

PLAT

↔ 2ND EDITION ↔



COMPONENTS



1 Map Board



1 Era Board



5 Player Boards



18 Pest Cards



8 Aid Cards



5 Capital City Cards



5 Starting Location Cards



10 Agenda Cards



10 Imperative Cards



30 Technology Cards



46 Influence Tokens



10 Sick People Multiplier Tokens



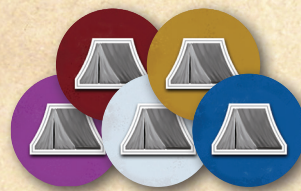
5 Square Imperative Markers (1 per player)



41 Renown Tokens



30 Infamy Tokens



5 Containment Camp Tokens (1 per player)



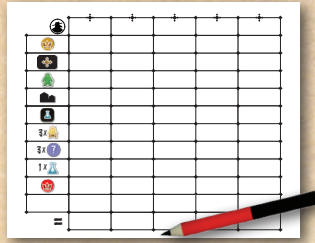
120 Population Meeples



32 Destroyed Location Tokens



38 Research Tokens



Score Pad & Pencil



5 Help Cards



15 Capital City Tokens



20 Village Location Tokens



15 Town Location Tokens



10 City Location Tokens



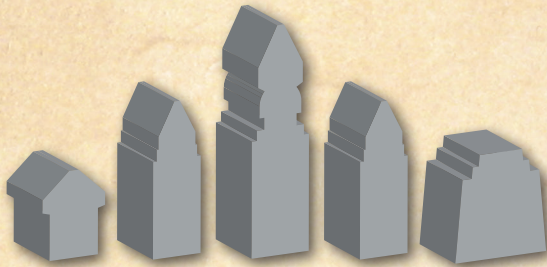
65 Building Production Resource Tokens



25 Resource Track Markers (5 per player)



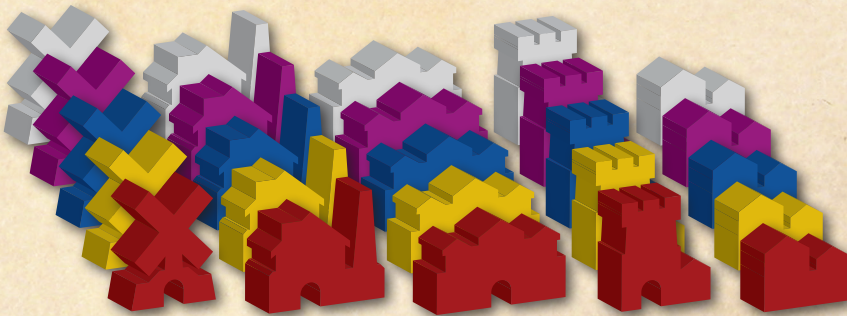
20 Assistant Meeples (4 per player)



5 Capital City Buildings



5 Plague Doctor Miniatures (1 per player)



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



1 First Player Marker



1 Year Tracker Marker

INTRODUCTION
















Welcome to Pest. The world, as you know it, once opulent, vibrant, and endless, is now sickness, decay, and death. Through some act of desperation, you find yourself clutching to some broken thing, dead-eyed and determined to transfigure it into something good, a thing of hope, a reminder that there is light here – in the darkness.

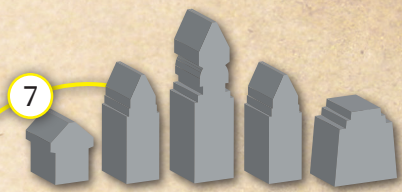
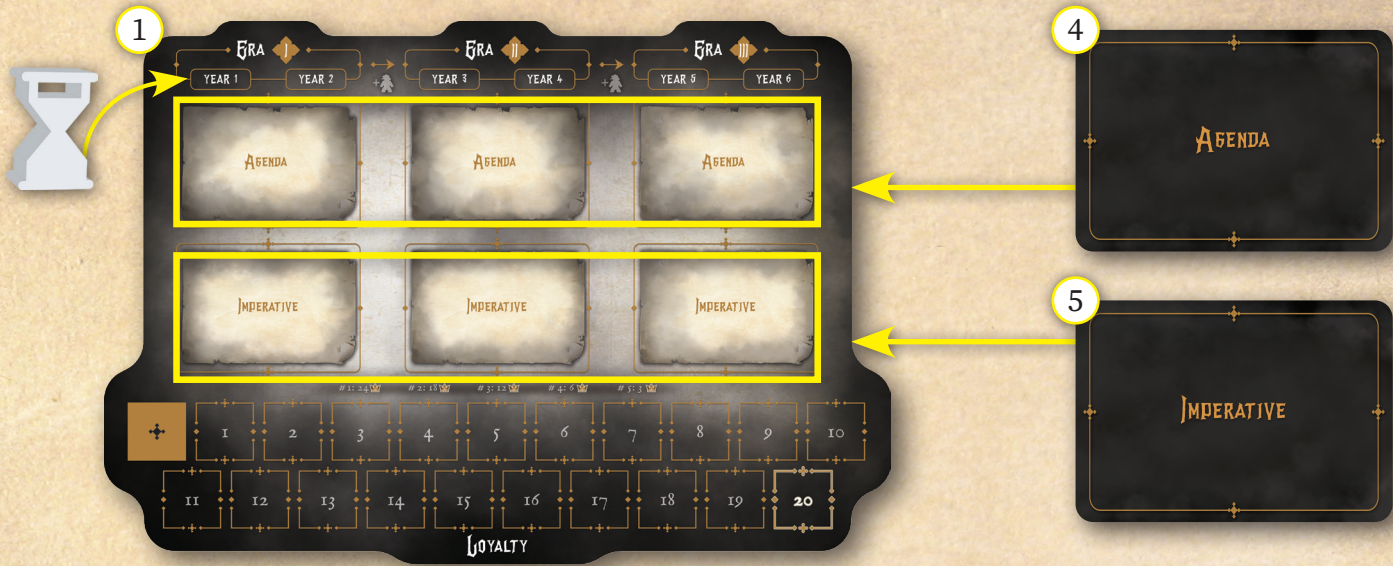
You represent one of the five houses of the Empire of Thokaia. Under the Empire's call, you have been tasked to research, contain, cure, construct, and stabilize life for all those fortunate enough to live—or at least survive—through the disease. As the infection spreads, consuming the heart of Thokaia, only the strongest will endure. Your task is clear: gather resources, aid the afflicted, and restore order. Cure those you can. Build anew from the ruins. Rally survivors to your cause and put them to work. Every choice shapes your House's influence, forging a path to power in a world on the brink. Will you rise as a beacon of hope – or merely seize control of the chaos?

Houses and Plague Doctors alike: we welcome you. We wish you way more than luck.

SETUP


















MAP

- 1 Place the **Map board** in the middle of the table in reach of all players. Place the **Era board** near the map. Place the **Year Tracker** on Year 1.
- 2 Some locations have a Destroyed Location icon  and player count numbers below their resource icon. Place a Destroyed Location token  on the locations where your player count matches one of those numbers. Refer to the board for the breakdown of setup based on player count.
***Example:** If you play with three players, find all the locations that have the 3 player number below the resource icon and put a  on each.*
- 3 Some locations have a **Sick People** icon  below their resource icon. Place one Sick Person  on each of those locations. Refer to the board for the breakdown of setup based on player count. Do not place Sick People  on locations with a Destroy Location Token .
- 4 Shuffle the **Agenda cards** . Draw 3 and randomly place them face-up on the Agenda spaces of the Era board. Return the remaining Agenda cards to the box.
- 5 Shuffle the **Imperative cards** . Draw 3 and randomly place them face-up on the Imperative spaces of the Era board, beneath the Agenda cards. Their order is irrelevant. Return the remaining Imperative cards to the box.
- 6 Shuffle the **Capital City cards**, draw one, and place it face-up on the slot in the top-right corner of the Map board. Return the remaining Capital City cards to the box.
- 7 Place the **Capital City buildings** on their corresponding slots in the top-right corner of the Map board.
- 8 Randomly select **Capital City tokens**  depending on the player count:
 - 2 players: 6 ;
 - 3 players: 8 ;
 - 4 players: 10 ;
 - 5 players: 12 .Place the tokens face-up (with the Capital City icon facing down) around the perimeter of the Capital City on the Map board.
- 9 **For 3-5 players: Shuffle the Pest and Aid cards and place them near the Map board.**
 - **For 1-2 players:** Take out the Pest cards numbered 16, 17 and 18 (lower left corner).
- 10 Shuffle the **Technology deck** . Draw five Technology cards and place them face-up near the Map board. Place the Technology deck near the map.
- 11 Determine the first player randomly, or pick the last player to have been sick. Give them the **First Player marker**. Play progresses in clockwise order.



PLAYER BOARD

Next, set up your **Player board** with the components in your color:





- 1 Choose a **player color** and take all the player pieces of that color, and one **Player board**.
- 2 Place the 6 **District**  and the 3 **Special buildings**  pieces on their spaces on your Player board.
- 3 Place the **Resource Track markers** on the appropriate spaces in your Storage . You start with 1 **Lumber** , 1 **Stone** , 2 **Coin** , 2 **Food** , 2 **Herb** . Also, take a **Research token**  and place it near your Player board.
- 4 Take two **Assistant meeples**  and place them on their “ready” slot on your Player board.
 - 4a Place one Assistant meeple on the space between Year 2 and 3 and another Assistant meeple on the space between Year 4 and 5 of the Era board.
- 5 Place the **Containment Camp** token  on its corresponding slot on the Player board.
- 6 Place your **Imperative marker** on the 0 space of the **Loyalty track** on the Era board.
- 7 Deal each player a random **Starting Location card**. Following player order, choose where to place your **Castle**  from the three locations depicted on your card, excluding any locations with a **Destroyed Location token**  on them.
 - 7a Next, take a **Building Production Resource** token that corresponds with the resource of your  location and place it on the resource slot next to your Castle on the Player board.
 - 7b If you placed your Castle on a location that already had a **Sick Person** , take that Sick Person and place it on your Player board, in one of the slots containing the  icon. This is your **Quarantine**.
 - 7c Following the player 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!



CONCEPTS



RENOWN

In Pest, you earn **Renown**  by constructing **buildings**, having **Healthy People**  among your population, following **Agendas** and **Imperatives**, researching **Technologies**, and having people in the **Capital City** . At the end of the game, **the player with the most Renown**  **wins**.





Infamy  are negative points which deduct from your total score. You get Infamy by not healing **Sick People**  in time.

Across various game components, you will find two types of Renown and Infamy icons:




End of Game: These icons   represent points gained at the end of the game.





Tokens: These icons   represent points gained immediately as tokens. Whenever the game instructs you to take a number of  or , you gain the corresponding number of tokens.


ACTION GRID AND ASSISTANTS





The **Action Grid** on your **Player Board** shows the six actions you can play in the game. On your turns, you will place your **Assistant meeples**  in order to play a **combination of two actions**. Which two actions you take depends on their placement in the Action Grid.

PEST & AID CARDS

The Pest is a devastating epidemic which spreads across the land. It's represented by the appearance of Sick People  on the **Map board**. To see where these Sick People appear, **Pest cards**  are revealed at the start of each year (round).



Aid cards  represent the assistance provided by the Empire. They're revealed at the same time as **Pest cards** and remain active throughout the whole Year.

PLAGUE DOCTOR






Your **Plague Doctor**  is your main figure on the map. Throughout the game, you move your Plague Doctor across different locations connected by roads, gathering Sick People  during your travels. While your Plague Doctor is on a location, you can construct buildings from your Player board on that location.










CONTAINMENT CAMP

Your **Containment Camp**  can be placed or moved when you move your Plague Doctor . Containment Camps clear and protect locations from the Pest. You can also construct buildings on locations where your Containment Camp is placed.






RESOURCES


Basic Resources : **Lumber** , **Stone** , **Food** , **Herbs** .

Special Resources: **Coins** , **Research tokens** , **Influence** .

Throughout the game, you'll use  and  to construct buildings,  to gather Sick People  from the map,  to cure , and  can be used to replace any basic resource.





LOCATIONS

Locations are the spaces on the map where you move your Plague Doctor  to. There are three types of locations: **Villages**  (small size), **Towns**  (medium size) and **Cities**  (large size). Each location produces one of the four basic resources. Locations can have Sick People .

A location that has a Destroyed Location token  on the resource symbol is a **destroyed location**. It cannot produce resources, and you cannot construct buildings there, though you may still move your Plague Doctor to it.

Some locations have **Red** , **Blue**  or **Black Harbor**  icons. These icons are relevant during the Pest phase.

ROADS

Roads connect two locations. Some are colored and have a **Red** , **Blue** , or **Black Horseshoe**  icon. They are relevant during the Pest phase. Roads can have .







ADJACENCY

Two **locations** are considered adjacent if there is a **road** connecting them. There is a special Adjacency rule for the Capital City (page 10).

BUILDINGS



You start the game with **10 buildings** on your Player board:

Six **Districts** , one **Workshop** , one **Factory** , one **Treasury**  and one **Castle** . Once constructed, these buildings require a **Healthy Person**  in order to work and produce resources.

CAPITAL CITY

The space at the center of the map represents the **Capital City of the Thokaian Empire** 🏰. There, you can **assign Healthy People** 🌿 and **construct special Capital City buildings**. These buildings can be constructed only once a game, and the player who constructs them gains Renown 👑.

The Capital City 🏰 **is not considered a location**. Your Plague Doctor cannot end your movement there. Moving through it costs no movement, and you can continue your movement to any location adjacent to the Capital City 🏰.

CAPITAL CITY CARDS



Capital City cards are requests from the authorities of the Capital City 🏰. They grant rewards at the end of an **Era** to the players with the most Healthy People 🌿 in the Capital City.

AGENDAS



Agenda cards 📄 are considered the Council's long-term plans for restoring the Empire. You gain additional 👑 **at the end of each Era** by following these requirements.

IMPERATIVES



Imperative cards 📜 are direct orders from the throne. Following these decrees demonstrates your fealty to the Empire and progresses your House on the **Era board's Loyalty track**. You gain

Renown 👑 **at the end of the game** depending on your final position on the **Loyalty track**. (Details on advancing on the Loyalty track can be found on page 15).



TECHNOLOGY CARDS

Technology cards 🧪 represent innovations by the great minds of the Empire that help you in your quest to eradicate the Pest and restore the nation. These cards **provide various ongoing abilities**. To acquire Technology

cards, you'll need to spend **Research tokens** 🔬.

POPULATION

Pest's green meeples are called **People**. The People found on the map which you gather in your **Quarantine** ① are considered **Sick People** 🦠. People that you have cured from your **Quarantine** are considered **Healthy People** 🌿 and are located on the **Healthy Population track** ②. People that go to the **Graveyard** ③ are considered **Dead People** ☠️.



QUARANTINE

The Quarantine on your Player board is where you shelter the Sick People 🦠 that you gather. Start with the 3 Main Quarantine slots (top-right) as these have no downside. Once full, place additional 🦠 in the Action Quarantine (above your Action Grid), which hinders top-row actions, or in the Storage Quarantine, which limits your Storage 🏠 to 4 of each resource.

INFLUENCE 🏰

You gain Influence 🏰 by constructing buildings, by using certain Technology card abilities, and by completing Capital City card requests. You can spend Influence 🏰 to gain resources offered by Aid cards.

COMPONENT LIMITATIONS

Destroyed Location, Infamy, Renown, Influence, and Research tokens as well as Population meeples are unlimited. If any of these components run out during the game, use suitable substitutes to represent them. Just ensure their meaning is clear to all players and does not disrupt gameplay.

You can use the Sick People Multiplier tokens included in the game to replace some of the meeples on the Map board.

GAMEPLAY

A game of Pest is divided into **three Eras**, with each Era consisting of two **Years (rounds)**. Each year consists of 1) Pest and Aid Phase, 2) Action Phase, 3) Year End Phase.

Each year consists of players taking turns in clockwise order. A year ends when everyone has used up all their Assistants . **On your turn, you place one Assistant** on your Action Grid and you resolve the two selected actions. Then, it is the next player's turn, proceeding clockwise until all players have used up their Assistants.

You start the game with 2 . At the beginning of Era II (*year 3*) and Era III (*year 5*), you **take a new Assistant from the Era board**.

YEAR STRUCTURE

- 1) Pest & Aid Phase
- 2) Action Phase
- 3) Year End Phase

1. PEST & AID PHASE

Reveal Pest Card

At the start of each year, draw and reveal a new Pest card from the Pest deck. This card determines where the Pest will spread that year. Take Sick People from the supply and place them on the **Map locations** and/or **roads** corresponding to the Pest card.

- In **Era I**, place 1 on each location/road as shown on the Pest card.
- In **Eras II and III**, place 2 on each location/road as shown on the Pest card.

If any Sick People would be placed on a location with a Containment Camp , return those to the supply instead.

To make sure all Sick People are placed where they're supposed to, follow these steps:

- 1) Draw a Pest card.
- 2) Take from the supply and place them on locations and/or roads according to the Pest card and the current Era.
- 3) **Resolve epidemic spread.** For every:

- a) Location** with 4 or more Sick People and no player pieces: Remove all Sick People from that location. Place a token on that location's resource space. Place one Sick Person on every adjacent **non-destroyed** location.
- b) Road** with 4 or more Sick People: Remove all Sick People from that road. Place one Sick Person on each **non-destroyed** location connected to the road.

Repeat this step until there are no locations/roads with 4 or more Sick People on the map.

- 4) **Quarantine new Sick People** - For every location that has both Sick People and either buildings or Plague Doctors: every player with a building and/or Plague Doctor on that location must take from the supply a number of Sick People equal to the number of current Sick People on that location and quarantine them on their Player board. Then, remove the Sick People from that location. This mandatory Quarantine does not cost the player any Food .



Example: The Pest card adds 2 to the **black road** between **Blessir** and **Meskar** 1, bringing the total there to 4. Since the road has 4 , all are removed 2. 1 is placed on each connected non-destroyed location (**Blessir** and **Meskar**) 3.


Now, **Blessir** has 4 **Sick People**, so epidemic spread must be resolved again: Remove all from **Blessir** 4. Place a token on Blessir's resource space 4. Place 1 on each adjacent location (**Terras** and **Meskar**) 5.


Lastly, in **Terras**, there is now 1 alongside two **buildings**. Since Quarantine applies: The **Red** and **Blue** players must each **quarantine 1** from the supply 6. The **remaining** is then removed from **Terras** 7.

Reveal Aid Card

After resolving the Pest card, reveal the top card of the Aid deck. Aid cards offer a Research token and a combination of two basic resources. During your turn, as a free action, you can spend Influence to gain any of these resources, paying the cost depicted on the Aid card.


2. ACTION PHASE

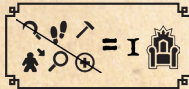
In the Action Phase, players **take turns resolving actions** until each player has no more Assistants  for the year.



On your turn, **you must place one Assistant** on an empty space 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**. Which actions you take depends on the row and column your Assistant  was placed on.

- In addition to these **standard actions**, you can take **free actions** during your turn.

You may **resolve actions in any order** you like, but you **must resolve an action fully** before resolving the next. If you choose, you may resolve only one or neither of the actions.

- For every standard action you choose **not to resolve**, gain 1 Influence 




Additionally, you may spend a Research token  (only once per turn) to boost a top-row action on your Action Grid, to make it an **Enhanced action**. If a top-row action has a Quarantined person  above it, it's considered to be a **Hindered action**. These are detailed in the specific sections for each action. If you boost an already Hindered action, you play that action normally, as though it was not Hindered nor Enhanced.


ACTIONS










Move




Move your Plague Doctor  up to two locations connected by roads.


Moving through locations containing your buildings and/or through the Capital City

 costs no movement. Your Plague Doctor can visit each location only once per turn.



In order to enter a location containing Sick People , you must be able to quarantine all of the Sick People from that location either by spending Food  or by placing your Containment Camp  (before proceeding to the next location):




- The first Sick Person  you gather from a location costs no Food. Spend 1 Food  for each Sick Person gathered after the first.
- Instead of spending Food  to gather Sick People  in a location, you may place your Containment Camp (either from your Player board or from an already placed location on the Map) in order to gather those Sick People without spending Food. If you can't spend Food to gather Sick People, or have already placed your Containment Camp this turn, you cannot enter that location with your Plague Doctor.


If your Plague Doctor  moves from one location to another and passes on a **road containing Sick People** , you must gather those Sick People before moving to the destination location. Spend 1 Food  for each Sick Person gathered this way. If you're unable to spend Food to gather Sick People from the road, you may not pass by that road.



After your Plague Doctor **ends its movement** on a location, **gain one resource** matching the location's resource symbol. If your Plague Doctor ends its movement in a Destroyed Location , you do not gain a resource.



Example: This turn, the Red Player decides to play Produce  and Assign . They can play these actions, as well as any free actions, in any order they want.

Note: Since you may resolve actions in any order, you can use a left column action to enhance or avoid hindering your top row action. For example, use  to remove a  from  before resolving it.

Note: You cannot place the  on roads. Both your Plague Doctor and Containment Camp may occupy the same location as other players' pieces.


Capital City: Moving through the Capital City  with your  doesn't cost any movement, but you cannot end your movement there. Instead, you must move your Plague Doctor to an adjacent location. You can move through the Capital City only once per turn.




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 spend 3 Food  to gather them (1 Food for each of them). Yellow spends the Food and places all of the Sick People in their Quarantine.

2 Next, the Plague Doctor reaches the city of Gothar. Because there are Sick People in the city, Yellow must spend another 2 Food to gather them (the first Sick Person in a location is free to gather, and the other two cost 1 Food each). Yellow spends the Food and places all Sick People in their Quarantine. Finally Yellow gains 1 Stone  for ending their movement.

CONTAINMENT CAMP



Your is used for two things: to protect from or clear , or to construct buildings on its location.

When you Move , you may:

- Place the Containment Camp from your Player board at either the location where your Plague Doctor started the movement, or to any location you visit during the movement.
- If the Containment Camp is already on the Map board, you may relocate it to the location where your Plague Doctor started the movement, or to any location you visit during the movement.

You can place or relocate your Containment Camp only once per Move. Multiple Containment Camps can occupy the same location.

QUARANTINE

When you receive Sick People from the Map, supply, or during the Pest phase, immediately place them in empty slots of your Main Quarantine **1**.



Sick People in the Main Quarantine have no negative effects.

If it's full, place them either in the Action Quarantine **2** or Storage Quarantine **3**.



Sick People placed in Action Quarantine slots make those actions Hindered. A Sick Person placed in the Storage Quarantine decreases your Storage by 1, to a maximum capacity of 4.

If all Quarantine slots are occupied, place Sick People in your Graveyard (left to right) as Dead People **4**. Dead People cannot be cured. If the Graveyard is also full, return any additional Dead People to the supply and gain 1 Infamy per meeple returned **5**.



Note: You cannot switch the places of your between Quarantine slots, unless you take the Assign action.



Hindered Move Action

Your Plague Doctor may move only one location instead of up to two.



Enhanced Move Action

You can move one more location with your Plague Doctor .



Construct

Spend the required resources to either:

- Construct up to two buildings on a Map location;**
- Construct one Capital City building.**

A. Construct buildings on the map:

Spend the required resources to construct **up to two buildings** **1**. Place them from your Player board on locations on the map where either your or your is placed **2**. The location must have available capacity for a building.



Note: You cannot have more than one building per location.

Location Type Building Capacity

Villages Only 1 building	Towns Up to 2 buildings	Cities Up to 3 buildings
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After constructing the building on a location:

- 1) Take the matching **Building Production Resource token** from the supply and place it on your Player board, in the circular space below the corresponding building slot. This token represents the type of resource that building produces when you take the Produce action.



2) Gain Influence 🏰 according to the type of location.

 Villages Gain 1 🏰	 Towns Gain 2 🏰	 Cities Gain 3 🏰
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Note: Gain 1 less Influence for each building, beyond your own, already on that location.

BUILDING DESCRIPTIONS



Districts: When you Produce 🏠, all Districts with an assigned Healthy Person produce their resources.



Workshop: When you Produce 🏠, 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 Produce 🏠, the Factory will produce its resource without a Healthy Person assigned to it.



Treasury: When you Produce 🏠, a Treasury with assigned Healthy Person will produce 1 Coin 🪙 in addition to its resource.



Castle: When you Produce 🏠, the Castle will produce its resource without a Healthy Person assigned to it.

B. Constructing a Capital City building:

Spend the required resources ① to construct one of the available Capital City buildings. Place the building in the inner circle of the map's Capital City 🏰 ②. Since the Capital City is not a regular location, you can do this regardless of where your Plague Doctor 🦠 is on the map. Then, gain the Capital City building's corresponding amount of Renown 👑 ③. You can only construct **one Capital City building** per turn.



Hindered Construct Action

You must spend **one** additional resource from any of the resources in the buildings' cost (regardless of the number of buildings you construct).



Enhanced Construct Action

Spend one less resource for the total construction cost (regardless of the number of buildings you construct).





Produce

Gain resources from your constructed buildings and your Castle. Constructed buildings **must have a Healthy Person** assigned to them, otherwise they do not produce a resource. An exception to this are the Castle and the Factory.



Produce Research tokens

When you Produce, in addition to gaining your buildings' resources, you also gain a Research token for each Healthy Person on your Healthy Population track that has a Research token icon above them.



Hindered Produce Action

Gain one less resource of your choice from the resources that you would produce.



Enhanced Produce Action

Gain one additional basic resource of your choice from the ones that you would produce.

Storage

The track on the bottom of your Player board represents your storage. During the game, you will gain or spend resources. Track this by moving the corresponding marker to the right or to the left, respectively.

If you place a Sick Person on the 5th slot of the storage, you can no longer use that slot until you cure the Sick Person. If you do this while you have 5 or more of the same resource, reduce those resources back to the 4th Storage space.



Research

Spend Research tokens, as depicted in the top left corner of the card, to acquire a Technology card from the cards available in the Technology market. Place the Technology card on one of the three slots on the right edge of your Player board.

You can have up to three Technology cards (one per slot) on your Player board. If you acquire a Technology card while all your slots are occupied, you can place it on top of one of your acquired Technology cards. A covered Technology card is not considered active, meaning you cannot use its ability anymore. Inactive Technology cards always count towards your total amount of acquired Technologies and their will be scored at the end of the game.

Note: Technology cards that have a meeple on them cannot be covered.

Refresh Technologies

When you take the Research action, before acquiring a Technology card, you may spend a Research token to take all five Technology cards in the Technology market and

put them on the bottom of the Technology deck. Then, draw five new Technology cards and place them in the market.

Note: Whenever a Technology card is acquired, reveal a new one from the Technology Deck to replace it. In case that there are no cards remaining in the Technology deck, no more cards can be revealed.





Cure

Spend the required Herbs as indicated on the Healthy Population track **1** to **move Sick People from any of your Quarantine slots 2** (including the ones above your actions and/or your storage) to your Healthy Population track **3**. Each Healthy Population slot requires a different number of Herbs you'll need to spend to move a Sick Person to that slot. You must fill the Healthy Population Track from left to right.



Note: You can cure as many Sick People as you want with a single Cure action , as long as you can spend the corresponding amount of Herbs for each Sick Person. In the rare case that your Healthy Population track is full, you may still remove by spending 2 each to cure them and return them to the supply instead.



Assign

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

You may also reassign Healthy People from one constructed building, to another one **4** or rearrange the Sick People in your Quarantine slots.



Assigning to the Capital

You can Assign any number of Healthy People to your section of the Capital City . When you do, choose **one** face-up Capital City token and gain its reward. Then, flip that token face-down to indicate that it has been used. At the end of an Era, you may receive bonuses from the Capital City card depending on the number of Healthy People you assigned to your section during that Era. Your section is the segment of the capital in your player color.

Capital City Token Rewards



1 Renown token



1 Coin



1 Influence token



1 basic resource (Lumber, Stone, Herbs or Food)



1 Research token



1 of the indicated resource

FREE ACTIONS

These actions are not part of the Action Grid. You can perform any number of Free Actions during your turn - before, after, or in-between standard actions, as long as you fully resolve an action before proceeding to another one.



Trade

Spend any two basic resources / to gain 1 Coin .



Spend Influence

Spend Influence to gain a resource offered by the current Aid card. The amount of Influence you need to spend for that resource is shown on the Aid card.



3. YEAR END PHASE

RETURN ASSISTANTS

Once the last player has used their final Assistant for the Year and finished their turn, return all of your Assistants to the "ready" space on your Player board.



DETERMINE PLAYER ORDER

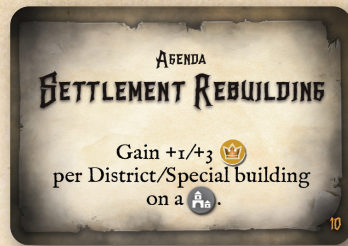
Check the **players' placement on the Loyalty track**. The player who is **furthest** on the track takes the First Player marker. In case of a tie, the player whose Imperative marker is on the top goes first. Other players take their turns in clockwise order.

ERA END

At the end of Year 2, 4 and 6, an Era ends. Do the following:

1. Score Agenda

Check how many of your buildings follow the requirements of the current Agenda card. Gain tokens from the supply for each.



2. Capital City Reward

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

If players are tied for 1st place, they each receive the 2nd place reward instead. If players are tied for 2nd place, they each receive the 3rd place reward instead. Players that are tied for 3rd place receive no rewards.

1st place reward 2nd place reward 3rd place reward



Note: The reward for 1st place always gives a choice for the player that receives it: You can either gain 1 Renown token or return 1 assigned Healthy Person from the Capital City to your Healthy Population track.

3. Reset the Capital City

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

4. Gain Infamy Tokens

Gain Infamy tokens depending on the number of Dead People in your Graveyard, as shown on your Player board.



5. Gain a new Assistant

If it's the end of Era I or II, take an extra Assistant in your color from the Era board and place it on your Player board on the 'ready' space.



MOVE THE YEAR TRACKER

Move the Year tracker to the next Year on the Era board. If it is the end of Year 6, then the game ends and you proceed to endgame scoring.



LOYALTY TRACK AND IMPERATIVES

The Loyalty track represents your alignment with the Imperatives given by the Empire.

There are three Imperative cards chosen at random at the start of the game . Throughout the game, whenever you fulfill a condition on any of the 3 Imperative cards , you move your Imperative marker one space forward (to the right) on the Loyalty track . If you move your marker to a space that already has another player's marker, your marker is placed on top of all previous Imperative markers.



During endgame scoring, your final placement on the Loyalty track will reward you a given number of Renown :

1st place	-	24	
2nd place	-	18	
3rd place	-	12	
4th place	-	6	
5th place	-	3	

You gain the reward only if your Imperative marker has advanced past the 0 space on the Loyalty track. If two or more players end the game on the same space, they add up the rewards of each placement they take and split the total evenly amongst each other.

Example: Red and Blue finish behind Yellow on the same space. They add up the Renown for 2nd and 3rd place (18+12=30). Then, they split the total evenly - 15 Renown each.

Note: The final space on the Loyalty track is exclusive, only one player may occupy it. Once a player reaches this space, no other players can advance to it.

GAME END

The game ends after Era III is completed. Add up your final Renown for the following and write it down in the score pad:



• Renown Tokens

Gain 1 Renown for all the Renown tokens you've acquired during the game.



• Loyalty Track

Gain Renown depending on your final placement on the Loyalty track.



• Healthy People

Gain Renown equal to the number of crowns shown above the rightmost occupied space on your Healthy Population track.



• Constructed Buildings

Gain Renown for all the buildings you've constructed from your Player board. Then, gain additional Renown if you've constructed all three buildings from the same column, as indicated on your Player board.



• Technologies

Gain the Renown shown on all the Technology cards you have acquired, both active and inactive.



• Influence

Gain 1 Renown for every 3 Influence .



• Resources

Gain 1 Renown for every 3 resources in your Storage .



• Research tokens

Gain 1 Renown for each Research token .



• Infamy

Deduct 1 Renown for each Infamy token you've acquired during the game.

The player with the most Renown is the winner. In the case of a tie, the player with the most Influence is the winner. If players are tied for Influence, they share the victory.

End of game scoring example:

Red has **14 in-game Renown** from Renown tokens **1**. They are in 2nd place on the Loyalty track, so they score **18 Renown** **2**. Red has 8 Healthy People in their Healthy Population track, which gives them **12 Renown** **3**. Next, they score **13 Renown** since they have constructed 7 buildings **4**. In addition to that, they score **6 Renown** for constructing all 3 buildings in the first and the third columns **4**.

Red has acquired a total of 5 Technologies throughout the game. Scoring both active and inactive Technology cards, Red scores **7 Renown** **5**.

Red has 4 Influence which scores them **1 Renown** **6**. They also have 8 basic resources and 2 Coins, a total of 10 resources, which scores them **3 Renown** **7**. Finally, Red has 3 Research tokens that score them **3 Renown** **8**.

So far, Red has a total of **77 Renown**. However, because Red had Dead People throughout the game, they accumulated a total of **7 Infamy** **9**. Red subtracts this total from their score to get their final total Renown ($77 - 7 = 70$).

Red ends the game with a total of **70 Renown**.

Icon	Red
	14
	18
	12
	13+6
	7
3x	1
3x	3
1x	3
	-7
=	70

ADVANCED SETUP VARIANT




Begin Setup as normal. After performing step 2 (but before step 3), do the following:


Take a number of random location tokens depending on the player count.

Player Count	Number of location tokens per type
5	20 Village + 15 Town + 10 City tokens
4	15 Village + 15 Town + 10 City tokens
3	10 Village + 13 Town + 10 City tokens
2 / 1	10 Village + 8 Town + 5 City tokens

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



Place the tokens on each corresponding location at random (Village tokens on , Town tokens on , City tokens on , then turn them face-up so you can see the tokens' resource side.

Note: Some of the location tokens have a Sick People  icon on them. You will place a Sick Person on these during step 3 of setup as normal.

Proceed to step 3 and continue with the rest of the setup.



TECHNOLOGIES

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



1 | BREATHING APPARATUS

Whenever you receive Sick People from the Map board, supply, or during the Pest phase, you can place one of them in the 1st slot of the Breathing Apparatus. While you have a Sick Person on the Breathing

Apparatus and you play the Research or Cure action you must move that person one slot to the right. When the Sick Person reaches the Healthy Person icon, that person is cured, and you can place it on the leftmost empty space of the Healthy Population track for free. You can only have one Sick Person on this Technology. First you must cure this Sick Person fully 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:** You can spend 1 to cure from Quarantine, then cure the 1 from the Breathing Apparatus for free, then spend 2 to place another from the Quarantine.



2 | BLAST FURNACE

Whenever you construct a building in a Village, gain 2 additional Influence.



3 | SEAL OF EXCELLENCE

Whenever you Produce, you can decide not to gain one of the resources your buildings can produce and instead, gain 2 Influence.



4 | SPECIALIZED TOOLS

Whenever you produce, if at least 2 of your buildings produce the same resource, you gain an additional 1 of that resource.

Example: You have one District that produces Stone, and your Castle produces Stone. As you resolve Produce, gain an extra 1.



5 | DISINFECTANT

Whenever your Plague Doctor ends its movement on a location that contains any opponents' buildings, you gain one resource of that location's type. This is in addition to the resource you gain from the Move action.



6 | MINTING PRESS

When you take the Assign action you may spend 1. If you do, you can take one Healthy Person from the supply and assign it to one of your buildings.



7 | CONSTRUCTION CRANE

Whenever you construct a building in a Town, gain 2 additional Influence.



8 | AMBULANCE CART

Whenever you Move, you may quarantine one more 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, you may remove one Sick Person from your Quarantine. Discard the Sick Person to the general supply.



10 | PLAGUE EXPERTS

As you acquire this Technology card, place two Healthy People from the supply on this card. Whenever you take the Cure or Research action , you may assign any number of the people on this card to the Capital City . Do this as part of your Cure/Research action.



15 | FIELD CONTAINMENT

When you move your Plague Doctor with the Move action , you can ignore Sick People on roads. You can treat roads as if they were empty of Sick People. You can simply cross them without picking up any Sick People or you can pick up any number of them. Spend Food as normal for those you do decide to pick up.



11 | SCHOLARS

Whenever you take the Research action , you can reassign one of the Healthy People assigned to your section of the Capital City to your Healthy Population track.



16 | MOVING PERMIT

Whenever you Move , you do not spend any movement when moving through other player's buildings.



12 | EXPERIMENTAL LAB

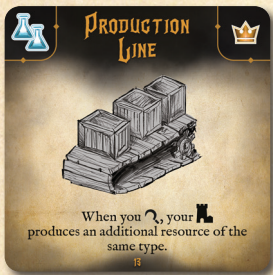
Whenever you take the Research /Cure action, you can return 1 Healthy Person from your Healthy Population track to the supply. If you do, gain 3 Sick People from anywhere on the map (location or road) and place them in your Quarantine.



17 | ALCHEMY

Whenever you Research , you can spend 1 to gain 1 . You can do this as part of your action in addition to acquiring a new Technology card, or reshuffling the technologies in the technology market. You can do this trade multiple times per turn.

You don't have to pick all 3 Sick People from a single location or road, you can pick and choose them from wherever you wish. You can cure these Sick People as part of the Cure action that triggered this card.



13 | PRODUCTION LINE

Whenever you Produce , your Castle produces 2 of the same resource instead of the usual 1.



18 | PREVENTION PROTOCOLS

Whenever you Produce , for every 3 Healthy People in your Healthy Population track you gain 1 .



14 | INFIRMARY

This Technology works in nearly the same way as [1] Breathing Apparatus. The only difference between them is the number of spaces the Sick Person needs to pass before being cured.



19 | QUARANTINE HOUSE

The slots on this card count as two additional Main Quarantine slots (you may place two Sick People on it).



20 | TOOL CART:

Whenever you Construct , 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 Camp . You gain these resources after fully resolving the Construct action , so these resources cannot be used to construct additional buildings in the same turn.



21 | ADVANCED CONTAINMENT

You can place your Containment Camp on roads. Whenever you move your Plague Doctor , by taking the Move action , you may relocate your camp or place it from your Player board on the roads you travel by. When you place your Containment Camp in this way, you gather all Sick People found on that road by spending no , as if you placed your Containment Camp on a location. The limit of placing your camp once per Move action still applies. Your Containment Camp stays on that road until the end of your turn. At the end of your turn, return your camp to your Player board.



22 | STEEL HORSESHOE

Whenever you Move , you may move your Plague Doctor up to 3 times, instead of 2. *Standard movement rules still apply.*



23 | SYRINGE

After fully resolving the Cure action , you gain 1 .



24 | TREADWHEEL

Whenever you assign a Healthy Person from your Healthy Population track to any of your buildings, gain 1 resource of the type that building produces.



25 | MOBILE WORKSHOP

After you acquire this Technology, immediately choose any basic resource. Take a corresponding Resource Production token and place it on the card.

Whenever you Assign , you may assign one Healthy Person on this card.

Whenever you Produce , gain the resource on this card, if you have assigned a Healthy Person.



26 | ADVANCED MAGNIFIERS

You can look at the top card of the Pest deck and the top card of the Aid deck. You can do this at any time. You can share this information with other players or keep it to yourself.



27 | STORAGE CONTAINERS

Increase the storage of your resources to up to 7. If you would gain a resource that would exceed your normal storage, move your resource markers on the spaces on this Technology.

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



28 | ADRENALINE SHOT

You may play a combination of actions that you've already played this year. Instead of placing the Assistant on the Action Grid, place the Assistant on this Technology, and declare the combination of actions you are playing. You can do this only if there isn't already an Assistant on this card.



29 | TUITION

Whenever you assign any number of Healthy People to the Capital City, gain 1 .

You always gain only 1 from this Technology, no matter the number of Healthy People you assign to the Capital City.



30 | STORAGE PODS

Whenever you Produce , gain the resource of the location your Plague Doctor is at. If the Plague Doctor is in an empty (destroyed) location, you do not receive a resource from this Technology.

AGENDAS

Agenda cards are scored at the end of each Era. Based on the requirements on the card, you'll gain a number of Renown tokens . Gain 1 Renown for each District and 3 Renown for each Special building that you've constructed in a location that fits the Agenda's requirement.



Note: Your Castle is neither a District nor a Special building .

IMPERATIVES



1 | DRAFT POLICY

Whenever you spend a total of 4 or more during a single turn, advance once on the Loyalty track.



6 | EFFICIENT DEVELOPMENT

When you spend a total of 4 or more (/ / / /) in any combination during a single action, advance once on the Loyalty track.



2 | CONTAINMENT PROTOCOLS

For each road where you gather 2 or more with your or , advance once on the Loyalty track.



7 | GOVERNMENT CONTRACTORS

Whenever you assign two or more Healthy People from your Healthy Population track to the Capital City during a single turn, advance once on the Loyalty track.



3 | QUARANTINE EXPERTISE

For each location where you gather 3 or more with your or , advance once on the Loyalty track.



8 | EMPLOYMENT CONTRACTS

Whenever you assign two or more Healthy People from your Healthy Population track to your constructed buildings during a single turn, advance once on the Loyalty track.



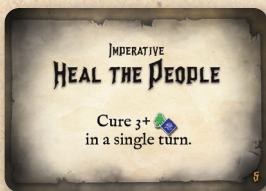
4 | MAJOR INNOVATION

Whenever you acquire a Technology card that costs 2 , advance once on the Loyalty track. You advance regardless of how you acquired the Technology card.



9 | BREAKTHROUGH

Whenever you acquire a Technology card that has exactly 2 , advance once on the Loyalty track. You advance regardless of how you acquired the Technology card.



5 | HEAL THE PEOPLE

Whenever you cure three or more from your Quarantine during a single turn, advance once on the Loyalty track.



10 | ACADEMIC FUNDING

Whenever you gain one or more Research tokens from the Healthy Population track when you produce, advance once on the Loyalty track.

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If you have any questions
about the game, or have
missing components, please
contact us at:

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For any rulebook updates,
FAQ's, errata visit the QR link
or go to
www.archonagames.com/pest



ICON GLOSSARY

	Trade Free Action		Influence		Village
	Move Action		Renown		Destroyed Location
	Construct Action		Gain Renown Tokens		Starting Location
	Produce Action		Infamy		Assistants Ready Space
	Research Action		Gain Infamy Tokens		Take back a Healthy Person from Capital City
	Cure Action		Move on Loyalty Track		Plague Doctor
	Assign Action		Imperative Card		Castle
	Storage		Agenda Card		District
	Lumber		Pest Card		Workshop
	Stone		Aid Card		Factory
	Food		Technology Card		Treasury
	Herbs		Healthy Person		Special Building   
	Coin		Sick Person		Road
	Any Resource (including Coin)		Dead Person		Harbor
	Basic Resource (   )		City		Assistant
	Research Token		Town		Capital City Token
	Containment Camp				