Rat Burger  
Rules

Setting Up the Game:

1. Players do a rock-paper-scissors tournament, and the winner can decide who is first to place their piece on the board (can be themself if they choose).
2. Players place their pieces on the board in any unoccupied space in the green section, starting with the chosen player and going to the left until all players have placed their piece.
3. Play then begins in the opposite order players placed their piece down, this is the turn order for the rest of the game.
4. 10 Goal cards will be drawn from the goals deck and placed around the board for all players to see. Players will be competing in a race against each other to complete these goals first.
5. Each player gets a dry erase card and a marker, they use these to keep track of their Bucks.

Turn order:

1. The player will first begin by collecting the Bucks indicated by the number on the space they are on.
2. The player then collects all of the Bucks from every space they have Influence on. 1 Influence - normal amount. 2 Influence - double. (See 4. Influence)
3. The player then can do one of the following actions:
   1. Move onto another space. (See 1. Move)
   2. Stay on the current space. (See 2. Stay)
4. After doing your action, if the player has rats, they have the option of tossing a rat at another player. (See 5. Toss A Rat)
5. If the player chooses, at this point they may buy a restaurant. (See 3. Buying a Restaurant)
6. Move
   1. When a player moves into an empty space they gain Influence there
   2. If there is already an Influence in the space where a player moves that is not their own, one Influence is taken away from that spot
   3. If there’s already a player on the space, no influence is added or taken away
7. Stay
   1. Staying on a space allows the player to gain a second Influence on that space or begin gaining Influence if they have captured the space from a different player (Max of 2 Influence per space)
   2. Staying on a space allows you to draw an event card
8. Buying a Restaurant
   1. If a player is in a space where they have 2 Influence, they may buy a restaurant for 10x the space value.
   2. There may only be 1 restaurant per space.
   3. Restaurants act as a permanent Influence and cannot be removed
   4. All other influence on the space plays as normal (i.e. the player can lose their 2 influence on the space but the restaurant is still permanent).
9. Influence
   1. The player can choose to capture the territory through the use of Influence.
      * A player can have a maximum of up to 2 influence on a space
   2. For each Influence marker acts as a multiplier to the income the player receives on the space. EX: if the player has two Influence on a space with the value of 15, that player would collect 30 Bucks.
   3. The players main piece also counts towards the point gain, so if the players piece is on a space where they have 2 Influence, they gain 3 times that spaces value (i.e. they would gain 45 Bucks from a space worth 15)
10. Toss a Rat
    1. When 2 player pieces are on the same spot, on their turn either player may toss a rat in their hand to the other player on the spot
    2. When players get up to 3 rats in hand they lose 1 influence on all spaces they have Influence. This happens every 3 rats, but players still keep their rats after receiving the penalty
    3. Once a player has received the penalty for 3 rats, they can’t receive a penalty again until they have 6 rats (then 9 rats, 12 rats, etc.)

**How to Win**

* At the start of the game a number of goal cards (10 for a longer game, 5 for a shorter game) will be drawn from the goals deck, all players will see the same goals for the game. A player needs to work towards completing these goals and whoever completes the condition of a card first gets a point for that card and it is removed from the goals list
* Whoever gets to 3 goal cards first wins.
  + If all goals are completed, and no player has 3 goal cards, the winner is then decided by whoever has the most goal cards.
    - If two players have the same number of goals, the following tiebreakers are put into effect, in the following order:
      * Most Bucks
      * Most land
      * Least Rats
      * If all of these are exactly the same, the game is a draw