

REST



Our once great Empire was struck by a devastating plague... will you answer the call to save it?

Once standing tall and great, we now need to rediscover and rebuild our fallen cities. There are still survivors among the ruins – we must take them in our care and cure them. In order to stay ahead of the plague, we must implement new inventions and technologies. Our influence will expand as we rebuild, but the plague will still lurk in the shadows, ready to strike when we least expect it. Once it does, it will be difficult to adapt, but we will survive.

In addition to the procurement of important resources, our imperative will be to get the plague under control.

COMPONENTS



1 Map Board



5 Player Boards



20 Assistants
(4 per player)



5 Containment Camp Tokens
(1 per player)



5 Shield Turn Order
Marker (1 per player)



15 Square Imperatives
Markers (3 per player)



5 Pentagon Influence
Marker (1 per player)



16 Capital City
Reward Tokens



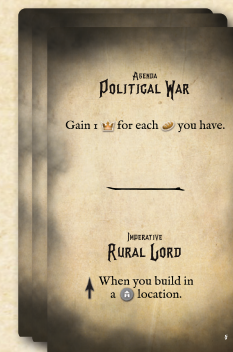
18 Pest Cards



10 Aid Cards



5 Capital City Cards



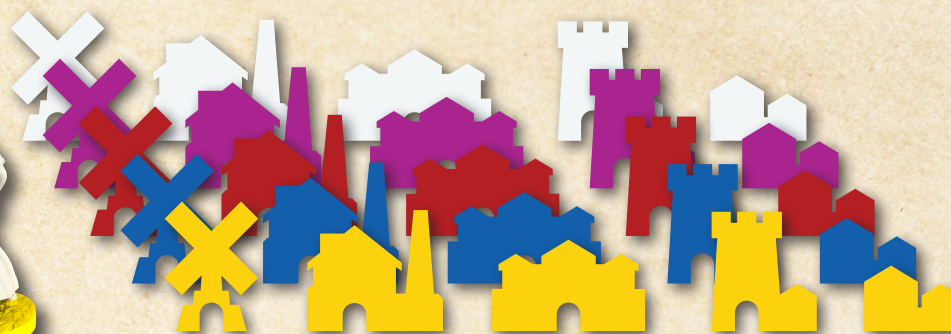
15 Decree Cards



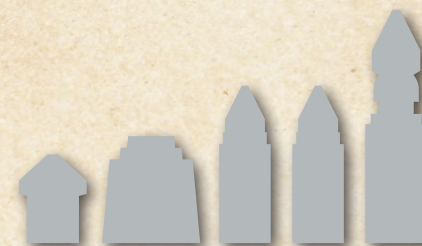
30 Technology Cards



5 Plague Doctor Meeples
(1 per player)



50 Building Meeples (1 Workshop, 1 Factory, 1 Treasury,
1 Castle, 6 Districts per player)



5 Capital City Buildings



12 City Location
Tokens



16 Town Location
Tokens



20 Village Location
Tokens



28 Destroyed/Empty
Location Tokens



42 Research Tokens



5 Starting Location
Tiles



24 Renown Tokens



24 Negative
Renown Tokens



Sick people
Multiplier Tokens



45 Building Resource
Tokens



25 Resource Track
Tokens (5 per player)



100 Population
Meeples




5 Two Sided Help Cards

Imperatives					
Healthy Population					
Constructed Buildings					
Technology Cards					
Influence					
Highest Influence					
Resources (1 per j)					
Coins (1 per x)					
Renown Tokens					
Negative Renown (subtract)					
Total					


Score Pad

CONCEPTS

RENOWN

 The House with the most Renown at the end of the game wins the game.

You will earn Renown  by constructing buildings, having Healthy People among your population, completing Agendas and Imperatives, researching Technologies, completing the Capital City Requests and having Influence.

You may also gain **negative Renown**  if you have Dead People in your graveyard at the end of each Era.

ASSISTANTS



You will use your Assistants to play the main actions of the game by placing them on the action grid on your player board.

At the beginning of the game, you will have access to two Assistants, and at the end of each era you will receive one additional Assistant.

RESOURCES





Lumber Stone Food Herb Coin

You will use resources mostly to construct buildings (*Lumber and Stone*), gather Sick People from the map (*Food*) and cure Sick People (*Herbs*). You can also use Coins as a wild resource instead of any of the above.

Resources are produced by the buildings you you construct on the locations on the map.


All resources are gained and spent from the resource track on your player board. You cannot have more than 5 of each resource (*except with a Technology card*).

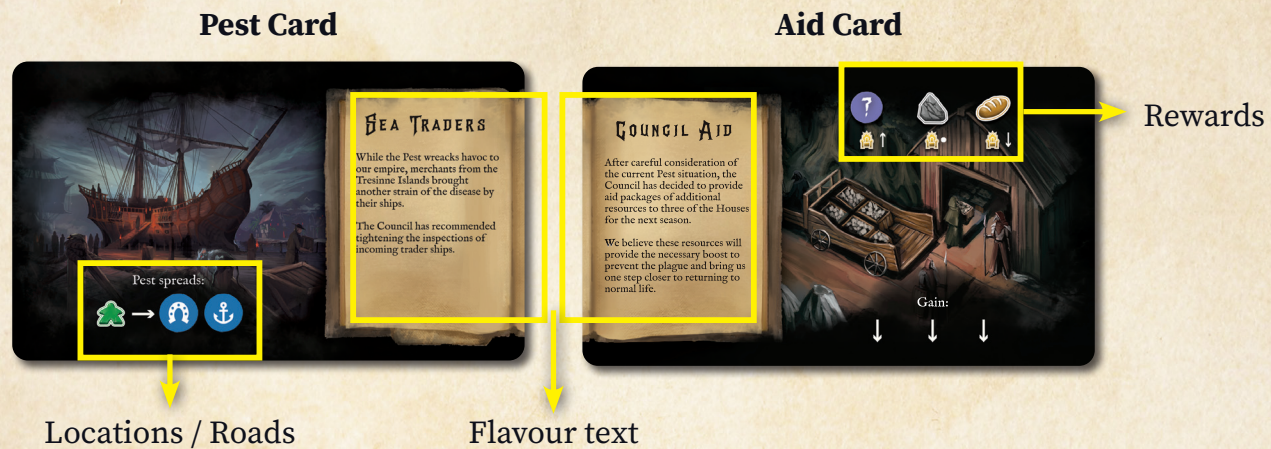
The  is considered as any resource. This means whenever you need to spend or gain , you can spend or gain any resource (*except Coins*) instead.



PEST AND AID CARDS

The Pest cards are used at the start of each round and represent the different places on the map where Sick People will show up.

The Aid cards are used at the end of each round and will grant you different bonuses depending on your Influence standing. 



PLAGUE DOCTORS



Your Plague Doctor is your main marker figure on the map. Throughout the game, you will move your Plague Doctor on the map through different locations along roads and gather Sick People along the travels. While your Plague Doctor is at a certain location, you may be able to construct some of the buildings that are found on your player board on that location.

CONTAINMENT CAMPS



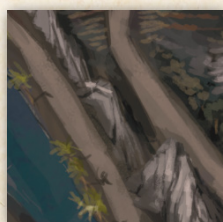
Your Containment Camp may be used during your movement to clear or protect locations on the map.

MAP

There are two main elements on the map: **Locations and Roads**.






Location



Roads

Locations

Locations are the spaces on the map in which you will move your Plague Doctor in to gather Sick People and construct the buildings from your player board.

There are three types of location: Villages  (*small size*), Towns  (*middle size*) and Cities  (*large size*).



These markings above the location type icon mark that location's size.

Each location will have one of the four resources on them. If you construct a building at a location, you will be able to produce that location's resource. A location that has a Destruction Token on the resource symbol is a destroyed location. Destroyed locations cannot produce resources and you cannot build in these locations.



Some locations will have a Red, Blue or Black Harbour icon. This icon is only important during the Pest phase (*more on that in the gameplay section*).

Roads

Each road on the map connects two locations. When you move your Plague Doctor from one location to another, you have to pass the road between those two locations.



Some roads will have a Red, Blue or a Black Road icon. This icon is only important during the Pest phase (*more on that in the gameplay section*).

CAPITAL CITY



This space represents the Capital City of Thokaia. It doesn't count as a Location and you can move through it with no cost. The Capital is used for assigning Healthy People and constructing the Capital City buildings.

The Capital is divided in 6 sectors; 5 outer player sectors and a central sector for the city buildings. The slots around the city hold the reward tokens.



Capital City Cards



Capital City cards are special requests from the authorities of the Capital City.

During your turn, you may send Healthy People from your player board to the Capital City of the Empire. At the end of each round, the first three players with the highest amount of People in the Capital City will gain rewards.

BUILDINGS


You start the game with 10 buildings total on your player board:
6 districts, 3 special buildings and 1 castle.

Once constructed, these buildings require a healthy person to work and produce resources for you.

At the end of the game, you will receive Renown  for the buildings you have constructed. If you have constructed all buildings from the same column on your player board, you will receive additional Renown  at the end of the game.



Capital City Buildings

Additionally, the Construct action  allows you to place one of the Capital buildings in the Capital City. Each building can be constructed only once each game and the player who built it will gain Renown.



INFLUENCE



You will gain influence by constructing buildings and completing Imperatives or Capital City Requests.

1 Mark your Influence as you gain it on the Influence track.

When you gain Influence on the Influence track, skip all the spaces where there's already another player's Influence marker.

When you pass or land on a space on the Influence track containing a reward, gain that reward immediately.


The Influence points are also used to determine the turn order. The player with the most influence is the last in the turn order, the player with the second most is second to last, and so on.

At the end of the game, gain 1 Renown  for each Renown icon you have passed on the Influence track. If at the end of game, you have the most Influence among the players, you will also gain additional Renown .



PEOPLE OF THE EMPIRE

The green meeples in this game are called People.

All the People found on the map and in your Quarantine 1 are considered Sick People .

Healthy people are people who you've cured during the game. They are located in the Healthy Population track 2.

People located in the Graveyard 3 are considered Dead.



QUARANTINE

These slots on the player board represent the places where you put the Sick People you take during the game. The regular Quarantine 1 has 3 slots and these don't have any direct downside to them.

When the slots of the regular Quarantine are filled with Sick People, you have to put Sick People in the top row actions Quarantine 2 or the storage Quarantine 3. These Sick People will hinder your top row actions and/or will prevent you from having 5 resources of a type.



DECREE CARDS

Decree cards represent the plans of the Empire's Council that will restore the empire's glory and uplift its citizens.

Each of the three Eras will have a different Decree card that will only work for that Era.



An Decree card has two parts:

The Agenda (top):

Depending on the Agenda's condition and whether you have fulfilled it, gain the appropriate amount of Renown [crown icon] at the end of the Era.

The Imperative (bottom):

When you fulfill the Imperative's condition during this Era, you will move your marker on the track on the left of the Decree card, one space up. Gain the appropriate amount of Renown [crown icon] and Influence from that space.

TECHNOLOGIES AND RESEARCH TOKENS



The **Technology cards** are innovations of the great minds of the empire that will help you in your quest to get rid of the Pest and thus restore the Empire.







These cards provide various in-game abilities and effects. Some of the Technology cards have a requirement to be placed in one of the three slots of your player board (*top, middle or bottom*).

In order to acquire Technology cards you have to spend **Research tokens** [research token icon]. In addition to using the Research tokens [research token icon] to acquire Technology cards, you may also spend these tokens to enhance some of your actions in the action grid (*more on this in the gameplay section*).

During the game you will gain Research tokens [research token icon] from various sources, but mainly your Laboratories (*see Produce p. 19*).

SETUP

PLAYER BOARD SETUP

- 1 Choose a **House and color** to play with and take all the components of that color. 2 Place the buildings on the corresponding slots on your player board.
- 3 Place the resource markers on the appropriate spaces on your resource track: you start with 1 , 1 , 2 , 2 , 2  and 1 Research token .
- 4 Take two Assistant meeple and place them on their “ready” slot on your player board.
- 5 Take the Containment Camp token and place it on the appropriate slot.



MAP SETUP

Place the map board at the middle of the table in reach of all players and then:

- 1 For your first game, play with the following map setup. For future games, you can use the Advanced Setup on page XX, which features a variable location resource tokens.

Depending on your player count place Destroyed Location tokens on the following locations:

Player Count	No. of Destroyed Locations	Destroyed Locations
2	22	On the Villages: <i>Jolari, Malaren, Weris, Byse, Skartin, Wards, Arler, Sithra, Lerk, Faserh</i> ; On the Towns: <i>Kellier, Halcor, Frocks, Milli, Metix, Nuerami, Menrei</i> ; On the Cities: <i>Tarius, Rittera, Haddir, Numenar, Usteris</i> .
3	12	On the Villages: <i>Gnall, Sobal, Tessik, Amberi, Wibrow, Sithra, Wards, Byze, Malaren, Faserh</i> ; On the Towns: <i>Milessar, Tissoud</i> .
4	5	On the Villages: <i>Gnall, Sobal, Tessik, Amberi, Wibrow</i> .
5	/	Do not place any destruction tokens

- 2 Some of the location resources have a Sick People icon on them. Place a Sick Person on the corresponding location.
- 3 Shuffle the Decree cards by Eras decks and then draw one card from each Era deck. Place the drawn Decree cards on the corresponding Era slot face up.
- 4 Shuffle the Capital City cards, draw one card and place it in on the Capital City slot face up.
- 5 Place the Capital City buildings on their corresponding slots. Then place the Capital City Tokens around the Capital City on the map face-up.
- 6 **For 3-5 players:** Shuffle the Pest and Aid decks and place 6 face down cards from each deck on the corresponding slots next to the map.
For 2 players: Take the 8 Village + Road cards and 1 white Road card (7-15) and make 3 piles separated by the road color. Shuffle the piles and draw 1 card from each pile. Return these 3 cards to the box. Combine the piles, and shuffle them into the rest of the Pest cards. Shuffle the Pest and Aid decks and place 6 face down cards from each deck on the corresponding slots next to the map.
- 7 Shuffle the Technology cards deck, and draw 5 cards. Place these cards at their slots, face up. This is the available Technology market.
- 8 Place your Influence markers on the starting slot on the Influence track.
- 9 Determine turn order randomly, and then place your markers on the Turn order track according to that order.
- 10 **For 3-5 players:** Draw a Starting location card and by following the turn order, choose where to place your Castle building (*starting location*) from the 3 locations you were given. **For 2 players:** Draw 2 Starting location cards and by following the turn order, choose where to place your Castle building (*starting location*) from the 2 locations you were given. Afterwards, take the appropriate resource token and place it on the resource slot from your Castle on your player board. If you placed your Castle on a location that already has a Sick Person, take that Sick Person and place it in your Quarantine.

11 After everyone has completed step 10, following the turn order, place your Plague Doctor on a location adjacent to your Castle. If there is a Sick Person in that location, take that Sick Person and place it in your Quarantine.

You are now ready to start playing!

The diagram illustrates the setup for step 11. It features a central map of a city with various locations and buildings. The following elements are shown:

- 1:** A circular icon representing the Castle.
- 2:** A green icon representing the Plague Doctor.
- 3:** Three cards labeled "DEGREE (I)", "DEGREE (II)", and "DEGREE (III)".
- 4:** A black card representing the Plague Doctor.
- 5:** A yellow circle on the map indicating the location where the Plague Doctor is placed.
- 6:** Two cards labeled "PEST" and "AID".
- 7:** A row of technology cards including "TECHNOLOGIES", "STEEL KNOWLEDGE", "EXAMINATION DECK", "LOADING CRANE", "HYGIENE", and "ADVANCED CONTAINMENT".
- 8:** A vertical stack of crown icons representing Council Influence.
- 9:** A circular icon representing the Turn Order.
- 10:** A stack of cards labeled "D", "E", and "A".
- 11:** A red icon representing the Plague Doctor placed on a location adjacent to the Castle.

GAMEPLAY

A game of Pest is divided into **three Eras** and each Era lasts **two rounds**.

During Era 1, you will place two Assistants to play actions on your action grid per each round. For Era 2, you will place three Assistants per round and for Era 3 you will place four Assistants per round.

Round Structure

Follow these steps for each round:

- 1) Pest & Aid Phase
- 2) Action Phase
- 3) Return Assistants

1. PEST & AID PHASE

At the start of every round, reveal the corresponding Pest card. This card determines where the Pest plague will strike this round. Place Sick People on the appropriate locations or roads on the map as shown on the Pest card **1**. In Era 1, place 1 Sick Person on each corresponding location/roads as shown on the Pest card In Eras 2 and 3, place 2 Sick People on each corresponding location and road as shown on the Pest card.

If a Sick Person is placed on a location containing exactly one building, the building's owner must take that Sick Person and place it in their Quarantine **2**. If that player does not have any more space in their Quarantine, they place that Sick Person in their Graveyard (*it becomes a Dead Person*).

If a Sick Person or People are placed on a location containing multiple buildings, at least one Plague Doctor or at least one Containment Camp, do not place those Sick People there **3**.

More so, if Sick People are placed on a location containing ONLY a Containment Camp, return that Containment Camp to your player board and do not place Sick People on that location **4**. If there are multiple Containment Camps on a location where Sick People should place, all players return their Containment Camps to their player boards.

As mentioned before, Sick People can be placed on roads **5**. These roads however, do not have a limit for how many Sick People they can contain.



Location Destruction



If a location has 4 or more Sick People after the Pest card is fully resolved, that location is considered destroyed. Remove all the Sick People from that location and then place a Destroyed location token there.

Then, place 1 Sick Person on each location adjacent to the destroyed location. If after this there are 4 or more Sick People on the adjacent locations, do not destroy those locations.

The destroyed location still counts as a location for movement purposes only. You cannot construct buildings there and no more Sick People can be placed there.

Reminder: A location can only be destroyed from a Pest card.



After the Pest card is fully resolved, draw an Aid card and place it right of the Pest card for this round. The Aid card will reward you depending on your Influence, and the rewards you will get are determined by the Aid card from the previous round (the Aid card from round 1 will not award any bonuses to players).


The player with the most Influence will gain the leftmost reward. The player with the least Influence will always gain the rightmost reward. The rest of the players will gain the middle rewards.

2. ACTION PHASE

Going according to the turn order, you must place one Assistant on one of the **empty** slots on your action grid.

When you place an Assistant on the action grid, you get to play a combination of one top row action and one left column action.

You may resolve these actions in any order you may like, however, you must resolve the first action fully before resolving the next action. If you choose, you may also resolve only one of the actions or neither.

As mentioned before, you may also spend 1 Research token  (per turn) to enhance a top row action in your action grid.

If an action has a Quarantined person on it, it's referred to as a Hindered action.



ACTIONS



Free action: Trade

As a free action which you can play at any time during your turn, you can trade any 2 resources to gain 1 Coin. You can use this action multiple times during your turn, before, after or in the middle of playing your actions.



Move

Move your Plague Doctor up to two locations connected by roads. Moving through locations containing one of your buildings cost you zero movement. However, moving through locations not containing your buildings cost you 1 movement.

If a location you move into with your Plague Doctor contains Sick People, you have to be able to gather all of the Sick People from that location either by spending food or placing your Containment camp (*before proceeding to the next location*):

The first Sick Person you gather from a location is free – spend 1 Food 🍞 for each Sick Person gathered beyond the first.

Instead of spending Food 🍞 to gather Sick People in a location, you may place your Containment Camp from your player board on that location to gather those Sick People for free. The Containment Camp cannot be moved, however, you may use it to construct a building with the Construct action 🏗️ (see page 18). If you are unable to spend Food 🍞 for gathering the Sick People, or don't have an Containment Camp to place on a location that contains Sick People, you cannot enter that location with your Plague Doctor.

If your Plague Doctor moves from one location to another passing a road containing Sick People, you must gather those Sick People as well before moving onto the destination location. Spend 1 Food 🍞 for each Sick Person gathered this way. If you are unable to spend for gathering Sick People on the road, you may not pass that road.

After your Plague Doctor finishes its movement on a location, gain the resource that the location produces. If your Plague Doctor ends its movement to a destroyed location, you do not gain any resource. Your Plague Doctor cannot move into a same location multiple times during a turn.

Note: You cannot use the Containment Camp on roads to gather Sick People.

Example:

Yellow wants to move their Plague Doctor from the town Gollor to the city Gothar.

1 The yellow Plague Doctor must pass the road between these two locations. Because there are three Sick People on that road, Yellow must gather them and spend 3 Food 🍞 (1 Food 🍞 for each of them). Yellow spends the Food and places all of the Sick People in their Quarantine.

2 Afterwards, the Plague Doctor continues its travel to reach the destination city Gothar. Because there are also Sick People in the city, Yellow must spend 2 Food 🍞 to gather them (the first Sick Person in a location is free to gather, and the other two will cost 1 Food 🍞 each). Yellow spends the Food and places all of those Sick People in their Quarantine.



Quarantine

When you gather Sick People from the map or in the Pest phase, you must place them in your Quarantine slots on your player board.

If you don't have enough space in your regular Quarantine, you may choose to either:



A) Put Sick People in the the Quarantine slots above your top row actions or the Quarantine slot on your 5th storage slot:


Sick people placed in this part of the quarantine will hinder your actions ① or limit your storage ②.



B) Put them in the Graveyard from right to left (*they become Dead People and they cannot be cured*). If all graveyard slots are occupied, discard the new Dead person and lose 3 Renown points immediately.



Hindered Move Action

If you play the Move action  with a Sick Person in the slot above the action icon, you may move your Plague Doctor 1 less location on the map.



+



Enhanced Move Action

When you move, you may spend 1 Research token to move your Plague Doctor 1 additional location on the map.



Construct

Spend the required resources to construct either:

- A. Buildings at the locations on the map.
- B. Buildings in the Capital City.




A. Constructing buildings on the map:

① Spend the required resources to construct **up to two** buildings from your player board at locations on the map where either your ② Plague Doctor and/or your Containment Camp is located and you don't already have a building.




If you construct a building where your Containment Camp is located, return that token from the map to your player board for later use.

Depending on the size, locations can contain the following number of buildings:




-  Cities = up to 3 buildings
-  Towns = up to 2 buildings
-  Villages = 1 building

Reminder: You cannot have more than one of your own buildings in a location.

After constructing the building on a location, take the appropriate resource token from the supply and place it on the corresponding building slot on your player board. This token represents the type of resource the building will produce during the Produce action .




Additionally, if you are the first player to construct a building in:

- a) A City – gain 3 Influence .
- b) A Town – gain 2 Influence .
- c) A Village – gain 1 Influence .


If you construct a building on a location where there are already buildings by other players, gain 1 less Influence for each building there.

Buildings




Districts: When you play the Produce action , a District with assigned Healthy Person will produce 1 of the resource it is producing.





Workshop: When you play the Produce action , the Workshop with assigned Healthy Person will produce +1 extra amount of the resource it is producing (*for a total of 2 of the same resource*).



Factory: When you play the Produce action , the Factory will produce the resource without a Healthy Person assigned to it.






Treasury: When you play the Produce action , a Treasury with assigned Healthy Person will produce 1 Coin  instead of a resource.

B. Constructing buildings in the Capital City:

1 Spend the required resources to construct one of the available buildings in the Capital City, 2 then gain the corresponding amount of Renown.







Hindered Construct Action

If you play the Construct action  with a Sick Person in the slot above the action icon, you must spend one additional  /  (even if you construct 2 buildings).



Enhanced Construct Action

+  When you construct, you may spend 1 Research  token to pay one less  /  (even if you construct 2 buildings).




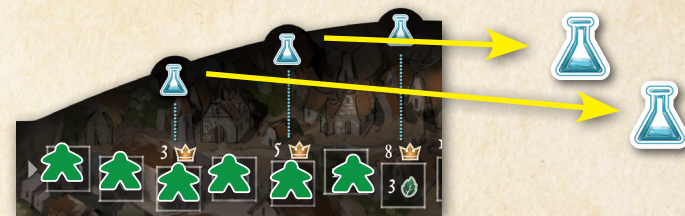
Produce

Gain resources and move the appropriate resource marker one space forward for each of your constructed buildings that have assigned Healthy People as well as your Castle.




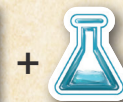
Note: Constructed buildings that don't have any assigned Healthy People to them don't produce any resources. (Except the Castle and the Factory)

After producing the resources gain 1 Research token for each Healthy Person that works in a Laboratory  at the Healthy Population track.



Hindered Produce Action

If you play the Produce action  with a Sick Person in the slot above the action icon, gain one less resource of your choice.



Enhanced Produce Action

When you produce, you may spend 1 Research token to gain 1 additional resource from a type that your buildings produce.

Storage

The track on the bottom of the player board represents the resource storage. During the game you will gain or spend resources by moving the corresponding marker to the right or to the left respectively.

If you place a Quarantined Sick Person on the 5th slot of the storage, you can no longer use that slot until you Heal the person. You lose all resources that are already there the moment you do this, so be careful.





Research

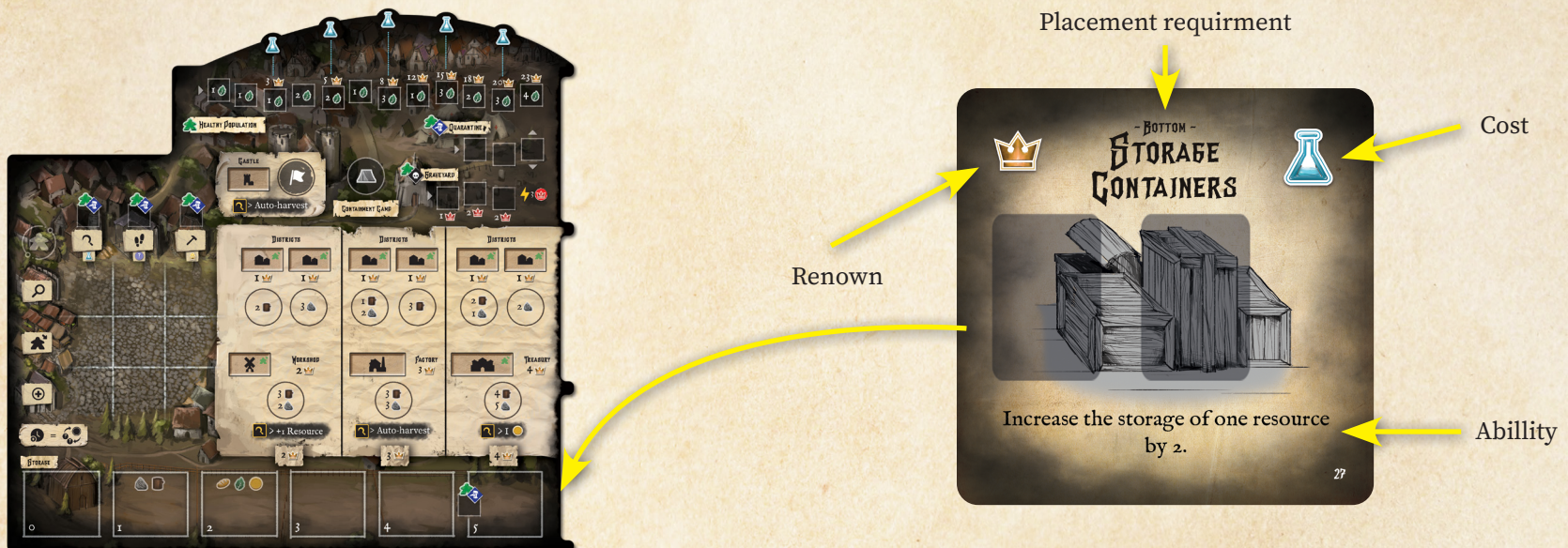
Spend Research tokens to acquire 1 Technology card from the Technology card pool. Place that card on one of your slots on your player board.

Some of the Technology cards have a requirement to be placed in a particular slot on your player board. These are marked with Top, Middle or Bottom to signify which slot they must be placed in.

If a slot is already occupied by a Technology, you may discard it back to the deck, gain the appropriate number of Renown and place the new Technology in the empty slot. Shuffle the deck afterwards.

You are limited to having only three Technology cards (1 per slot) on your player board.

Additionally, during this action you can spend 1 Research token to refresh the market. You can do this as many times as you want before or after acquiring a Technology card. After refreshing the market, place the cards in the technology deck, shuffle it and draw new 5 cards.



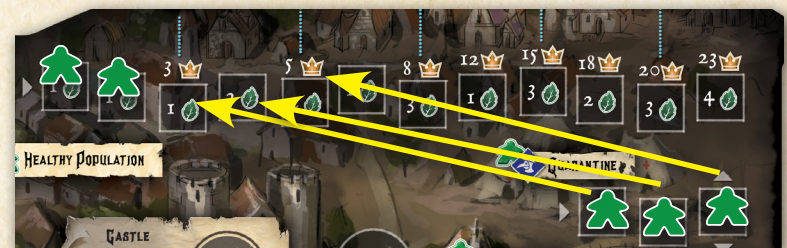
You can find the comprehensive explanation of all the Technology cards in the Glossary section (page 26).



Cure

Spend the required Herbs as indicated on the Healthy Population track to move Sick People from any of your Quarantine slots to your Healthy Population track.

Each Healthy Population slot requires a different number of Herbs you'll need to spend to cure a Sick Person.






Assign

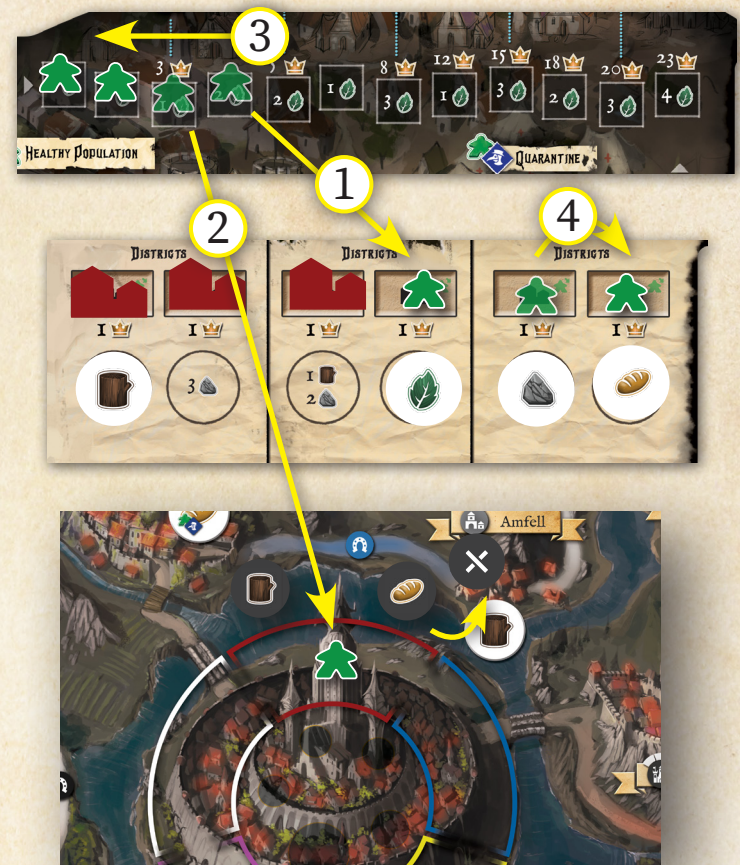
Assign any number of Healthy People from your Healthy Population track to your constructed buildings **1** and/or your Capital City slot **2**, starting with your rightmost Healthy Person on the track **3**.

You may also reassign Healthy People from one constructed building, to another one **4**.

Each constructed building that has assigned Healthy Person to it will produce you resources when you play the Produce action  (except for the Factory, see page 19).

Additionally, whenever you assign any number of Healthy People to your slot in the Capital City, choose one of the Capital City reward tokens and resolve its effect. Afterwards, flip that token face down.

At the end of the round, you may receive bonuses from the Capital City card depending on your number of Healthy People assigned to the Capital City.




4. Return Assistants

Return all of your Assistants to the “ready” slot on your player board.



ERA END

After an Era ends, follow the next steps:

1. Score Agenda: Gain Renown tokens  if you have fulfilled the Agenda condition from the Decree cards.

2. Capital City Bonus

Gain Capital City card bonuses depending if you have the first, second or third highest number of assigned Healthy People in the Capital City.


When players tie for first place, no one will gain the Capital City reward. The tied players each receive the second reward. When players tie for second place, they each receive the third reward. Players tying for third place receive nothing.

For two players, the player with the most assigned Healthy people in the Capital City will gain the 2nd reward and the other player gains the 3rd reward. The 1st reward slot is not used. If the players are tied, they both get the 3rd reward.



The first reward will always give a choice for the player that should gain it. The choice is: gain 1 Renown or return one Healthy Person to your Healthy Population track.

3. Remove People from the Capital and flip Capital City tokens : Remove all assigned Healthy People from the Capital City and return them to the supply. Then, flip all of the face-down Capital City tokens.

4. Negative Renown: Gain Negative Renown tokens  for the Dead People in your Graveyard.

5. Gain a new Assistant.

GAME END

The game ends after Era 3 is completed. Score Renown for:



- **Renown Tokens**

All the Renown tokens you've gained during the game



- **Imperatives**

Count the Renown gained from Imperatives from each Era.



- **Healthy People**

Your Healthy Population track.



- **Constructed Buildings**

Gain Renown for the Buildings you've constructed and bonus Renown if you've constructed all three buildings from the same column.



- **Technologies**

Gain Renown from the Technologies on your player board.



- **Influence**

Renown passed with your influence token.



- **Highest influence**

The player with the most Influence will gain 5 Renown, while the player with the second most will gain 3 Renown.



- **Resources**

Each combination of 3  is worth 1 Renown.



- **Coins**

Gain 1 Renown for 2 coins.



- **Dead People**

Subtract Renown if you have dead people in your graveyard.

The player with the most Renown is the winner. In the case of a tie, the player with the most Influence is the winner.

Example:

After the end of era 3, the game ends and all players count their Renown one by one.

The red player had 13 in-game Renown **1**. They add 9 (7+2) Renown since they have constructed 4 buildings **2** scoring 7 Renown plus additional 2 for constructing all three buildings in the first column **3**.

They have 8 Healthy People in their Healthy Population track, which will lead to 12 Renown **4**.

They have 3 Technologies which give a total of 4 Renown **5**. They have 8 total resources and 2 Coins **6**, which will give them a total of 3 renown. They gain 6 renown from Influence **7** and lastly, they gain additional 5 Renown from Influence since they had the most Influence at the end of the game. They don't have any Dead People **8**, so they do not receive any negative Renown.

They end the game with 52 renown.

TECHNOLOGIES

Following are the Technology cards in-depth rules and explanations:



1 | BREATHING APPARATUS

Whenever you gather Sick People from the map (*while moving*), you can place one of them on the 1st slot of the Breathing Apparatus.

While you have a Sick Person on the Breathing Apparatus and you play Research [magnifying glass icon] or Cure [plus icon], you have to move that person one space to the right.

When the Sick Person reaches the Healthy Person icon [green tree icon], that

person is cured and placed on the rightmost free space of the Healthy Population track. You can only have one Sick Person on this Technology. First you must cure this person in order to place a new one on this Technology.

Note: Whenever you Cure Sick People, you may choose the order of placing people on the track. **Example:** Pay 1 [green tree icon] to cure from Quarantine, then cure the 1 from the Breathing Apparatus for free, then pay 2 [green tree icon] to place another from the Quarantine.



2 | BLAST FURNACE

Whenever you Construct [hammer icon] in Villages gain 1 additional Influence.

This way, instead of the usual 1, you gain 2 [gold coin icon].



3 | EXAMINATION DESK

Whenever an opponent's Plague Doctor enters a location that contains one of your buildings gain 1 [gold coin icon].

You may gain multiple Coins in a single turn if the opponent's Plague Doctor enters multiple buildings that you own.



4 | MEDICAL MASK

Before you enter a location, you can ignore 1 Sick Person in that location.

You can do this ability in multiple locations during the same Move action [plague doctor icon]. If you choose to ignore the Sick People, just leave 1 Sick Person in each location and continue your movement. This Technology does not apply to roads.



5 | DISINFECTANT

Whenever you enter a location that contains an opponent's building, gain the resource of that location. You may gain multiple resources during a Move action [plague doctor icon]. However, you cannot gain more than 1 resource from a location. If there are multiple buildings in a location, you only gain 1 resource from that location.



6 | CLONE EXPERIMENT

When you Move [plague doctor icon], instead of moving you may place your Plague Doctor in any location of the same size the current location of the Plague Doctor (*City, Town, Village*).

This ability counts as 2 movement.

You may continue to move only if you have additional movement.

Standard Move rules apply.



7 | CONSTRUCTION CRANE

Whenever you Construct [hammer icon] in Towns gain 1 additional Influence. This way, instead of the usual 2, you gain 3 [gold coin icon] (*if you're the first to construct there*).



8 | AMBULANCE CART

Whenever you Move [Sick Person icon], you may quarantine one Sick Person from each Location you enter - for free. This means that the first 2 Sick People will be free in a location. You can use this Technology multiple times per movement, which means that you get this effect in each unique location you enter. This technology does not apply to roads.



9 | AIRBORNE MEDICINE

Whenever you Cure [Sick Person icon], you may remove one Sick Person from your Quarantine. Discard the Sick Person in the general supply.



10 | PLAGUE EXPERTS

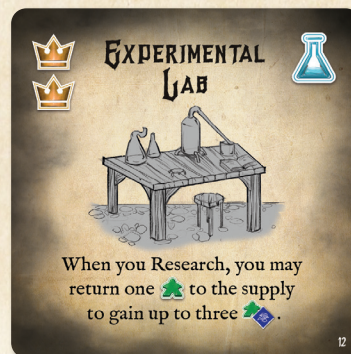
Whenever you Assign [Sick Person icon], you can place up to 2 Healthy People on this Technology.

Whenever you Research [Sick Person icon] or Cure [Sick Person icon], you can use one or two of the Healthy People to assign them to the Capital City or a building.



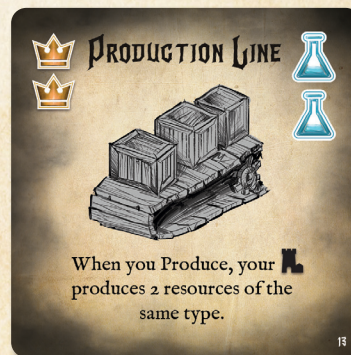
11 | SCHOLARS

Whenever you Research [Sick Person icon], you can reassign one of your People that is already assigned in the Capital to your Healthy Population track or one of your buildings.



12 | EXPERIMENTAL LAB

Whenever you Research [Sick Person icon], you can remove 1 Healthy Person from your Healthy Population track to gain 3 Sick People from the supply and place them in your Quarantine.



13 | PRODUCTION LINE

When you Produce [Sick Person icon], your Castle produces 2 of the same resources instead of the usual 1.



14 | INFIRMARY

Whenever you gather Sick People from the map (*while moving*), you can place one of them on the 1st slot of the Infirmary.

While you have a Sick Person on the Infirmary and you play Research [Sick Person icon] or Cure [Sick Person icon], you have to move that person one space to the right.

When the Sick Person reaches the Healthy Person icon [Sick Person icon], that person is cured and placed on the rightmost free space of the Healthy Population track. You can only have one Sick Person on this Technology. First you must cure this person in order to place a new one on this Technology.

Note: Whenever you Cure Sick People, you may choose the order of placing people on the track. **Example:** Pay 1 [Sick Person icon] to cure from Quarantine, then cure the 1 from the Breathing Apparatus for free, then pay 2 [Sick Person icon] to place another from the Quarantine.



15 | PROTECTIVE UNIFORM

Whenever Sick People are placed in your Districts (*Pest Phase*), you may block 1 Sick Person for each District.

Return the blocked People in the supply.

Note: You can choose to ignore this Technology and gather the Sick People.



19 | QUARANTINE TENT

You may place two additional Sick People in your Quarantine. Keep the people on the slot of this Technology.



16 | MOVING PERMIT

Whenever you Move [Move icon], you do not spend any movement when moving through other player's Buildings.



20 | TOOL CART:

Whenever you Construct [Construct icon], gain the resource of the location where the building is constructed. This way, you may gain up to 2 resources if you construct with your Plague Doctor and Containment token. You gain these resources at the end of the Construct action, and these resources cannot be used to construct additional buildings in the same turn.



17 | MEDICINAL TRIALS

Action: Spend 3 [Gold icon] to take 2 Healthy People from the supply and place them on the rightmost space of the Healthy Population track.

To use this Technology place an Assistant on this Technology.



21 | ADVANCED CONTAINMENT

Your Containment token cannot get destroyed in the Pest phase and will block the Sick People, if they were to be placed in its location. Whenever you place the Containment token on a location that contains at least 1 Sick Person, you immediately place 1 Sick Person on the rightmost space of the Healthy Population track (*and the rest in your Quarantine*).



18 | QUARANTINE TENT

You may place 1 additional Sick Person in your Quarantine. Keep the Person on the slot of this Technology.



22 | STEEL HORSESHOE

Whenever you Move [Move icon], you may move up to 4 times, instead of 2. *Standard movement rules apply.*



23 | SYRINGE

When you finish playing the Cure action [plus icon], you gain 1 [virus token].



27 | STORAGE CONTAINERS

Increase the storage of one resource up to 7. You can only place one resource on this Technology. If you would gain a resource that would exceed your normal storage but you have a resource on this Technology, you do not gain that resource.

Note: If you place a Sick Person on the Quarantine storage slot, you lose the resource from this Technology card.



24 | QUARANTINE CHECKPOINT

Your special buildings do not receive Sick People from Pest cards or spread from destroyed Locations. You can however, ignore this Technology (in the Pest phase) and choose which special buildings can receive and which cannot receive Sick People.



28 | ADRENALINE SHOT

Action: You may play a combination of actions that has already been played this round. Instead of placing the Assistant on the Action grid, place the Assistant on this Technology, and name the combination of actions you are playing.



25 | MOBILE PASTURE

Action: Spend any number of resources to gain that amount of Coins. You cannot exceed the storage limit.



29 | TUITION

Whenever you Assign [person icon] any number of People in the Capital City gain 1 [gold token].

You always gain only 1 [gold token] from this Technology, no matter the number of People you assign in the Capital City.



26 | LOADING CRANE

Increase the storage of all resources up to 6.

Note: If you place a Sick Person on the Quarantine storage slot, you lose the resources from this Technology card.



30 | STORAGE PODS

Whenever you Produce [virus token], gain the resource of the location your Plague Doctor is in. If the Plague Doctor is in an empty location, you do not receive a resource from this Technology.

VARIANTS

Advanced Setup variant

Place the map board at the middle of the table in reach of all players and then:

1. **Take random location resource tokens** depending on the player count:


Player count	Number of Location tokens
5	10 Cities; 15 Towns; 20 Villages
4	10 Cities; 10 Towns; 20 Villages
3	5 Cities; 10 Towns; 20 villages
2	10 Cities; 15 Towns; 5 Villages

You will notice that the location resource tokens are marked on the back side with the type of location they belong to:

You will notice that the location resource tokens are marked on the back side with the type of location they belong to:



Place the resource tokens on each corresponding location at random then turn them face up so you can see the resource side of those tokens.

Some of the location tokens have a Sick People icon on them. Place a Sick Person  on the corresponding location.

ICON GLOSSARY



Trade Action



Move Action



Construct Action



Produce Action



Research Action



Cure Action



Assign Action



Lumber



Stone



Food



Herb



Coin



Any Resource



Science



Containment Token



Influence



Most Influence



Least Influence



Renown Points



Renown Tokens



Negative Renown Points



Negative Renown Tokens



Roads



Harbour



Move Imperative Token one slot up



Healthy Person



Sick Person



Dead Person



City



Town



Village



Destruction Token



Starting Location



Assistants Ready



Take back a Healthy Person from Capital



Plague Doctor



Castle



District



Workshop



Factory



Treasury



Imperatives



Agenda



Technologies



Instant Gain