



How to Play Teaching Guides: #23 Notre Dame

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #23 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"Welcome to Notre Dame. You are an influential family in charge of a borough in Paris in the 14th Century. Your goal is to run your borough most effectively to become the most prestigious family in the city through the acquisition of Prestige Points. The player with the most Prestige Points will win the game.

However this is a troubled time, you will constantly feel the pressure of never having enough of the resources that you will need. So you will have to struggle to make sure you meet your needs while still being able to score prestige points. You can never run out of money, you can never run out of influence cubes, and you have to constantly try to reduce the number of rats in your borough or be overcome by the plague, and somewhere in between you need to find a way to score prestige points.

There are nine turns in the game and each turn you will do three things. You will take two actions by playing action cards and you will hire one person from three choices available which will give you a special ability. Both the actions and the people will allow you to either get resources, reduce the rat threat or score victory points. The player who is able to juggle this balancing act the best by not running out of resources and scoring the most prestige points will be the winner of the game."

2 The Meat - How to Play the Game

How to Play a turn

1. Review your major decisions of the turn
 - 1.1 Play two action cards
 - 1.2 Hire one of three choices of people cards
2. Structure of the turn
 - 2.1 Lay out Person Cards - look at abilities and rats
 - 2.2 Choose Action Cards - Draft three cards, pass left

- 2.3 Play Two Action cards - one at a time in turn order
- 2.4 Hire a Person Card - cost of one gold
- 2.5 Plague - Add rats to your Rat Track - If above 9 plague hits!
- 2.6 Reset Turn - Change start player and repeat
- 2.7 On turns 3,6,9 Notre Dame Scores
 - 2.7.1 Reset Person Cards
 - 2.7.2 Reset Action Cards
- 3. After nine turns the player with the most points wins!

The Action Cards

1. How Actions Work
 - 1.1 To execute an action you play a cube in that section
 - 1.2 Then you usually get that many items for cubes in the section
 - 1.2.1 Ex. First bank action 1 gold, Second 2 gold and so on
 - 1.2.2 This is why you dont want to run out of cubes more cubes on the board the stronger each action gets!
 - 1.2.3 If you are out of cubes, you can move a cube on the board
2. The Actions
 - 2.1 Yellow Cloister - Cubes
 - 2.2 Grey Bank - Money
 - 2.3 Orange Residence - Prestige Points
 - 2.4 Red Carriage - Move Carriage get message tokens
 - 2.4.1 Move spaces = to cubes
 - 2.4.2 Must get one of each color before collecting two of same color
 - 2.5 Brown Hotel - cube/coin/minus rat - choose one
 - 2.5.1 Not Cumulative - but 4th or more gives 2 of choice
 - 2.6 Trusted Friend - "Wild Cube" Counts as a cube
 - 2.7 Park - lose a rat & every 2 cubes gives a bonus point every time you score
 - 2.8 Hospital - lose a rat & reduces rat gain each turn
 - 2.9 Notre Dame - Contribute 1-3 money to get points immediately
 - 2.9.1 Also may score points at Notre Dame Scoring (turns 3,6,9)

● **The Person Cards**

1. Remember you will perform two actions then hire 1 person
2. Hiring a person costs 1 gold, no gold, no person ability, (this is why you should NEVER run out of money, be sure to have 1 gold at tend of turn)
3. How person cards are distributed
 - 3.1 Two brown cards and One gray card available each turn
 - 3.2 Brown Cards
 - 3.2.1 6 brown persons two of the six will show up each turn
 - 3.2.2 On turns 1-3, 4-6, 7-9 you will see each brown card once
 - 3.2.3 So you will see the brown cards three times
 - 3.3 Gray Cards
 - 3.3.1 Each Gray card will show up only once
 - 3.3.2 9 gray persons staged for every 3 rounds
 - 3.3.3 A's will show in rounds 1-3, B's 4-6, C's 7-9
 - 3.3.4 Usually point scoring cards are the gray cards
4. Functions of persons cards
 - 4.1 Go over functions of brown cards
 - 4.2 Go over functions of grey cards
 - 4.2.1 Guild master and Mayor, large point scorers to shoot for

● **Cleanup and Review**

1. Review of game phases
 - 1.1 Reveal Persons - one grey, two brown
 - 1.2 Draft - three cards pass left
 - 1.3 Play two action cards - one at a time in turn order
 - 1.4 Hire Person - cost of one gold
 - 1.5 Plague - increase rats - hospital score
 - 1.6 Cleanup - move start player - cards - score Notre Dame (turns 3,6,9)
2. Getting Plagued - Go back to 9, Lose 2 Points, Lose a cube in area with most cubes
3. Notre Dame Scoring - Divide points - return cubes to general supply
4. End of turn 9 the most points wins!

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The Hamster - How to Win the Game

1. Dont run out of cubes or money and dont get plagued AND find a way to score points!
2. Start by getting a lot of cubes or a lot of money
 - 2.1 If you take care of one need early you can focus on other needs
3. Try to get into a stable position in the early game to get points in the late game
 - 3.1 Hospital is important for stabilizing
4. Get lots of cubes on the board
 - 4.1 Beware brown hotel and Notre Dame they dont help you build up
5. Choose a strategy to get your Prestige Points
 - 5.1 Park - Notre Dame (double bonus)
 - 5.2 Park - Carriages
 - 5.3 Hospital - Person Cards
 - 5.4 Orange Residence - Fool and Minstrel
6. Be aware of what the other players are doing
 - 6.1 Do what the other player's arent doing!
 - 6.2 Don't give away action cards that help your opponents strategy!
7. Good Luck and Have fun!

Credits:

Game Design: Stefan Feld

Game Publisher: Alea / Rio Grande Games

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Teaching outline based upon How to Play Podcast Episode #23

Podcast Website: www.howtoplaypodcast.com

Email: howtoplaypodcast@msn.com

Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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