

Notre Dame

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

Notes

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

Setup

Select the Notre Dame tile with as many edges as the number of players and put it 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 gold 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,
- the 4 messages face-up randomly in the 4 perimeter markets of their borough,
- the trusted friend and 4 influence markers by them as a cache, and
- 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

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

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

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

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

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

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

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

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 rat count would exceed 9 by any amount, it stays at 9, the player loses 2 prestige and moves 1 IM (not the TF) from their sector with the most influence (including the TF) to the supply. When 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 IMs from Notre Dame to the supply.

Reset

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

Game End

The player with the most prestige wins.

Ties are broken in favor of the player with the most total gold and IMs in their cache.

Notre Dame

Action Cards

Cloister school (depicting a triangular sequence of IMs): 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.

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 the 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 the supply to your cache, take a coin, or kill a rat. If you have 4 or more influence in the sector, you may gain a second benefit (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): Move 1 IM from your cache to the Notre Dame sector. Donate 1/2/3 coins to the church (put into supply) to receive 1/3/6 prestige.

- If you play the card without donating, do not move an IM to Notre Dame.

Person Cards

| Brown | Rats | |
|-------------------|------|---|
| Hostess | 0 | Gain 3 prestige and either gain a gold 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 gold 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 the 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. |