# RUNE

## GAME OVERVIEW

Collect energy from the rune stones to summon Zemilio from another world! Only the one who collects the most mana from the rune stones will be able to complete the ritual. You will place cards in order to create areas of the same color and control them with your Rune Masters. The player who controls the most mana will win the game.

2 | ~10 | 8+

## GAME SETUP

● Place the Starting Card in the center of the table.
● Shuffle the Rune Cards and place them on one side of the table as a face down deck.
● Each player takes the 3 Rune Masters of their chosen color and draws 3 cards from the draw deck.
● Randomly determine who will start the game.

## PLAYER TURN

The game is played over a series of turns, alternating between the players, until both players have placed their last Rune Master. On your turn, you go through the following phases, in order:
 1. Place a card.
 2. Draw a card OR place a Rune Master.

## 1. PLACE A CARD

In this phase, you must place a card from your hand. Each card is divided into six sections with a Rune in each section. To place a card, lay it over 1 or more cards on the table, covering at least 1 Rune of the card(s) below it AND following at least one of the rules below:

● Each Rune must match the color of the Rune beneath it, if any OR



● Each Rune must match the color of all adjacent Runes on different cards, if any.



Additional rules:
You may not place a card completely on top of another card (covering all six Runes).
You may not place a card on top of a Rune Master.
You may not connect areas of the same color, controlled by your opponent's Rune Masters.

## 2. DRAW A CARD OR PLACE A RUNE MASTER

In this phase, you decide if you want to draw a card or place a Rune Master.

## DRAW A CARD

To draw a card, simply add the top card of the draw deck to your hand. If the draw deck is empty, you can no longer choose this option and must place a Rune Master.

## PLACE A RUNE MASTER

To place a Rune Master, simply place it on top of a Rune that is not yet controlled by an opponent's Rune Master. This Rune Master now controls it and all other Runes in the same area.

An area consists of all connected Runes of a single color that are vertically and/or horizontally adjacent to each other.

Note: by placing cards in later turns, you may extend or diminish areas controlled by Rune Masters.

## GAME END

Once any player has placed their last Rune Master, the game is over. The other player will continue playing until they have also placed their last Rune Master. However, they can no longer choose to draw a card . Once all Rune Masters have been placed, the game ends and the players count their points. The player with the most points wins!

## POINTS

You get points for each Rune controlled by your Rune Masters.

**1 Point**    **2 Points**    **3 Points**

## GRAND MASTER (micro-EXPANSION)

During Game Setup, deal 1 token to each player. The following rule is added to the rules mentioned above: After placing a Rune Master, you can place the token on top of a Rune adjacent (even diagonally) to the Rune Master to change the Rune color.

You may not place a token on top of a Rune Master. You may not place a card on top of a token.

## COMPONENTS

16 Rune Cards
1 Starting Card (identical on both sides)
6 Rune Masters (3 per color)
2 Grand Master Tokens (Grand Master Expansion)

## CREDITS

Game designer: Zemilio
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