

PLAGUE & PESTILENCE™



Wage war on your enemies.
Lead a holy Crusade.
But above all else,
Prepare for the coming
of the Plague

PLAGUE & PESTILENCE™ is a cards and dice game that allows 2 to 6 players to "recreate" the experiences of the Black Plague as it spreads across Medieval Europe.

Time to Play: 15 to 45 minutes

Equipment:

2 DEATH DICE™ (six sided dice)
6 PROSPERITY/PLAGUE reference cards
64 POPULATION (PPs) cards
70 PLAYING cards

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OBJECT of the GAME: To be the last player with POPULATION (PPs)

Set-up:

Separate the POPULATIONS (PPs) cards and the six (6) PROSPERITY/PLAGUE reference cards from the deck.

Give fifty (50) POPULATIONS POINTS (PPs) worth of POPULATION cards to each player.

Place one of the PROSPERITY/PLAGUE reference cards in front of each player (PROSPERITY side up).

Shuffle the rest of the PLAYING cards and deal five (5) PLAYING cards face down to each player.

These five cards form the basis of each player's starting hand.

IMPORTANT NOTE: If someone is initially dealt the DEATH SHIP card, reshuffle it back into the deck and draw another card.

Place the remaining PLAYING cards face down in the center of the playing area to form a draw pile.

Each player rolls one die. The player with the highest roll goes first.

Prosperity Phase:

PLAGUE & PESTILENCE™ starts in the Prosperity Phase. During the Prosperity Phase, players attempt to increase their populations or decrease their opponents' populations (through wars, raids, natural disasters, etc.).

Beginning with the first player and proceeding to his left, each player:

Makes a PROSPERITY ROLL (two six sided dice) and receives the number of POPULATION POINTS (PPs) shown on the PROSPERITY reference card. [Note: IMPROVEMENTS will affect this roll (see PLAYING cards: IMPROVEMENTS).]

Draws one or more cards from the DRAW PILE until he has six (6) cards in his hand.

Plays or discards one card. (Once played or discarded, all cards are placed face up in the DISCARD PILE.)

Play continues in this fashion until one player draws the DEATH SHIP card. When this card is drawn, it must be played immediately on another player. The "arrival" of the DEATH SHIP signifies the outbreak of the Black Plague and thus begins the Plague Phase.

Plague Phase:

When the DEATH SHIP card is played on a player, that player immediately loses ten POPULATION POINTS (10 PPs) and everyone must turn over their PROSPERITY cards to the PLAGUE side. Remove the DEATH SHIP card from the game and reshuffle the DISCARD PILE back into the DRAW PILE to form a new DRAW PILE. Play then resumes with the player that was the target of the DEATH SHIP and continues to the left. Each player now:

Makes a PLAGUE ROLL (two six sided dice) to determine the Plague's effect on his population (as listed on the PLAGUE reference card). [Note: IMPROVEMENTS will affect this roll (see PLAYING cards: IMPROVEMENTS).]

Draws one or more cards from the DRAW PILE until he has six (6) cards in his hand.

Plays or discards one card. (Once played or discarded, all cards are placed face up in the DISCARD PILE.)

Note that once the DEATH SHIP card has been played, players roll only for PLAGUE losses (instead of PROSPERITY). The only way players may gain POPULATION POINTS (PPs) once the Plague has broken out is by playing various PLAYING cards (see "Card Types").

Card Types:

There are three types of cards in PLAGUE & PESTILENCE™: POPULATION (PPs) cards, PROSPERITY/PLAGUE reference cards, and PLAYING cards.

POPULATION (PPs) cards:

There are 64 of these cards included in the game. They come in denominations of 5 PPs, 10 PPs, and 50 PPs. "PPs" stands for POPULATION POINTS. These cards are easily identified by the town scenes found on both the front and the back. POPULATION cards represent a player's population, and if a player should lose all of his POPULATION cards, he is immediately eliminated from the game. (After the initial deal, you do not need to show or tell another player how much population you have.)

PROSPERITY/PLAGUE reference cards:

There are six of these cards included in the game. On one side they show a PROSPERITY table and on the other side they show a PLAGUE table. Players use these two tables to determine how much their population increases (during PROSPERITY) or decreases (during PLAGUE) at the start of their turn.

PLAYING cards:

These 70 cards are the cards that players use to affect the course of the game. The backs of all of the PLAYING cards have the same PLAGUE & PESTILENCE™ design as the box top. PLAYING cards can be divided into three types: ACTION cards, COUNTER cards, IMPROVEMENT cards.

Each card contains scrolls that help identify the card. The upper scroll contains the name of the card while the lower scroll describes the card's effect. To further identify the cards, cards have either a rat or a sun in the upper left-hand corner of the card. A card with a rat is negative in nature and should be played on another player. A card with a sun is positive and should be played on oneself. However, there is no strict rule about this. If you wish to play a "sun" card on someone else, feel free. Likewise, if you really want to suffer the effects of a "rat" card, go ahead.

ACTION cards:

ACTION cards are cards that may be played during a player's turn either on himself or on another player, called a "target". If an ACTION card calls for a player to lose an IMPROVEMENT, the player who played the ACTION card decides which IMPROVEMENT is destroyed. Only one action card may be played per turn and once they have been played must be placed in the DISCARD PILE.

The following is a list of the **ACTION cards**. Each listing includes the name, number of cards present in the deck, a brief description, and the effects of the card.

Bumper Harvest (6) - A bountiful harvest leads to population growth. Player gains 5 PPs.

Crusade (2) - The Church requests the target lead a Crusade. Target loses 10 PPs.

Death Ship (1) - A rat-infested trading ship arrives at the target's port, bringing with it the rats that carry the Plague. (this card must be played immediately and then removed from play.) Target loses 10 PPs. Begin PLAGUE PHASE.

Drought (3) - A severe lack of rain devastates the target's crops. Target loses 10 PPs.

Earthquake (3) - A major tremor destroys part of the target's city. Target loses 5 PPs and one IMPROVEMENT.

Famine (3) - A severe shortage of food leads to starvation in the target's city. Target loses 10 PPs.

Fire (3) - A fire storm roars through the target's city. Target loses 5 PPs and one IMPROVEMENT.

Flood (3) - A raging torrent ravages the target city. Target loses 10 PPs.

Major War (3) - The player causes a full-scale war between the target and another player. The target become the aggressor and declares war on his opponent, who can be any player other than the one who initially played the card.

Both combatants roll one die and compare the results; the player with the higher roll wins the war and losses are applied according to the card.

If the result is a tie, a stalemate has developed and both players suffer the "winner's" losses. They must then continue the war with both players rolling and taking losses until a winner is determined.

If there are only two players remaining, the target loses the "loser's" losses, while the player that played the War card suffers no losses.

Winner loses 10 PPs. Loser loses 20 PPs and one IMPROVEMENT.

Mass Migration (2) - The player's city attracts a large number of immigrants.

Player gains 5 PPs from each player.

Minor War (4) - The player causes a minor skirmish between the target and another player. A Minor War is played the same way as a Major War card except the losses will not be as great.

Winner loses 5 PPs. Loser loses 10 PPs.

Mongol Raid (2) - The notorious Mongol Horde sweeps across the area, causing terrible death and destruction. Each player, except the one that played the Mongol Raid card, loses 10 PPs and one IMPROVEMENT.

Pestilence (6) - Disease weakens the targets population. Target loses 5 PPs.

Pied Piper (2) - The legendary Pied Piper leads all the children away from the target's city to the Player's city. Player gains 15 PPs from the Target.

Trade Center Established (6) - An increase in trade leads to rapid population growth. Player gains 10 PPs.

Viking Raid (2) - Vikings strike from the sea and move inland to pillage the target's city. Target loses 10 PPs.

COUNTER cards:

COUNTER cards are cards that may be played at any time either to stop the effects of certain ACTION cards or to give a player an advantage in a war. To take affect, COUNTER cards must be played before dice are rolled. However, COUNTER cards may be played whether or not the player is the target of the ACTION card or involved in the war. That is, COUNTER cards may be played to help (or hurt) another player. After a COUNTER card has been played, it is placed in the DISCARD PILE. The two types of COUNTER cards are described below:

Buy Indulgence/Negotiate Peace (3) - The Pope himself intercedes on behalf of the player and stops the war or looks elsewhere for Crusaders. Any player (whether involved in this Crusade or War - or not) may play a Buy Indulgence/Negotiate Peace card.

Major War, Minor War and Crusade cards have no effect when this card is played.

Tactical Advantage (4) - The player develops a new weapon of war. Any player (whether involved in War or not) may play a Tactical Advantage card. Tactical Advantage cards remain in effect until the War is over, then they are discarded.

A +1 bonus is added to the player's die roll if the player is involved in a Major or Minor War.

IMPROVEMENT cards:

An IMPROVEMENT card is a card that represents a permanent urban improvement that the player has built to help his city flourish or to minimize the effects of certain cards. To build an IMPROVEMENT, a player simply places the IMPROVEMENT card in front of himself during his turn. From then on, the IMPROVEMENT remains until it is removed (destroyed) by an ACTION card. A player may only build one IMPROVEMENT at a time and may not have duplicate improvements. As long as an IMPROVEMENT remains in the game, the player is entitled to its benefits. The three types of IMPROVEMENTS are described below:

Aqueduct (4) - The player builds a water supply network that serves his city and surrounding fields. Player adds one (+1) to the Prosperity Roll or subtracts one (-1) from the Plague Roll. Also, Drought and Fire cards have no effect against a player that has an Aqueduct.

City Walls (5) - The player erects walls around his city to repel invaders and to keep out plague-bearing travelers.

Player adds one (+1) to the Prosperity Roll or subtracts one (-1) from the Plague Roll. Losses suffered in Major Wars, Minor Wars and Mongol Raids are reduced by 5 PPs. Finally, Viking Raid cards have no effect against a player who has City Walls. (City Walls reduce the losses by 5 PPs even if they are destroyed in the same action.)

Sewer (3) - The player builds a sewer system to manage his city's waste.

Player adds one (+1) to the Prosperity Roll or subtracts one (-1) from the Plague Roll. Also, Flood cards have no effect against a player that has a Sewer.

How To Win:

Whenever a player loses the last of his POPULATION POINTS (PPs), he is eliminated immediately from the game. The last player with POPULATION POINTS (PPs) is the winner.

If you have any comments, please write:

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