

**RUINS
RAIDERS**
CORE RULEBOOK

Welcome, Ruins Raider

You've been searching your entire life for a priceless artifact. A master treasure chest. The clues all seem to point to one place. The way will be fraught with traps, natural dangers, and even other fortune hunters who won't be so friendly. An alliance may be the only way to survive. But anyone may betray you at any time. Or do you betray your alliance? Maybe you can escape with the artifact and your life.

Welcome, ruins raider. The treasures of old are hidden to you no longer.

How It's Going to Work

You'll roll dice to move your character, making randomized rooms as you go. The rooms may or may not have treasure chests or deadly monsters. Use the keys you find to open the master treasure chest. As a team or on your own, escape with the master treasure chest and your life before another player stops you--or the ruins cave in!



Want to see it in action instead of reading this whole thing? See videos on how to play at ruinsraiders.com.

What's in the Box

-  96 modular tiles, full color and double-sided
-  12 character cards (green back)
-  21 treasure cards (orange back)
-  18 trap cards (purple back)
-  4 turn reference cards
-  10 small treasure chests (yellow cubes)
-  1 master treasure chest (red cube)
-  9 white six-sided dice
-  1 trap counter (red six-sided die)
-  1 progress counter (black six-sided die)
-  12 character pawns with bases
-  2 monster pawns with bases
-  this incredible rulebook



What's on Your Character Card

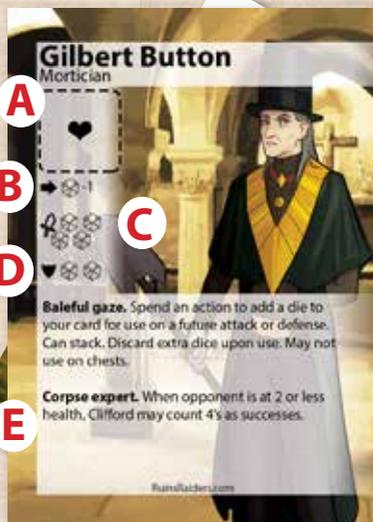
A. Health. Place a white six-sided die on this space at the beginning of the game. Set it to “6” at the beginning of the game. See defending, page 14.

B. Movement Speed. Page 9.

C. Attack dice. Page 14.

D. Defense dice. Page 15.

E. Special moves and traits. Additional actions or traits your character may have available during the game. This area may also have personal quests (page 22) that award points if accomplished.



Out for vengeance. On your first turn, secretly select a random other character. Edith recognizes them as her husband's killer. She's here for blood. Her only goal is to kill this character. Doing so gets her 4 points.

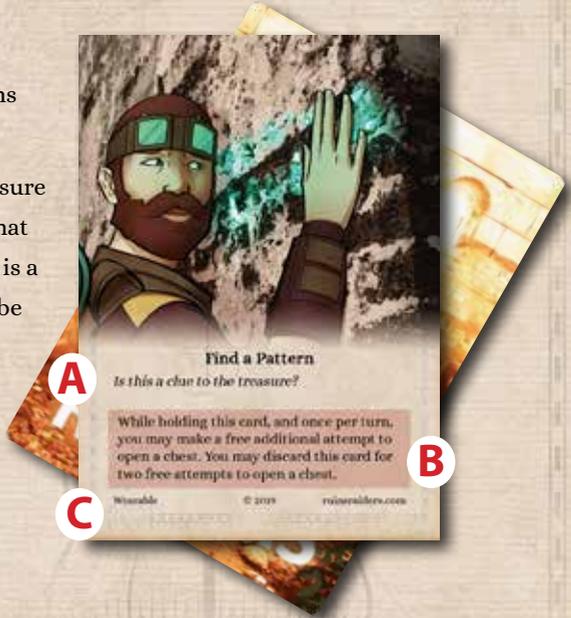
This is an example of a personal quest that some characters have. Completing this personal quest will award as many points as finding the master treasure chest. It also triggers the “Final Act” (page 21).

What's on Your Treasure Card

A. Flavor Text. A fun description.

B. Player Action. Follow these instructions immediately, then discard the card.

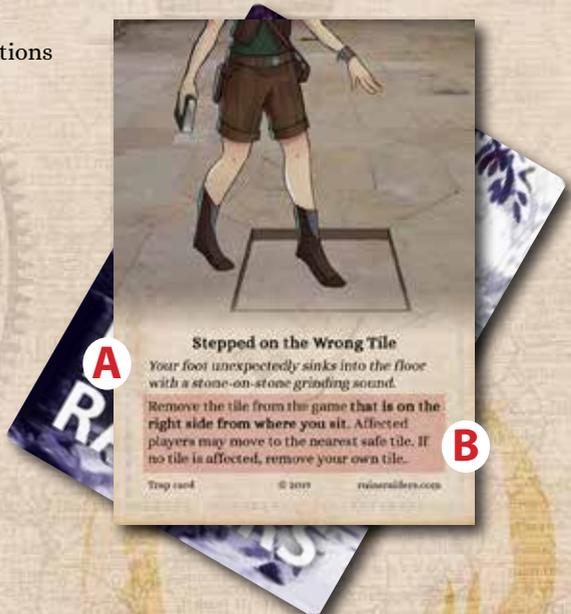
C. Treasure Status. A “Wearable” is a treasure card you keep. It has a status or ability that is available all the time. A “Consumable” is a treasure card that must be discarded to be used.



What's on Your Trap Card

A. Flavor Text. A fun description.

B. Player Action. Follow these instructions immediately, then discard the card.



Setup the Cards

Make a pile of cards for each kind of card back you have: green for characters, yellow for treasure, and purple for traps. Place the red die on the trap deck with its “1” facing up.



Deal out one character card (green back) to each player at random. As you get to know the characters, feel free to choose your character manually instead of randomly dealing.

Place your character card face up in front of you, and place a six-sided die on the heart symbol with the “6” facing up on the die. Your character starts with 6 health.



Place a die on your character’s card. This is your “health counter.”



Don’t forget, if rulebooks aren’t your thing, you can learn the whole game from watching it played at ruinsraiders.com.

Setup the Tiles

Place one four-square tile on the table surrounded by three dark doorways and one yellow doorway. The yellow doorway is the exit tile (page 21). You'll begin the game by moving through dark doorways and discovering what lay beyond (page 10).



Place the progress counter near the middle of the table and start the game with the die as "1." You'll refer to this each time you make a new room (page 11).



Place your characters on any space on or near the exit tile (the doorway with the yellow light).



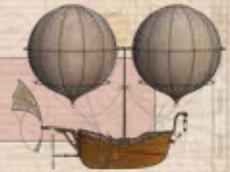
Here's What You Do on Your Turn

Pick up to 3 actions from this list:

Choose and perform up to three actions. You may select the same action more than once until you've done three total actions.

1. Move your character
2. Attack a monster or another character
3. Attempt to open a chest
4. Attempt to jump a gap
5. Draw a treasure card (if you draw a key, shuffle it back and draw again)
6. Other actions as described on your character's card

But how do you move, attack, and jump? All of the items listed above are described in detail starting on the next page.



You may also do any of these for free (optional):

1. Play a card from your hand (on anyone's turn at any time)
2. Give a card to another character (if it's your turn and they're next to you)
3. Discover and create a new room (when you walk through a door)

At the end of your turn, roll for traps:

1. Check the number facing up on the "trap counter" (the red six-sided die on top of the trap deck).
2. Roll a number of white six-sided dice equal to the number on the "trap counter." Let's call these white dice your "trap dice."
3. If ANY of your "trap dice" come up as a "1," draw a trap card and play it immediately. Reset the red "trap counter" back to "1."
4. If NONE of your "trap dice" come up as a "1," increase the "trap counter" by 1.



Trap Deck

Move Your Character (One Action)

As one action, you might move your character. Check your character card for your movement speed (look for the arrow near the top left).



You may move in any direction, even diagonally or through another character's or chest's occupied space. You may not land on an occupied space.

Example: Isembard has a movement speed of -1. That means he'll roll one die, then subtract 1 from the result. The new number is how many spaces he can move. If he rolls a 5, he will subtract 1 and be able to move 4 spaces on this action.



You may not move through missing spaces.



You may not move through rock walls.



You can always move a minimum of one space, even if you roll a 1 with a movement speed of -1.

Discover a Room (Free)

If your character moves through a dark door with no room behind it, it's time to create that room.

Use the following random tables to make the room.

Making a room is not an action. You get to do it for free. So if you use your first action to move through a doorway, go ahead and make the room for free using the tables below, then take your remaining two actions to do whatever you want, using the options outlined on page 8.



Dark Door



When you make a room, don't overthink which tiles you grab or on which side you flip them. After you roll Table 1, grab the correct number of tiles and arrange them quickly. You can even randomly deal tiles.

Table 1: How Big Is This Room?

Roll two six-sided dice and add them together.

2	Hallway. Place three non-door tiles plus one door tile. Go to Table 3.
3	Hallway. Place one non-door tile plus one door. Go directly to Table 7.
4	"T" intersection. Place two non-door tiles, then "connect two doors at opposite ends. Go to directly to Table 7.
5-6	Large room. Place nine non-door tiles, any shape. Go to Table 2.
7-8	Small room. Place six non-door tiles, any shape. Go to Table 2.
9-10	Medium room. Place eight non-door tiles, any shape. Go to Table 2.
11	Weird room. Place a 3x3 square with non-door tiles with a hole in the middle. Go to Table 2.
12	User choice or roll again. Automatic "yes" on Table 3.

Table 2: How Many Dark Doors?

Roll one six-sided die.

1-2	Place one dark door on any available edge of the room.
3-4	Place two dark doors on any available edge of the room.
5-6	Place three dark doors on any available edge of the room



Dark Door

Go to Table 3 after Table 2.

Table 3: Is There Treasure?

Roll one six-sided die.

1-2	You don't find any treasure. Go to Table 5.
3-6	You do find treasure! Go to Table 4.

Table 4: What Kind of Treasure?

Roll a white six-sided die and add the number on your progress counter (black six-sided die). The progress counter begins the game on a "1."



1-2	Place one small treasure chest (yellow) anywhere in this room.	
3-4	Place two small treasure chests (yellow) anywhere in this room.	
5-7	Place three small treasure chests (yellow) anywhere in this room.	
8	Place the master treasure chest (red) anywhere in this room.	

Go to Table 5 after Table 4.



The black six-sided die is your progress counter. You'll add this value to your roll each time you hit Table 4. Each time you get to Table 7, you'll add 1 to this counter.



Table 5: Are There Enemies?

Roll one six-sided die.

1-2	You don't find any enemies. Go to Table 7.
3-6	You do find enemies! Go to Table 6.

Table 6: What Kind of Enemies?

Roll one six-sided die and add the number from the progress counter. Place the enemies from the table below somewhere in the room.



1-2	1-2 bats (roll a die and divide by 3). One health.
3-4	1-2 mummies (roll a die and divide by 3). One health.
5-7	Draw another character and use as an enemy. Three health.
8	Draw two characters and use as enemies. Two health each.

For each enemy you kill in this room, draw a treasure card. You may keep or use the card, even if it's a key.

Go to Table 7 after Table 6.

Kee it simple when you make enemies. Ruins Raiders is more fun when you have less bookkeeping. Here are some suggestions for playing enemies:

1. Enemies go at the end of the round, after all players.
2. They only move once, and they only attack once.
3. They do not roll for traps.



Table 7: The Master Chest Gets Closer...

After you lay out a new room or hallway, increase your progress counter by 1. This will help you roll higher on the next time you get to Table 4.



Once you're done making your new room, continue your turn as normal. You may choose whether to move through this room or go through another doorway to discover another room.



All games will start out like the cross of five tiles, but before long, your game's ruins will grow into a unique shape that changes each time you play.

Attack a Character or Monster (One Action)

This costs one of your three actions. And you need to be adjacent to your target. (Some characters with ranged weapons, like Edith, have exceptions.)

Roll the amount of dice shown next to the sword on your character card.

Count the number of 5's and 6's you rolled. These are your "successes."



Example: Millie has five dice depicted next to her sword icon. So she rolls five dice when she wants to attack. She rolled two successes here... any 5's and 6's are successes.

Millie's
two attack
successes...



...minus Victor's
one defense
success...



...equals one
remaining. So
Victor loses one
health.

Your opponent rolls the amount of defense dice shown next to the shield on their character card. In this example, Victor defends by rolling three dice:



The defending player also counts their number of 5's and 6's as their defense "successes."

Subtract the defense successes from the attack successes. Any remaining attack successes left over do damage to the character.

Lower the character's health die on their card by the same amount.



Example: Victor has three dice shown next to his shield icon, so he rolls three dice when he's defending against an attack.

He only rolled one success here (remember, any 5's and 6's are successes).

Just subtract the scores. Millie (2) - Victor (1) = 1 damage. Victor loses one health.

Open a Small Treasure Chest (One Action)

So you're next to a treasure chest. How do you open it? Simple: attack it.

Refer to the sword icon on your character card. How many dice are next to the sword? Roll that many dice.



How Do You Know If You Opened the Chest?

Roll two defense dice for the treasure chest. All chests, even the master chest, have two defense dice. Roll two dice for the treasure chest and count its successes (any 5's or 6's).

Subtract the treasure chest's successes from your successes. Do you have any successes left over? If so, you've opened the chest. Place the treasure chest on your character card and draw two treasure cards from the treasure deck. (Hint: This is how you get keys that you'll need on the master treasure chest.)



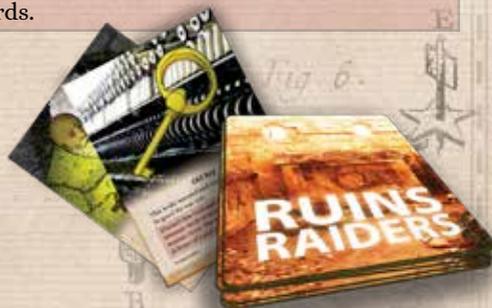
Victor has four dice depicted next to his sword icon. So he rolls four dice to attempt to open the treasure chest. He rolled one success here... any 5's and 6's are successes.



Every treasure chest has a defense of two dice. So the treasure chest will roll two dice. It rolled zero successes here.

Victor's 1 attack - Treasure Chest's 0 defenses = 1 damage

Any remaining damage will open the chest. Victor places the chest on his card and draws two treasure cards.



Attempt to Jump a Gap (One Action)

You can use an action to try and jump over missing spaces.

How many dice do I use to jump?

Roll a free movement roll. Don't move yet... just use the result and grab that many dice for your next step.



Isebard rolls one die as his movement and adds his movement speed 6 ($6-1=5$). That means he'll grab 5 white dice. We'll call these "jump dice."

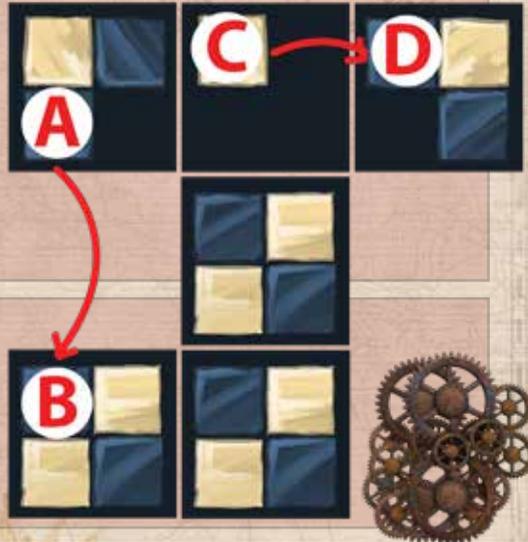


And how many successes do I need to roll to make the jump?

To find the answer: Count the missing spaces between you and the opposite ledge. This is how many successes (5's or 6's) you'll need to roll to make the jump.

If Isebard is on A, he needs to clear two missing spaces to get to B. So he needs two successes.

If Isebard is on C, he needs to clear only one missing space to get to D. So he needs one success.



He rolls the five "jump dice" from that we got from the step above:



He gets two successes!

He could make it from either A or C.

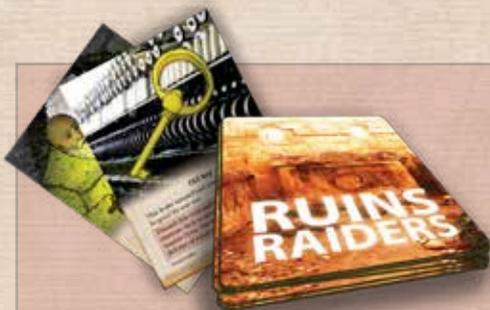
If you roll enough successes (5s or 6s) to make your jump, move your character to the next ledge. If you fail the jump, you lose this action and do not move. You may try again on additional actions.

Draw a Treasure Card (One Action)

As one action, you can just reach over on your turn and draw a treasure card.

Guidelines

1. You can't draw a key this way. If you do draw a key, shuffle it back into the deck and draw again. Keys can only be drawn and kept by opening small treasure chests or by defeating enemies.
2. You can play any card in your hand at any time, on anyone's turn.
3. You can hold an unlimited amount of cards in your hand.
4. A "Wearable" card is a card that you lay on the table, and its effect is simply "on" the whole time you own the card.
5. A "Consumable" card is a card you discard when you use it.
6. All discarded treasure cards go in a discard deck next to the original treasure deck. Do not reuse discarded treasure cards.



Here's a strategy: draw a lot of cards early in the game. The more non-keys you take out of the treasure deck, the denser the remaining stack will be with keys. That way, when you do get to a small treasure chest, you've increased your chances that the chest will give you a key.

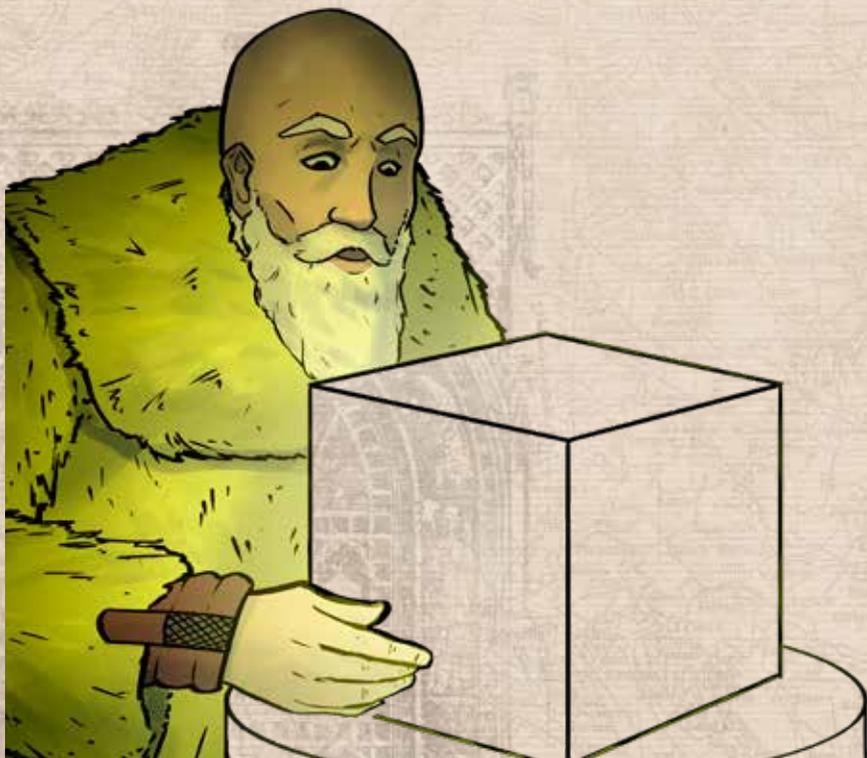
This is important because, depending on how you roll, you may not find a ton of small treasure chests in the game. May as well make the most of your chances!



Open the Master Chest (One Action)

When you've found the master treasure chest (see Table 4 on page 11), you can attempt to open it EXACTLY in the same way you attempt to open a small treasure chest... with one exception. You also have to discard a key from your hand to make this attempt. This is why it's so important to collect keys by opening small treasure chests or defeating enemies. If you don't have any keys, you can't attempt the master treasure chest.

When you've discarded a key to attempt to open the master treasure chest, simply roll your attack dice against the treasure chest as normal. The master treasure chest gets two defense dice against your roll. If you have more successes than it has, you've opened the master treasure chest. Place the master treasure chest on your character's card and skip to the section of the rulebook labeled "The Final Act."



Roll for Traps (End of Every Turn)

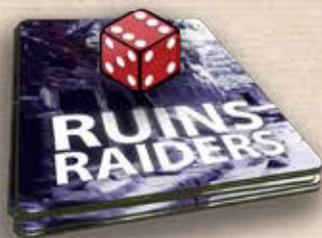
The dungeon is deadly! At the end of every turn, look at the number on the red trap counter on top of the trap deck. Don't roll the trap counter. Just check what number it says.

Grab a number of white dice equal to the number on the trap counter. If the trap counter says "1," grab one white die. If the red trap counter says "2," grab two white dice, and so on. We'll call these white dice "trap dice."

Now the fun begins. Roll all these white trap dice (not the red trap counter itself).

If ANY of these white trap dice turns up as a "1," draw a trap card and play that card IMMEDIATELY. Reset the red trap counter back to "1," so the next play only has to roll one trap die.

If NONE of these white trap dice turns up as a "1," increase the red trap counter by 1, so the next player has to roll more trap dice than you did.



Trap Deck & Trap Counter



Trap Dice

Trap cards may hurt you, another player, or do nothing. Each card is different, and each situation is different. After you play a trap card, place it in a discard pile.

Once the trap deck runs out... the entire ruins caves in, and anyone who hasn't returned to the exit will die. Not even kidding. Check the "Final Act" and "Scoring Points" sections for more.



The Final Act

When one person succeeds in opening the master treasure chest... OR one person succeeds in their personal quest as described on their card... All characters are then in “The Final Act.”

In the Final Act, every character will draw a trap card at the end of their turn. No more rolling for traps. When the trap deck runs out, all characters still in the ruins will die (see “Scoring Points”).

So it’s a mad dash to the exit for everyone. Race as fast as you can back to the exit tile (the doorway with the yellow light).

If you want, you can backstab your friends and fellow players to try and take their treasure and block them from escaping in order to secure the most amount of points possible for yourself (see “Scoring Points”).



Scoring Points & Determining the Winner

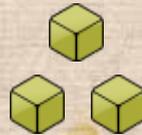
If you want to play collaboratively, just ignore the points below. If everyone makes it out alive with the master treasure chest, everyone wins! BUT... if even ONE person wants to betray everyone else... here’s how you determine the winner:



1pt to each character who returns to this exit tile and escape the dungeon alive.



4pts to the character or team who has the master treasure chest, alive or dead.



1pt for each of the small treasure chests each character has, alive or dead.

Minus 2pts for each character who dies.

4pts for each character who completed their personal quest, alive or dead.

Appendix A: Other Ways to Play

New Game +. Give yourself the treasure cards you ended the last game with.

Battle Royale. Ignore the treasure. Make a complete map using the tables in this book starting on page 10. Everyone starts in a different room, and each starting room has its own yellow exit tile. Roll for traps as usual. Kill your enemies and escape alive through any of the yellow exits.

Single Player. Play as two or three characters working together. Enemies always attack the nearest character. You'll be rolling to make rooms and trying to discover the master treasure while evading the many traps in the ruins... and there is NO guarantee that your team will make it out alive.

Super Danger Dungeon. Ignore the "rolling for traps" step and just draw a trap card at the end of every turn as if you rolled a 1 at this step. Remember that when the trap deck runs out, everyone in the ruins will die. Anyone who dies while holding a chest or master chest, or has already accomplished their personal quest, may still earn points and be declared the winner. See "Scoring Points" for details (page 21).



Appendix B: Overview of Turn Order

1. Choose up to 3 Actions

(ok to choose the same action more than once)

-  Roll to move, minimum one space. (page 9)
-  Draw a treasure card. If it's a key, put it back and draw again. (page 18)
-  Attack an enemy, a monster, or another player. (page 14)
-  Attempt to open a yellow chest (page 16) or master chest (page 19)
-  Attempt to jump a gap. (page 17)

2. Optional: Unlimited Free Actions

-  Discover a new room if you walk through a doorway (page 10)
-  Play a treasure card from your hand (page 8)
-  Give a treasure card from your hand to an adjacent character (page 8)
-  Other action on your turn as described on your character's card (page 8)

3. Roll for Traps

-  See page 20 for more details.

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