

# REFERENCE: ITEMS

## HARRY HAMSTER'S BOOTH

If there's one thing hamsters know, it's how to collect and transport things. Harry Hamster came up with an idea to capitalize on this knowledge. He constructs clever backpacks the rats can use to carry more stuff to their rocket.

Harry Hamster sells you Backpacks. Beginning with your next turn, when you collect resources from spaces matching the color of the Backpack, you will receive a total of 1 or 2 additional resources, as indicated on the Backpack. (A Backpack increases the total amount of a resource by 1 or 2, not the amount per space.)

**Note:** You may only have 1 of each type of Backpack.



Whenever you collect building materials from orange spaces, you will gain 1 additional building material in total. You may choose which additional building material you gain. However, it must be 1 of a type you are currently collecting.



Whenever you collect building materials from green spaces, you will gain 1 additional building material in total. You may choose which additional building material you gain. However, it must be 1 of a type you are currently collecting.



Whenever you collect Cheese, collect 2 additional Cheese in total.



Whenever you collect Lightbulbs, collect 2 additional Lightbulbs in total.



Whenever you collect Apple Cores, collect 2 additional Apple Cores in total.

## ZIPPY THE FROG'S BOOTH

Zippy the Frog has been super quick ever since she fell into an old can of Red Rat as a tadpole. Ever after, she's been collecting and selling this magic potion, which gives rats more energy. Unfortunately, the effect only lasts for a short time.



During Step 2: Collect Resources, you may use 1 Energy Drink. When used, first determine how many resources you will gain as usual, including any bonuses from Backpacks and the Light String. Then double that amount for the Energy Drink. Then turn the Energy Drink facedown to indicate it has been used. (There is a Bottle Cap that provides 2 points for each of your Energy Drinks at the end of the game, even those that have already been used.) You may use a maximum of 1 Energy Drink per turn.

**Note:** You may not use an Energy Drink to double the Launchpad's reward (the last space on the junkyard path). You will never gain more than 1 Award or 1 new Rat in this space.

## THE MADCAP CROW'S BOOTH

Behind closed doors, some say the Madcap Crow takes a nip a little too often because she is always telling such outlandish tales. She even claims she's flown to the moon! However, her expertise has been in great demand ever since the rocket project began and the rats keep peppering her with questions regarding the best way to get their rocket to fly. Of course, she's excited to hear about all the plans and ideas...and she rewards the best ones.

The Madcap Crow sells you Bottle Caps. These provide additional points to your final score.



You gain 12 points at the end of the game. For each of your Score markers on the Thruster, Cargo Hold, and Cockpit Score tracks, you lose 2 points. You can never lose points with this Bottle Cap.



At the end of the game, gain 2 points for each Backpack, Energy Drink (used or not), Comic, and Bottle Cap (including this one).



At the end of the game, gain 4 points for each of your Score markers on the Stored Food Score track.



At the end of the game, gain 5 points for each of your Score markers on the Provisions Score track.



At the end of the game, gain 4 points for each of your Score markers on the Construction Light Score track.



At the end of the game, gain 5 points for each of your Score markers on the Cargo Bay Score track.



At the end of the game, gain 4 points for each of your Score markers on the Cockpit Score track.



At the end of the game, gain 5 points for each of your Score markers on the Thruster Score track.



At the end of the game, gain 6 points for each of your Score markers on the Rocket Score track.




At the end of the game, gain 4 points for each of your Rattro-nauts.


# REFERENCE: THE COMICS

Reading makes you smart and rats are extremely inquisitive animals. Unfortunately, they don't understand the human language. However, they do understand pictures just fine, so they enthusiastically collect comics and take inspiration from them.


You can get Comics in the Library in the Rat Burrow. They provide unique advantages you can use beginning with your next turn.




You may use the two yellow shortcuts without cost. You don't have to hand in any items.




You may use the two red shortcuts without cost. You don't have to hand in any items.




Whenever you end a Rat's movement in a space with any other player's Rat, you don't have to give them any Cheese.



If you move 2 or more Rats during your turn, you may move each of them 1 to 4 spaces. If you only move 1 Rat, it still only moves a maximum of 5 spaces as usual.



You are color-blind and can't distinguish between green and orange. But that's a real benefit: If you move 2 or more Rats during your turn, you may end their movement in both green and orange spaces.  
**Important:** If you have both an orange and a green Backpack, you can only use one of them each turn!



You hand in 1 less of a specified building material when constructing rocket parts.  
**Example:** If you construct a Cargo Bay, you only need to hand in either 2 Baking Soda and 2 Tin Cans or 3 Baking Soda and 1 Tin Can.

## SUPER RATS

From time to time, comics make such an impression on some rats they gain unique powers. They become Super Rats:


Neil Ratstrong is absolutely certain he will take the first bite out of the Cheese Moon.

Lola Rat is always in a hurry. Run, Lola, run!



For Arnold Rattenegger, the Cheese Moon is only one small step on the way to becoming Mr. Rattiverse!

Ratwoman steals anything that isn't nailed down and, um, never looks back!


When taking any of these 4 Comics, you also take the corresponding Super Rat and add it to one of your Rats that isn't in the Nursery or the Rocket. This Rat gains additional abilities.





**Neil Ratstrong**  
If you only move Neil Ratstrong, you may advance him as far as you want, even to the Launchpad. Neil Ratstrong is not allowed to Steal items from the Hamster, Frog, and Raven booths. If Neil Ratstrong is in the Rocket at the end of the game, you'll gain double the number of points for him.


**Lola Rat**  
You may move Lola Rat 2 additional spaces. If you are only moving Lola Rat, you can move her 1 to 7 spaces. If you move her along with other Rats, you can move Lola 1 to 5 spaces and all other Rats 1 to 3 spaces.



**Note:** If you also have the Comic depicted on the right, you will be able to move Lola Rat 1 to 6 spaces and all other Rats by 1 to 4 spaces.

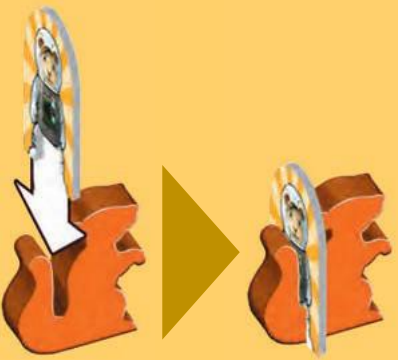




**Arnold Rattenegger**  
Whenever you move Arnold Rattenegger and Collect Resources, you collect 1 additional resource for him. Of course, if you don't move Arnold, you won't get any resources for him.



**Note:** The additional resource is collected before you double your yield when using an Energy Drink.  
**Note:** When you move to the Launchpad with Arnold Rattenegger, you only gain the usual 1 Award or raise 1 Rat.

This is how an ordinary Rat becomes a Super Rat:

**Ratwoman**  
When Shopping with Harry the Hamster, Zippy the Frog, and the Madcap Crow, Ratwoman doesn't have to pay any Cheese. In return, Ratwoman may never Steal an item from them and return to the Start space.

