

Night Soil





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How thee playeth the game of Night Soil.

A VERY MATURE GAME ABOUT SANITATION IN TUDOR LONDON

2-5 PLAYERS

60-90 MINUTES

AGES 14+

As the exemplar of cultural progress in Europe, Tudor London (1485-1603) is at the spear's edge of cultural and technological development. However, as modern plumbing is still generations away, the city is gradually filling up with human waste, making it a terribly fragrant place to live.

Players are competing Night Soil companies. By night, Labourer cards will be used to carefully manoeuvre waste cubes through the narrow streets of London to turn a profit and to recruit workers. By day, these workers can be sent out into London to advertise, garner favour with local businesses, or to improve their company's assets. However, crowds of workers do tend to add to the waste problem...

At the end of the game, the player who has managed to make the most money shall win!



~ What thy game contains ~



1 game board (includes Patron tracks, Turn Order track, Round Order track, and a map of London)



15 Starting Labourer Cards (3 per player)



19 Special Labourer Cards



6 Patron tiles



10 Player Aid cards (2 per player)



50 Player tokens (10 per player colour)



5 Player turn order tokens (1 per player colour)



81 Coin tokens (1 = copper, 5 = silver, 10 = gold)



16 Worker pawns (10 x small, 5 x large, 1 x Nun)



50 Night Soil cubes



1 Round marker



3 Neighbourhood tiles (to cover areas of the board not used in some player counts)

Note that cubes and coins are not meant to be limited - If you run out, please use a substitute.

~ Setting up thy game ~

1. Place the board in the centre of the table. Depending on player count, some neighbourhoods will be considered out of the game, as noted on the reverse of the Neighbourhood tiles. Cover these neighbourhood sections with the matching tiles.
2. Each player gets a set of 3 Starting Labourer cards (1 each of Gong Farmer, Cart Driver, Mudlark), that players should place face-up on the table in front of them. Return any unused Starting Labourer cards to the box. Also give each player their 2 Player Aid cards.
3. Place each player's hexagonal Turn Order token on the Turn Order track in a random order. (The player whose token is at the top of the track will go first, and so on down the track.)
4. Each player gets the 10 round Player tokens of their colour. Each player also receives coins and workers from the supply based on player count:

Start with	2 players	3 players	4 players	5 players
Coins:	2	2	3	3
Small workers:	4	3	2	2
Large workers:	0	1	1	1

5. Place all remaining coins and cubes beside the board as the Bank and all unused workers to the box.
6. Place 1 Night Soil cube in every non-Royal neighbourhood in play (the Royal neighbourhoods are coloured pink and have a Tudor rose on them.)
7. Place 1 Night Soil cube in every space of the Patron Tracks that does not have an icon on it (the overlapping spaces).
8. Shuffle the Special Labourer cards and randomly choose 4 to place beside the board as the Labourer Market. Form a face-down deck with the rest.
9. Place the Patron tiles (based on player count) beside the board. In games with less than 5 players, some Patron tiles (and their corresponding Patron tracks) are not used. The tiles have the player counts they are used for on the reverse of the tiles.
10. Place the Round marker on the Round track, on the space with the number matching the number of players.
11. Also perform the following extra setup based on player count, using workers from the general supply:

2 players	3 players	4 players	5 players
Place 1 large worker on all spaces and 1 large worker on the space.	Place 1 large worker on the and spaces.	Place 1 large and 1 small worker on the space.	Place the white Nun worker pawn on the space.

The following image shows the game setup for 3 players...



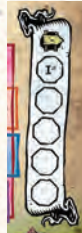
~ Important game concepts ~

THE BOARD



At the top-left of the board is the Round track. Next to each Round space, the income players will gain at the end of it is shown.

At the top-right of the board is the Turn Order track. This indicates the order that players will take their turns in a round. This order can change, so players may not necessarily be sitting in turn order. Refer to this track to ensure players are taking their turn at the correct time. If helpful, players may decide to flip their Turn Order token over (face down) to show their turn is over and the next player's turn may begin.



At the top of the board are also the 6 Patron tracks, some of which overlap. If there are fewer than 5 players, some tracks will not be in use (as denoted on the reverse of the matching Patron tiles). These tracks represent the different guilds and organisations in London that the players—as night soil workers—are striving to gain influence with.



Some spaces on the Patron tracks contain icons that represent different effects that will occur when a player places one of their tokens on the space. At the start of the game, the Patron tracks will be mostly full of waste, but as players help clean these out, more options will open up.

If a player has a token on a Patron track space that is an intersection between two tracks, it counts as influence in both Patron tracks.

Whichever player has the majority of tokens on a track immediately gains the corresponding Patron tile and places it in front of them.

The board also includes a map of Tudor London, broken into neighbourhoods (spaces). Some neighbourhoods are Royal (coloured pink and showing a Tudor rose), and some are Shore neighbourhoods, showing this icon:



Except for Shore neighbourhoods, every neighbourhood contains icons to denote a worker action that can be used by players. Based on player count, not all neighbourhoods will be in use every game (see *Setting up thy game*).



For example, this neighbourhood allows the player who places a worker here to rearrange the turn order, and take 1 coin from the supply. Note that it is also a Royal neighbourhood.

FULL AND CLEAN NEIGHBOURHOODS

During the game, neighbourhoods will be considered “full” when they contain their maximum number of Night Soil cubes. Royal neighbourhoods are full with 2 cubes, all other neighbourhoods are full with 3 cubes.

When a neighbourhood is full, further Night Soil cubes cannot be placed into it, nor can cubes be moved into or through it.

If a worker placement would cause a neighbourhood to exceed its Full limit, that action cannot be taken by the player (*more on taking an action and placing and moving Night Soil cubes, later*).

A neighbourhood with no cubes in it is considered a “clean” neighbourhood.



Starting at the Royal neighbourhood at the top of the image and going clockwise around, these 4 neighbourhoods are: Full (2 cubes), Full (3 cubes), Clean (0 cubes), neither Full nor Clean (1 cube).

PATRON TILES

These tiles represent the boons of being in the good graces of local businesses. Players claim them by controlling the Patron tracks, but can just as easily lose them to another player. As soon as a player has the majority of tokens in a Patron track (even just 1), they place the matching Patron tile in front of them. (*Don't forget to include tokens on any intersecting spaces!*) A player with a Patron tile earns the special effect or ability stated on the tile for as long as they keep it. If two or more players are tied for the majority of influence in a Patron track, no player can claim the corresponding Patron tile.

The following Patron Tiles and Tracks will be in play:

- 2 PLAYERS: The Brewery, Labour Union, City Watch
- 3 PLAYERS: The above, plus Lamplighters
- 4 PLAYERS: All the above, plus Sheriff
- 5 PLAYERS: All the above, plus The Church

LABOURER CARDS

Times are hard in London, and anyone who can find work shouldn't ask questions. Labourer cards are used in the Night phase to move cubes and clean London. Each player begins with an identical set of 3 Starting Labourers, but may choose to hire more later (*by purchasing Special Labourer cards*).

Players should keep their Labourer cards face-up on the table in front of them (not in their hand) until they are used and turned over during the Night phase.

CARD NAME >



< COIN ICON

This red coin icon denotes that the owner of this card may place 1 coin on it to pay overtime (explained later).

CARD ACTION >

Some cards have a choice of two.

NO TIES RULE

There are no ties in *Night Soil*. Whenever two or more players are tied for "most," no player is considered to have "most" and no player gets the benefit or reward. This applies to controlling Patron tracks, having claimed the most cubes, and winning the game. The one exception to this is the Sheriff Patron tile (4-5 players). Whichever player has it wins any ties they are involved in. *Note: The player who holds the Sheriff Patron tile does not win ties for the Sheriff track itself.*

PLAYER TOKENS

Whenever a player places one of their tokens on the map of London, it should be placed with the billboard side facing up. When placing a token on the Patron tracks, players should place them with the billboard facing down (not showing).



~ How to playeth ~

A game of Night Soil takes place over a number of rounds, as shown on the Round track:

- 5 ROUNDS if playing with 2 PLAYERS
- 4 ROUNDS if playing with 3 OR 4 PLAYERS
- 3 ROUNDS if playing with 5 PLAYERS

Each round follows the following progression:



DAY PHASE: Players will place workers in Neighbourhoods to gain the printed rewards and generate cubes.



EVENING PHASE: Bonus coins show up as rewards in Full Neighbourhoods. Large workers will re-distribute around the board, possibly depositing a cube as well.



NIGHT PHASE: Players will use their Labourer cards to move cubes around and off the board (into the Thames to earn coins), to claim workers and coins, and also to block one another.



MORNING PHASE: players will earn income based on the cubes they collected during the Night phase. In the final round, additional bonus income is rewarded. Labourer cards are also turned face-up to use again, and the Round marker moves down 1 space.

The majority of the gameplay occurs in the Day and Night phases, with Evening and Morning being more organisational phases. After the Morning phase of the final round, the game ends, and the player with the most coins will win.

The phases will now be explained in greater detail...



~ The Day Phase ~

During the Day Phase, in turn order (as dictated by the turn order track), players take turns placing one of their workers onto a neighbourhood space on the board. This continues until all players are out of workers. As the game progresses, players will have different amounts of workers. A player who runs out of workers before other players, is simply skipped over.

After a worker is placed, the player follows these steps:

1. Take the printed action of that neighbourhood (explained in detail, below)
2. Place Night Soil cube(s) into the neighbourhood:
 - » If a SMALL WORKER was placed, place 1 CUBE into that neighbourhood.
 - » If a LARGE WORKER was placed, place 2 CUBES into that neighbourhood.
 - » If the NUN "worker" was placed (5 players only), place NO CUBES into the neighbourhood.

IMPORTANT WORKER PLACEMENT LIMITATIONS:

- If placing a worker would cause the neighbourhood to have more cubes than allowed (3 maximum for regular neighbourhoods, 2 maximum for Royal neighbourhoods), you cannot place the worker there. (See page 6 about FULL NEIGHBOURHOODS.) There is no limit to the number of workers that can be in a neighborhood, until the neighbourhood is "full" of cubes.
- A player cannot place a worker in a neighborhood if they are not able (or willing) to take the associated action. This may occur if the player does not have enough coins to complete the action, for example.

Note: If it is a player's turn to place a worker, but there is no way to legally place it (because all neighbourhoods are full of cubes or there is no action the player can afford) place the worker in the neighbourhood with the icon shown here, but do not take the action. If the neighborhood was not yet Full, add cube(s) as normal.



The Day Phase ends when no player has any remaining workers.



Example: Neighbourhoods A and D are both Full, so no workers can be placed there (Except the Nun). Neighbourhood B already has a worker, but it is not full of cubes so more workers can be placed here. Neighbourhood C already has 1 cube, and can hold 2 more, which means either 2 small workers or 1 large worker may be placed here before it is Full. Neighbourhood E is Royal and limited to 2 cubes. A small worker could be placed here, causing E to be Full, but a Large worker cannot be placed here, because doing so would exceed the cube limit.

GLOSSARY OF NEIGHBOURHOOD WORKER ACTIONS

Here is a list of what all the icons on the board denote. Perform these actions after placing a worker on the relevant space.



Gain 1 coin.



Gain 2 coins.



Claim a cube from any Patron track space.



Claim 2 cubes from any Patron track spaces.



Rearrange the player turn order markers any way you choose. Play continues with the player next in order (after your marker) in the new lineup.



Pay 2 coins to the supply, then select any new Labourer card from the face-up Market and place it in front of you on the table. It will be available to use in the next Night phase.

Note: After hiring a new labourer, draw a new Labourer card from the deck and add it to the Labor Market.



Pay coins to the supply equal to the number of tokens you already have in all neighbourhoods, then add one of your tokens to a neighbourhood that does not already have a token (of any colour). This represents advertising your services via billboards and the like, and “marks” the neighbourhood as yours if you can keep it clean.



Move one of your previously placed tokens, either:

- from one neighbourhood to a different neighbourhood with no player token in it, or,
- from a space on a Patron track to a different, empty space on a Patron track (even the same track). This movement does NOT trigger any bonus actions on the Patron track.

Note: If you chose option b), check immediately to see if control of any tracks has changed, and if so, players gain/lose the associated Patron tile(s).



Pay 1 coin to the supply, then take the printed bonus actions of ALL spaces under EACH of your previously placed tokens on ALL Patron tracks. Each action is optional and you may take them in any order.

Note: Each token may only be used once (i.e. you cannot use an action under a token, move that token with a Move action, and use the action of the new space).



Pay 1 coin to the supply, then take the action of any other neighbourhood in play. The normal cost for that other neighbourhood’s action applies, in addition to the coin already paid.

Note: You cannot take actions of those neighbourhoods not in play due to player count.



Pay coins to the supply equal to the number of tokens you already have in the depicted Patron track, then add one of your tokens to any empty space on that track (one without a cube or player token on it).

Note: Some spaces overlap between two tracks, and thus count for both, but only count your tokens on the track matching the neighbourhood space you are gaining the effect from, to determine the effect's cost.

If the Patron track space has an action icon, the player may immediately take that action as well. The action is optional, and costs no coins.

Check to see if majority control in any tracks has changed. If any player has gained majority, that player takes the associated Patron tile. If a player has lost the majority (keep in mind, in a tie no player has majority) that player loses control of the associated Patron tile. It is possible that control of multiple tiles may change hands at once, especially if the Sheriff tile changes players. Where it matters, check for control of the Sheriff track before checking any other track. The player who holds the Sheriff Patron tile does not win ties for the Sheriff track itself.



Example: In the above image, the Blue player has the majority in both the City Watch and Labor Union tracks and therefore controls the associated Patron tiles. The Yellow player has majority in the Sheriff track and therefore controls the Sheriff Patron tile.

If Blue placed a worker on the neighbourhood, they could place an additional token on the track at a cost of 2 coins (because Blue already has 2 tokens on that track). Placing token 1A would solidify control of that track and provide a bonus action as printed.

If Blue instead chose spot 1B, Blue would keep their majority in the track, but also have the majority in the track and claim its Patron tile.

Alternatively, if Blue placed a worker on the neighbourhood, Blue could choose the same overlap (1B) spot but pay no coins, because Blue does not yet have any tokens in the track.

If, instead, it was the Yellow player's turn and they placed a worker on the neighbourhood, Yellow could choose to place a token (2) in the overlap slot, for free (Yellow has no tokens on that track). This would result in Yellow controlling the track, claiming the associated Patron tile, and causing Blue and Yellow to be tied for control of the track. Ordinarily this would mean Blue would immediately return the Patron tile to the supply since neither Yellow nor Blue controls that track, however, since Yellow also controls the Sheriff track (which wins ties), Yellow would instead take the Patron tile from Blue as well as claim the Patron tile.

Remember that track spaces with cubes on them (3) cannot have tokens placed upon them until after the cube is removed

PATRON TILE ABILITIES

Each Patron tile confers a unique benefit or ability, which are explained in detail, below:



THE BREWERY

For your troubles, the brewers will swill the locals with beer to make your business run more smoothly. Controlling this Patron tile allows the player to reduce all neighbourhood action costs on the board by 1 coin (to a minimum of 0).



CITY WATCH

If you're in the good graces of the City Watch, they may allow you to use the Northern gate out of London. The player who controls this Patron tile may move cubes off the board from the neighbourhood with the lock icon  as if it were a Shore Neighbourhood.



LABOUR UNION

Nobody knows how to "motivate" the working class like the Labour Union. Help them out and the player may take 2 Labourer actions on each of their turns in the Night phase (instead of 1). This may not seem like much, but getting more out of your workforce can be critical.



LAMPLIGHTERS

By the Lamplighters' hands, the streets are either illuminated or remain in darkness, and a job well done gets no acclaim if nobody sees it happen. Controlling this Patron tile allows the player to place one of their Player tokens on a Neighbourhood (that does not already have one) at the start of the Evening phase, thus claiming it for the Night phase.



SHERIFF

The courts being what they were in Tudor times (especially for the poor), having the Sheriff on one's side is key to winning disputes. This Patron tile allows the player holding it to win any ties they are involved in. This includes ties for control of other Patron Tracks (except ties on the Sheriff track itself), ties for most cubes when earning income in the Morning phase, and ties for most coins at endgame. Note that there is no tie-breaker for the Sheriff track itself—you must have a majority of tokens on this track to earn its Patron tile.



THE CHURCH

Assistance from on high is always appreciated, and seems to always go to those who can best patronise. The Church Patron tile allows the player who holds it to claim the Nun worker piece in the Evening phase. This applies whether the Nun worker is on the board or in the possession of another player. The Nun is a special worker who places zero cubes, and thus can always be placed in a neighbourhood.



~ The Evening Phase ~

The Evening phase has three steps to follow. Each player can help to complete these steps:

1. Pick up all Large workers from the board and place one on each  neighbourhood in play. If there are only 2 players, the extra Large worker is placed on the neighbourhood with the  icon.
2. If any  neighbourhoods have no Night Soil cubes in them, place 1 cube in them.
3. Add a coin to each Full neighbourhood, even if it already has a coin there. This represents increased demand to clean those neighbourhoods.



~ The Night Phase ~

During the Night phase, in turn order as dictated by the Turn Order track, players take turns, performing these steps:

1. Check for their "own" Clean neighborhoods
2. Perform 1 Laborer card action

Players may not choose to pass.

When no player has any face-up Laborer cards remaining, the Night phase ends.

CHECKING FOR CLEAN NEIGHBOURHOODS

At the start of every turn in the Night phase, before choosing a Laborer card action to perform, the player first checks to see if there are any Clean (i.e. no cubes in it) neighbourhoods with their own Player token(s) in it. If so, the player collects their token(s), as well as all workers and coins in those neighborhoods, placing them in their personal supply in front of them. This includes tokens placed on previous turns, previous rounds, and in other phases.

Every player will always check to see if any of their marked neighborhoods are clean on their turn, even if they have no face-up Laborer cards remaining.

Then, the player chooses one Laborer card action to take.

USING LABOURER CARDS

A Laborer card may have multiple actions to select from, but each turn, a player may only perform 1 action on 1 of their cards (unless they have the Labour Union Patron tile).

There are two types of Labourer card actions, as denoted by the following icons:



FLIP: Turn this card face-down to take the printed action. It cannot be used again this round as long as it remains face-down. If there was a coin on the card, return it to the supply.



Dismiss: This card is returned to the Labourer Market (and thus can be purchased again by any player in the future) to take the printed action. If there was a coin on this card, return it to the Supply.

Note: This will cause the Market to have more than 4 available Labourer cards in it.

Additionally, many Laborer cards display a Coin icon that denotes this Labourer may be paid overtime. As an alternative to flipping this card to use its action, AND IF THERE IS NOT ALREADY A COIN ON THE CARD, you may place one of your coins on the card to take the card's action. This coin cannot be spent, and is left on the card to remind you that the card cannot be used for overtime again this round.

On a subsequent turn, you may flip/dismiss the Labourer card to use the action again. When the card is flipped or dismissed, return the coin to the supply.

Paying a coin to use the action an additional time will give more actions in a round, but as your final score is simply the sum of your coins, paying overtime is a choice players should make carefully.



This card can be flipped to perform its listed action, or, the owner of this card may place 1 coin on it (overtime) to perform the action.

If a coin is placed on it, it may be flipped and used again on a later turn.



This card can be flipped to perform its first action, or, dismissed to the Market to perform its second action.

CUBE MOVEMENT

Many Labourer cards allow players to move cubes throughout London's neighbourhoods. The following rules are to be kept in mind whenever a cube is moved:

- 1 space of movement is equal to moving a cube into an adjacent neighbourhood (touching, but not diagonal) or, if the cube is on a Shore neighbourhood, into the Thames. *Note: There are buildings on the board between neighbourhoods as a reminder that diagonal movement is not allowed.*
- If a cube is moved into the Thames, the player who moved it there claims it (takes it into their personal supply). Cubes will be worth coins when Income is collected later on in the round.
- The cube limits on neighbourhoods (3, or 2 for Royal neighbourhoods) are enforced at every step of movement. Thus, you cannot move cube(s) into a neighborhood if it would cause that neighbourhood to exceed its limit, even if your card action would allow you to move those cube(s) back out again.
- When you move the last cube out of a neighbourhood, it becomes Clean. If there is at least one worker or coin in that neighbourhood, and there is not already a Player token on it, place one of your Player tokens there. At the start of your subsequent turns, if the neighbourhood is still Clean, these tokens, workers and coins will be collected.
- A player cannot cause a cube to "double back" and end up in the same neighbourhood it started the action in. However, a subsequent action can bring a cube back to where it was previously.
- When an action directs you to move cubes "together" this means they must all start in the same neighbourhood and end their movement together in another neighbourhood.



EXAMPLE: Here, Neighbourhoods A and D are Full. This means it is impossible to move the cube out of Neighbourhood C.

A player could use the Cart Driver to move 2 cubes from A to either B or from A to C. As this would empty the neighbourhood A of cubes, the player would then place a token of their colour in neighbourhood A.

The player could not move the 2 cubes from A into D, because that would exceed the cube limit of 3, nor could the player move any cubes through D because the limit cannot even be temporarily exceeded.

The player could use the Cart Driver to move 2 cubes from D, through E, into the Thames. The player would then claim the 2 cubes for end of round income. (Since that would leave 1 cube in D, the player would not place a token in E.)

ENDING THE NIGHT PHASE

When no player has any face-up Labourer cards remaining, the Night phase ends. Check once more to see if any player tokens are in Clean neighbourhoods. Those players claim their token(s) and any workers or coins in the Clean neighbourhood(s) as normal.

All Night Soil cubes on the board remain there. Tokens, workers, and coins in neighbourhoods with at least one cube still in them, also stay on the board.

DETAILED NIGHT PHASE EXAMPLE:



1) **BLUE TURN:** Blue player uses the Gong Farmer card to move a cube from A into B and a cube from D into E. Blue cannot move cubes into F or G because they are full. Since A and D are now empty, Blue places a blue token in each.



2) **YELLOW TURN:** Yellow then moves 2 cubes from F into D (either the Gong Farmer or Cart Driver cards could be used for this). F is now empty, so Yellow places a Yellow token in F.



3) **BLUE TURN:** At the start of Blue Player's turn, A is still empty, so Blue collects their Blue token and the worker from A. D is not empty, so Blue does not collect the worker in D right now. Blue uses their Mudlark card to move 1 cube from D into the Thames, thus collecting that cube for later income.



4) Both players are out of face up Labourer cards, so the Night Phase ends. F is empty, so Yellow Player collects the Yellow token and worker. (The blue token and worker at D, and the cubes at B, C & E, remain.)



~ The Morning Phase ~

In this phase, all players turn all their used Labourer cards face-up, then each player earns income in coins. Look at the Round marker as a reminder of how players score each round.

- The cubes collected by players are worth coins on a ratio based on the Round number (either 1 coin per cube or 1 coin per 2 cubes, as shown on the board). If this results in a leftover cube, it scores nothing.
- Also, the player who has collected the most cubes gains bonus coins based on the Round number.

After scoring, players return all of their claimed cubes to the supply.

Then, if the Round marker is not in the final position, slide it down and start a new round with the Day Phase. If the Round marker is already in the final position, the game is over (see the next section)!



For example, in this round, all players score 1 coin for every 2 cubes they had collected. Then, the player with the most (>) cubes scores a bonus of 2 extra coins.

~ How to win the game ~

The game ends after the Morning phase in the final round (when the Round marker is on the bottom space of the Round track).

In the final round only, there are some extra scorings, as listed on the board:



- Players score for their collected cubes, and for having the most cubes, as in previous rounds,
- Each player gains 1 coin per worker they have in their supply,
- Each player gains 3 coins for each Patron tile they control.

Then the players total up their coins, and whoever has the most coins wins!

Note: the Sheriff Patron tile can be used to break ties for the winner! If no player has the Sheriff Patron tile at the end of the game (or it is not in play), any tied players share the victory!

If players wish to decide beforehand that there will not be a tie for winner (if it should occur), and the Sheriff Patron tile is not in play, then the player tied for first with the most Patron tiles shall be the winner. If that is still a tie, then the tied player with the most player tokens on the Patron tracks shall be the winner.



~ The following clarifications may beest useful for playing ~

- When cubes are moved “together” (for example Cart Driver or Mudlark cards), those cubes must start and end up in the same neighbourhood and cannot pass through neighbourhoods where the group (plus cubes already there) would exceed capacity.
- The Gong Farmer moves each cube separately. Thus you could Clean a neighbourhood, place your token there, THEN move a different cube into that same neighbourhood. Gong Farmer cannot move the same cube twice, they must be two different cubes. The two cubes can be from the same or different neighbourhoods.
- There is no limit on the number of workers in a neighborhood, only on how many cubes a neighborhood can have.
- There is no passing or skipping in either the Night or Day phases unless the player is out of face-up Labourer cards/ workers respectively.
- In the Night phase, even if a player has no face-up Labourer cards remaining, they still check on their turns to see if they have tokens on clean neighbourhoods in order to claim them.
- If a Labourer card says “up to X”, a player may choose zero as the value of X.
- Corners of neighbourhoods covered by buildings are not adjacent.
- Trading between players is not permitted.
- Player tokens are finite. This is intentional.
- If a Labourer card effect “claims” a cube, the player still gains coins as normal for that cube in the Morning phase.
- A neighbourhood may never have player tokens from more than one player in it at a time.
- Because the Nun does not place any cubes, it may be placed in Full Neighbourhoods.
- Player tokens on the board after the Night phase remain there until claimed normally in a future round.
- In player counts below 5, some Patron tracks will not be in play. However, the spaces that overlap with other in-play tracks are still viable placement spots. For example, in a 3-player game, the space that overlaps between Lamplighters and Sheriff still starts with a cube on it, and is still a valid placement for a token.
- As well as this, at setup, remember to place cubes on all intersections on the Patron tracks, even if a particular Patron track isn't in play.
- Moving a token on the Patron tracks with  does not trigger the bonus action on the new space.
- A single use of the  action cannot result in the same token being used in two different spaces.



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