

Bristol

1350



1-9 Players

Ages 14+

20-40 Minutes

Overview

The dreaded black plague has descended upon the town of Bristol. You are racing down the streets in one of the three available apple carts, desperate to escape into the safety of the countryside. If your cart is the first to leave the town and is full of only healthy villagers when you leave, you and your fellow cart-mates successfully escape and win the game!

However, some villagers on your cart may contract the plague along the way! If they do, they'll do anything to hide their symptoms from you so that you won't leave them behind. If you leave town with a plagued villager on your cart, you will catch the plague and die as well. You must do whatever is necessary to make sure that doesn't happen!



Contents



27 Remedy Cards



1 Map



9 Character Cards



3 Carts



1 Pouch



6 Dice



38 Symptom Cards



9 Pawns

Objective

Be on the first healthy cart to escape from the town! Each player will have two Symptom cards which may change throughout the game. If your Symptom cards add up to 5 or greater when your cart escapes, you and all of your cart-mates have the plague and lose! If the first cart to leave the gates has the plague, the next carts will have a chance to escape and win.

Set Up

Lay out the board and place the 3 carts in their starting positions. Have each player choose a character card (experienced groups may use the "Special Action" side of the character cards; see "Character Abilities" on page 13 for details).

Select the pawns that match each character in play. Place them in the pouch and shake them up. One at a time, pull the pawns from the bag and place them in the carts (front to back) according to the table below.

Players	 Birch	 Cedar	 Oak	Starting Remedy Cards
1-3*	2	1	1	2
4	2	1	1	2
5	2	2	1	2
6	2	2	2	1
7	3	2	2	1
8	3	3	2	0
9	3	3	3	0

*For 1-3 player games you will add "Ghost" pawns to get up to 4 total "players." Ghosts are each given a character card and its matching pawn is put onto a cart at random just like a normal player. After reading the rules, view further Ghost adjustments for 1-3 player games on page 9.

Shuffle the Remedy cards and give players the amount indicated in the table. Place the remaining cards in a face down stack next to the top of the board.

Players	Paranoia 	Headache 	Cough 	Chills 	Buboes 
1-3	1	4	4	4	4
4	1	4	4	4	4
5	1	5	5	5	5
6	1	6	6	6	6
7	2	7	7	7	7
8	2	8	8	8	8
9	2	9	9	9	9

Based on the number of players, gather the number of Symptoms shown in the table above and place all extra Symptoms back in the box. Shuffle the indicated amounts of “Paranoia”, “Headache”, “Cough”, and “Chills” and deal two to each player. If anyone’s two cards add up to 5 or greater, they should return them and receive two new cards. Next, shuffle the leftover and returned (if any) “Paranoia”, “Headache”, “Cough”, and “Chills” cards with the indicated amount of “Buboes”. Place the completed deck face-down by the “New Symptoms” area of the board. Players may never show their Symptom cards to other players.



How to Play

The game happens in rounds. In each round any player rolls all six dice for the group. Then, starting with the player at the front of the cart furthest ahead (for the first round the player at the front of the Birch cart will start), and proceeding clockwise, each person takes a turn. On your turn you may perform one main action from the following list. These are also listed at the bottom of each character card.

Available Actions (choose one)

◆ Reroll any two of the dice

Be sure to leave the other four dice the same as they were from the initial roll or the previous player's turn! The six dice that are showing at the end of each round affect cart movement and Mingles, both of which are explained later.



◆ Draw one Remedy Card

Remedies let you to perform special actions before your main action on future turns and are explained more later. Players with three Remedies are not allowed to draw for their main action.



◆ Pawn Movement

Move a pawn in one of the following ways:

Elbow: Move your pawn in front of all other pawns on your cart.



Dash: Move your pawn to the back of the cart in front of yours. You can only dash if you are at the front of your cart. Pawns that are on your former cart slide forward to fill your vacancy. If the cart in front of yours is full, swap your pawn with the pawn at the back of that cart (limit three pawns per cart).



Push: Push a pawn off of your cart. You can only push yourself or someone sitting one or two spots behind you on your cart. The pushed player must place their pawn at the back of the cart that is furthest behind that has an open seat (for example, the back of the cart in last place if it has an opening, or the back of the cart in second place if the back cart has no openings). If applicable, pawns on the pushed player's former cart slide forward to fill the vacancy.



If you are pushed and there are no spaces available in a cart behind the cart you were pushed from, or you are pushed off the 3rd cart, you are left behind and are out of the game! However, if you reveal that you do not have the plague then the pusher dies of shame and is out of the game as well. Players who are pushed to their death or die of shame must discard their cards and no longer have turns.

After all players have taken their action, move each cart (including empty carts) forward a number of spaces equal to the colors of the final six dice results (rats and apples). Carts only move at the end of the round and not during the initial roll or players' rerolls. If multiple carts end on the same space, the cart that started the round farther ahead is "nudged" slightly ahead of the other(s), while still remaining on the same space. This indicates the order of the three carts for the next round (since order affects pawn movement and determines who starts the round). In the first round the "order" of the carts is Birch, Cedar, Oak.

Begin a new round by rolling all six dice and taking turns starting with the player now at the front of the first cart and proceeding clockwise. Continue rounds until the game is over.



Mingles

You will notice that the dice have different symbols on them. At the end of each round, **before** the carts are moved, if the final dice results show two or more rats for a particular cart then everyone on that cart must Mingle! All Mingling cart-mates must add each of their two Symptom cards **face down** to their cart's Mingle area by the board. One random Symptom from the deck is also added to the cart's Mingle area **face down**, unless someone already put a card there by playing a Leeches Remedy on their turn, in which case that card is added instead. Mix all cards in the Mingle area and deal two to each player on that cart and discard the extra card **face down**.

If your two new Symptoms add up to **five** or greater, you have the plague! If you leave town with the plague you and your whole cart will lose! However, it is possible for you to be cured later in the game if your Symptoms again fall below five. If the Symptoms deck runs out, shuffle the Symptoms discard pile to reform the deck. If there is only one player on a cart, they are still required to Mingle when two or more rats are rolled for their cart.





Remedies

All Remedies (except for Whip) can be



played **on your turn** and are played **before and in addition to your main action** (re-rolling, drawing a Remedy, moving a pawn). Each Remedy card has two potential uses but is discarded after using either the top or bottom use. You can play any number of your Remedy cards on your turn. You are not allowed to draw a Remedy for your main action if you already have 3 in your hand. The Remedy discard pile is shuffled to reform the deck if it runs out. You may not show your Remedy cards to other players until they are played. Each type of Remedy is described more on page 8.



Winning the Game

As soon as the first cart passes through the gate, all players on that cart must reveal their Symptom cards.

If all players are healthy (meaning their two Symptoms add up to 4 or less), **everyone on that cart wins together and the game is over!**

However, if even one player is plagued (meaning their two Symptoms add up to 5 or greater), **every player on that cart dies, and play continues.** Finish the current round, and play one final round if needed.

If no healthy cart escapes the city after the final round, all players lose!

Dice results for finished carts do nothing, and players on finished carts no longer have turns.

If multiple carts cross the finish line on the same turn, the cart that finished "farther" with more remaining movements crosses first. If still tied, the cart that started the round further ahead crosses first.



You are now ready to play!

You may refer to the following pages for strategy tips, remedy and rule clarifications, 1–3 player rules, and optional advanced rules.



Helpful Strategy & hints

Managing Symptoms: While it is important for your cart to go fast, it is also important to “manage your symptoms” along the way so that you or your teammates do not contract the plague. You can do this by not keeping rat rolls (to avoid Mingles), by lowering your own Symptom numbers with Pomander, or by using Leeches to influence the random card that is added to your cart’s Mingle.

Slowing Other Carts: Besides the obvious way of slowing fast carts through rerolling dice, causing another cart to Mingle will force the players on that cart to slow down while they re-evaluate their level of trust in each other. Also, remember that it is fine if a cart finishes ahead of you as long as someone on board has the plague. You can influence the spread of the plague on that cart by causing them to Mingle and by adding high Symptoms to their Mingle using Leech cards.

Communication & Teamwork: Communication with your teammates is encouraged! Talk with your cart-mates about what you contributed and received during Mingles. This will help you determine if someone on your cart has contracted the plague. But beware, plagued players may feed you lies so that they appear healthy (so that you don’t push them off of your cart!) Use your intuition and observation to make good decisions regarding who you push and when you push them.

Curing the Plague: If your Symptoms are at 5 or above, you can potentially cure yourself by being part of another Mingle (and potentially passing off your high Symptoms to your teammates or to the discard pile) or by using the Pomander Remedy.





Remedy Descriptions



Arsenic: Lock one die by setting it on the board. This means that the die you locked can no longer be rerolled or changed during the current round. If all dice have been locked, rerolling dice is no longer an action option for that round.



Chicken: Change one die to any result. You can not change a die that has been locked by Arsenic.



Crushed Emeralds: Take one extra Pawn Movement action (elbow, dash, or push). Your main action does not have to be a Pawn Movement action for you to use this.



Leeches: Draw one Symptom and add it to any cart's Mingle area (including your own). There is no limit to the amount of Leeches that can be used to add Symptoms to a Mingle pile. However, when a Mingle occurs all Symptoms that were added to a cart from Leeches are shuffled and only one is included in the Mingle. Others in that stack are discarded face down. Leeches that were added to a Mingle area remain in that area until a Mingle has occurred there.



Pomander: Draw one Symptom and then choose two of your three to keep.



Whip: Use out of turn to prevent someone dashing to your cart, elbowing past you, or pushing you off of your cart. If you use a Whip, the player's prevented action still counts as their action. If they use multiple Pawn Movement actions (because of using Crushed Emeralds),

you will need multiple Whips to prevent them. If a player in the back tries to elbow forward, if either player in front of them uses a Whip they do not pass either player and remain at the back. If multiple players want to use a Whip, they must decide to use it in the order of play (starting player of the round and clockwise).



Player Adjustments

In games with 1–3 players, you will add 1–3 “Ghosts” into the game (1 for 3 players, 2 for 2 players, 3 for 1 player). For the most part, 1–3 player games are played with identical rules as the main game, so read the normal rules of the game first. Then apply the following adjustments:

Set Up: Ghosts are each given a character card and its matching pawn is put onto a cart at random just like a normal player. They are also given two Symptom cards like normal and are given a position at the table. Since players will not see Ghosts’ Symptoms when they are dealt, it is possible that they will begin the game with the plague.

Special Ghost Rules: On a Ghost’s turn they will reroll one die of the furthest ahead cart possible that is not their own. They should reroll an apple of that color if it is available or a rat if it is not.

Additionally, if the die the Ghost rerolled shows an apple after their reroll, the Ghost moves their pawn forward in some way. If they are in the middle or the back of a cart, they elbow to the front. If they are at the front of the 2nd or 3rd cart, they dash to the back of the cart in front of theirs. If they are at the front of the 1st cart they push off the pawn at the back of their

cart (if applicable). Players may use Whips to prevent an elbow, dash, or push from a Ghost.

If a cart with a Ghost Mingles, Ghosts mix in their two Symptoms like a normal player would, and they receive two Symptoms back. Ghosts can be pushed, but if they are pushed off the 3rd cart and their Symptoms add to four or below, the pusher is also out of the game.

In addition to the three actions normally available to you, on your turn you may use your main action to view one Symptom card that currently belongs to any Ghost and then reroll 1 die.

Win Conditions: Each time a Ghost crosses the finish line, reveal their symptoms. Win conditions are the same as normal, treating Ghosts as if they were players. As soon as an all-healthy cart crosses the gates, including if it is only ghosts, the game is over and that cart wins (so yes, ghosts can win alone!). A ghost who finishes with the plague (with Symptoms 5 or greater) causes their entire cart to lose.



Nitty Gritties (read as needed)

Barmaid: If the Barmaid has viewed the top card in the New Symptoms deck and then multiple carts need New Symptom cards for Mingles, the card she viewed is used for the Mingling cart that is furthest ahead.

Chandler: Do not view the New Symptom you draw before shuffling it with your others. It is possible that you will end up with the same two Symptom cards you started with.

Dashing: There is no limit on the distance between carts for a dash to happen, meaning that you don't need to be on the same space or near the cart in front of you to dash to it successfully. If you are dashing to a full cart, you swap pawn positions with the player at the back of that cart. The player being swapped goes to the front of your former cart.

Dice Rolls: Dice are rolled simultaneously. Players may choose to reroll only one die instead of two when taking a reroll action.

Empty Carts: Nothing happens if an empty cart crosses the finish line. If the 1st cart to escape is empty, it does not trigger the end of the game (meaning that other carts do not have only one more round to escape). Empty carts do not Mingle, but if a Mingle would have occurred then any Leeches Symptom cards are removed from the cart's Mingle area.

Ghosts (only used in 1-3 player games): Ghosts must always reroll one die. If the only dice showing are for the Ghost's cart, they reroll one of their own dice. If at least one cart has already crossed, Ghosts' reroll preference is in order of: the other remaining cart (if any), the finished cart, their own cart. Remember that they should always reroll an apple of the preferred color if it is available, or a rat of the preferred color



if it is not. If a Ghost is at the front of the cart that is currently in the lead, including if other carts have finished, and they roll an apple, they will push the pawn at the back of their cart (if a pawn is there). If a Ghost pushes a player to their death and that player is healthy, the Ghost dies of shame.

Knight: Whips cannot prevent you from performing your special action.

Mason: If your card is already turned (because you spent a previous turn's action to turn it) you can decide to straighten your card and take an extra action at the end of your turn. You can decide to straighten it after taking your main action. You can only bank one action at a time.

Outlaw: If you earn an extra action, you have the option to do your special action again (and as many times as you'd like to try and get lucky!)

Serf: Your special action is essentially a forced mingle on your cart, but without adding a card from the deck or a Leech card.

Set Up: If the dealer runs out of cards because too many people have Symptoms adding to 5 or greater, collect all dealt cards and re-deal to all players.

Ties: If multiple carts end on the same space, the cart that started the round farther ahead is "nudged" slightly ahead of the other(s), while still remaining on the same space. If multiple carts cross the finish line on the same turn, the cart that finished "farther" and had more remaining movements crosses first. If still tied, the cart that started the round further ahead crosses first.





Optional Game Modes

Any number of the following game modes may be combined and added to the standard rules.

Character Abilities (for advanced players): Deal character cards out randomly and use the “Special Action” side. The special action is treated as a 4th available action to players, meaning that on their turn they have the option to do that action instead of rerolling, drawing a remedy, or moving a pawn.

Instead of each player having a different ability, your group also has the option of choosing one of the special abilities and making it available to all players as the 4th available action for the game.

Alms (for a little twist): Create 6 “coins” using pieces of paper or items from around the house. All should have the same heads, and on the tails sides there should be two “Plague”, two “Cure”, and two “Naught.” At the start of the game place these “coins” in the pouch. If you play a Crushed Emeralds Remedy card you can use it for its usual ability or use it to draw one coin from the bag, privately look at the tails side, and then slide it under the player card of any other player, heads up. The recipient cannot view it. The Plague coin permanently adds 1 to the recipient’s Symptoms total. The Cure coin permanently subtracts 1 from the recipient’s total. The Naught coin does nothing but can be used as a bluff. A player may receive multiple coins and the coins add or subtract together. A player’s coins are revealed when they cross the finish line. If all coins have been drawn, an Alms card can be used to take one coin from any player (including yourself) and slid under the player card of any other player.

Mild Strain (For less dramatic players): Each time a Mingle occurs, players should only contribute one Symptom card (instead of the usual two) into their cart's Mingle area. This card should be selected at random by the player's first clockwise neighbor who is not part of the Mingle. One Symptom is also added from the deck like normal.

Violent Strain (For more plague): When dealing out Symptoms, do not re-deal for players who begin with Symptoms adding to 5 or more, meaning some players may begin with the plague. To make it even more difficult, do not remove the 4's before dealing out Symptom cards.

Speedy Strain (For quicker games): Simply begin the carts forward any number of spaces. This is especially applicable in games with higher player counts. Alternatively you can create additional board spaces or take two laps for a longer game.

Spooky Strain: Normally ghosts are only used in 1-3 player games. At any player count (besides 9-players) feel free to add in as many ghosts as you would like!

Contagious Strain: The base level for contracting the plague is increased from 5 to 6. However, anytime you contract the plague you have the plague for the rest of the game, regardless of if your Symptoms later go below 6! You can win as a plagued person if no all-healthy cart leaves the gate and wins. You can make sure that happens by forcing more Mingles, increasing your own Symptoms with Pomander, adding high Symptoms to Mingling carts with Leeches, and sowing mistrust and confusion among the leading carts. Also remember that the 2nd and 3rd carts only have one extra round to finish if the 1st cart crosses and the game continues, so strategic dice-rolling can leave them trapped inside the city when the gates close.



histry of the Black Death

The Black Death was one of the most devastating events in the history of humankind. The plague originated in Asia and then spread through Europe through land and sea trade routes, peaking from 1347 til 1351. Almost the entire continent was affected and between 30-60% of the population was killed. For many, once they noticed the first symptoms of the plague it was only a matter of days before they passed away.

Mass graves and hasty burials were common, and Europe's feudal and political systems were forever changed because of the shrunken work force. Religious fervor and fanaticism increased as people turned to God for answers. The plague continued to haunt the people in the following centuries, returning several times a century throughout cities in Europe.

The character cards in our game show that regardless of societal class or position, nearly everyone was affected by the plague. In those years, death was their constant companion.



Bristol

Bristol was an important seaport and the largest city in England besides London during this time period. Many believe that the plague entered England through a port near Bristol in 1348 and that it was the first major city in England to be affected. By all accounts Bristol was devastated by the plague. It is estimated that one third to one half of Bristol's citizens died because of the tightly-packed population and lack of sanitation (in those days the streets were little more than open sewers).



Remedies

Though we now know how to cure the plague, the people of the 1300s weren't so lucky. They tried many different "remedies" to cure themselves, each without success. Here are the remedies that we've included in the game:

Arsenic & Crushed Emeralds

Some believed that drinking potions mixed with arsenic or crushed emeralds would act as a medicinal cure for the plague.

Chicken

One "remedy," known as the Vicary Method, involved plucking a live chicken and applying it to the buboes of a plagued person. Once the chicken got sick it was washed and then placed back on the patient until either the patient or the chicken recovered. We're not making this stuff up!

Leeches

Much of the knowledge of the body at the time revolved around balancing the four "humors," blood (air), black bile (earth), yellow bile (fire), and phlegm (water). It was thought that through blood-letting, or removing excess blood from the body, the body would find balance and health. Leeches were one way to suck blood out of patients.

Pomander

Some of the medical experts of the time believed that disease was spread through foul smells. Pomanders were small balls, often worn as necklaces, that were filled with flowers and perfumes. It was hoped that the pleasant smells would ward off the plague.

Whip

Many people saw the plague as God's way of punishing the wicked. Some decided to "punish" themselves by whipping their own bodies, hoping that God would view their actions and be merciful by sparing them from the plague.







Soundtrack

Take your game night to the next level with 30 minutes of medieval plague music! The official Bristol 1350 soundtrack was custom-made by medieval ensemble Falsobordone. You can find it on YouTube at “Bristol 1350 Soundtrack” or follow this link:



redits

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6th Printing

2nd Edition | some rules have been updated from the 1st edition

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The Dark Cities Series

Bristol 1350 is part of the Dark Cities Series! Each game in the series comes packaged in a magnetic book box, focuses on a particular city and year from history, and includes a dark, secretive, or mysterious element in its gameplay.

We are already hard at work on the next volume! You can learn more about the Dark Cities Series and add existing volumes to your collection by visiting us at www.facadegames.com

