged! Talk with your cartmates about what you contributed and received during Mingles. This will help you determine if someone on your cart has contracted the plague. But beware, the plagued villagers will probably try to feed you lies so that they will appear to be healthy. Teams that aimlessly and recklessly shove each other off of carts rarely win! Use your intuition and hints from Mingles and players' actions to make a good decision regarding who you push and when you push them.

Spreading the Plague: If you have the plague, your goal is to make sure that everyone else loses! To do this, spread the plague by causing Mingles, increase your own Symptoms with Pomander, add high Symptoms to cart Mingle areas using Leeches, and sow confusion and mistrust among leading carts to slow them down. Also remember that the 2nd and 3rd carts only have 1 extra round to finish if the 1st cart crosses and the game continues, so strategic dice-rolling can leave them trapped inside the city when the gates close.

Remedy Descriptions

Arsenic: Lock 2 dice by setting them on the board. This means that the dice you lock can no longer be rerolled or changed during the current round. If all dice have been locked, rerolling dice is no longer an action option for that round.

Chicken: If (and only if) you spend your action rerolling two dice, reroll one or both of those same two dice up to 3 extra times each (for up to 4 total rolls for each die including the first roll). The dice are rerolled simultaneously, but you can stop rolling a die and keep rolling the other one if you become satisfied with a result.

Crushed Emeralds: Take 1 extra Pawn Movement action. Your main action does not have to be a Pawn Movement action for you to use this.

Leeches: Draw 2 Symptoms and choose 1 to add to ANY cart's Mingle stack (including your own). There is no limit to the amount of Leeches that can be used to add Symptoms to a Mingle pile. However, when a Mingle occurs all Symptoms that were added to a cart from Leeches are shuffled and only 1 is included in the Mingle. Others in that stack are discarded.

Pomander: Draw 2 Symptoms and then choose 2 of your 4 to keep. Do not add your Symptoms together while you are doing this.

Whip: Prevent someone dashing to your cart, elbowing past you, or pushing you off of your cart. If you use a Whip, the player's prevented action still counts as their action. If they use multiple Pawn Movement actions (because of using Crushed Emeralds), you would need multiple Whips to prevent them. If a player in the back tries to elbow forward, if either player in front of them uses a Whip they do not pass either player and remain at the back. If multiple players want to use a Whip, they must decide to use it in the order of play (starting player of the round and clockwise). Unlike other remedies, Whips can be used in the same round that they were drawn.

Nitty Gritties

Dead Players: If you die at the finish line or during the game, you may still participate in the game by influencing and advising other players with the goal of making sure that nobody wins.

Dice Rolls: Dice are rolled simultaneously. Players may choose to reroll only 1 die instead of 2 when taking a reroll action.

Empty Carts: If empty carts cross the finish line, play continues. Getting empty carts to cross is a useful strategy for plagued players because it gives healthy players one fewer means of escape! Empty carts do not Mingle. If the 1st cart to cross is empty, it does not trigger the end of the game (meaning that other carts do not have only 1 more round to escape).

Ghosts (only used in 2–3 player games): If the only dice showing are for the Ghost's cart, they do not reroll any dice on their turn (and therefore do not have the possibility of moving forward). If a cart has already crossed, Ghosts reroll dice for the unfinished cart that is not their own. If Ghosts are on the only cart remaining, they reroll any die that is not their own color. If you use an action to view a Ghosts' symptom cards, they are not shuffled between viewings.

Knight: Whips can not prevent you from performing this action.

Outlaw: If you earn an extra action, you have the option to do your special action again (and as many times as you'd like to try and get lucky!)

Sheriff: If you use multiple turns to view the same player's Symptom cards, they may shuffle their Symptom cards between each viewing.

Ties: If multiple carts end on the same space, the cart that started the round farther ahead is "nudged" slightly ahead of the other(s), while still remaining on the same space. If multiple carts cross the finish line on the same turn, the cart that finished "farther" and had more remaining movements crosses first. If still tied, the cart that started the round further ahead crosses first.

1–3 Player Adjustments

In games with 1–3 players, you will add 1–3 "Ghosts" into the game (1 for 3 players, 2 for 2 players, 3 for 1 player). For the most part, 1–3 player games are played with identical rules as the main game, so read the normal rules of the game first. Then apply the following adjustments:

Set Up: Ghosts are each given a character card and its matching pawn is put onto a cart at random just like a normal player. They are also given 2 Symptom cards like normal and are given a position at the table.

Each living player is given one Remedy card to start the game (instead of the usual zero).

Special Ghost Rules: On a Ghost's turn they will reroll 1 die of the furthest ahead cart possible that is not their own. They should reroll an apple of that color if it is available or a rat if it is not.

Additionally, if the die the Ghost rerolled shows an apple after their reroll, the Ghost moves their pawn forward in some way if possible. If they are in the middle or the back of a cart, they elbow to the front. If they are at the front of a cart, they dash to the back of the cart in front of theirs if there is an opening. Players may use Whips to prevent an elbowing or dashing Ghost.

If a cart with a Ghost mingles, Ghosts mix in their two symptoms like a normal player would, and they receive two symptoms back. Ghosts can be pushed like normal players, but if they are pushed off the 3rd cart and their symptoms are 5 or below, the pusher is out of the game. In addition to the three actions normally available to you, on your turn you may use your action to view 1 Symptom card that currently belongs to any Ghost.

Win Conditions: Whenever a Ghost crosses the finish line, reveal their Symptoms. If they have 6+ then they have the plague. It does not matter if they did or did not have the plague during the game; it only matters what they have at the end. Win conditions are the same as normal, so plagued Ghosts cause the entire cart to die and play to continue. If a cart of only Ghosts crosses healthy the Ghosts win and all players lose.

In a 1-player game, if you get the plague at any point then you lose and the game is over.

Optional Game Modes

Character Abilities: Deal character cards out randomly and use the "Special Action" side. The special action is treated as a 4th available action to players, meaning that on their turn they have the option to do that action instead of rerolling, drawing a remedy, or moving a pawn.

Chaos: When setting up, deal out two Symptoms to each player completely at random (instead of first setting aside all the "4" Symptoms). On average about 1 in 3 players will begin with the plague (compared to about 1 in 9 in normal games).

Convene: After each Mingle, the most experienced player directs all players to close their eyes (and closes his or her own eyes as well) and tells all people who have the plague to open their eyes and see each other. After a few seconds he or she directs all plagued players to close their eyes, and then all players to open their eyes. This makes it very hard for healthy players to win! Do not combine this game mode with the Cure or Alms game modes listed below.

Cure: In normal rules, if at any point your Symptoms add to 6+ you have the plague for the rest of the game. With the "Cure" adjustment, if at any point both of your Symptoms are 1's, you are cured of the plague. This means that even if your Symptoms were at 6+ earlier in the game, you are no longer plagued. However, if your Symptoms later add to 6+ you contract the plague again. Do not combine this game mode with the Convene or Alms game modes.

Alms (Only Available with the Alms Mini-Expansion): At the start of the game place all coins in the bag. Shuffle the 6 Alms Remedy cards into the Remedy deck. If you play an Alms card discretely draw 1 coin, view the tails side, and then give it to any player (including yourself). The player who receives the coin may also view the tails side but then must hide it under their character card for the rest of the game. The 4 coins that say "NAUGHT" have no effect (but can be used for bluffing). The 1 coin that says "PLAGUE" gives the recipient the plague for the rest of the game, regardless of their Symptom cards. The 1 coin that says "CURED" makes the recipient immune from the plague for the rest of the game and cures them of the plague if they already had it. However, if a player with the CURED coin crosses the finish line with a plagued player, they still lose. The CURED coin overpowers the PLAGUE coin. Do not combine this game mode with the Convene or Cure game modes.