

RUN

RULES OF PLAY

FUN GAME FACT!

RUN Will play differently with each peril, due to their unique 'delay', 'speed' and 'abilities'. the play is also affected by the number of players and their unique 'character abilities'. Watch out for traitors!

Often **teamwork is essential**, but players may choose to play dirty. the choice is yours, but decisions have consequences...

OBJECTIVES OF GAME "RUN"

Goal: to escape the Imminent peril

Fail: you don't make it out alive

IMMINENT PERIL ABILITIES

1. ZOMBIES (undead instead) ★

Each fallen ally adds an additional speed to the horde

2. THANATOS (grim fear) ★ ★

Players on the same level as the reaper move half-speed (round-up)

3. BRUTUS (turn coat) ★ ★

Each fallen ally may draw & play both a **vengeance card** & a card from the **discovery deck**

4. DRACONUS (dragon riders) ★ ★ ★

Each fallen ally roll one die at the start of the **"chase round"**.
If a "6" is rolled, they may scorch (discard) any 1 stored "Expendable gear" card from any active player

5. ORPHNAEUS (hell's fury) ★ ★ ★

After the delay rounds, the tainted unicorn moves 2 rounds and **rests on every 3rd round**

6. CATACLYSM (mass ruin) ★ ★ ★ ★

There are no special effects for the cataclysm as none are needed

7. CYRAETH (Shrill Shriek) ★ ★ ★ ★

If she rolls a "6" to move, she directs her shriek at an ally.
All active allies roll a die - lowest (re -roll ties) falls to peril





DIFFICULTY: ★ EASY → ★ ★ ★ ★ HARD

GAME PREPARATION

HOW TO PLAY

↓ ALL YOU NEED TO KNOW! ↓

STEP 1: sort & shuffle the cards into their respective decks:

-  **Imminent perils**
-  **Character cards**
-  **Vengeance cards**
-  **Discovery deck**

STEP 2: each player randomly draws a **character card**

- place the card face-up and place a token on **"player start"** to track your moves

STEP 3: randomly draw or select **ONLY one imminent peril card**

- place the card face-up and place the **red** token in the designated space in the **"peril approach"**
- see **"more info (for first-time players)"** for expanded rules & further guidance

STARTING PLAY

REPEATING CYCLE 

Play moves clockwise, beginning with the player who is most likely to outrun/outlive a zombie horde

PLAYERS' ROUND: in turn, each active ally will...

- 1) Draw a card from the **discovery deck**, then Use/Store/Discard items (may store up to 2)
- 2) Resolve **"play Instantly"** cards
- 3) Roll 1 die to determine movement

CHASE ROUND: once all active allies complete their moves...

- 1) Advance the **imminent peril**:
 - while in **delay**, move 1 space towards the "player start" area (delay ends after the peril reaches "player start" - peril is **"in play"** the following round)
 - once in play, move the speed noted on the peril's card
- 2) Any fallen ally (s) will draw & play a **vengeance card**

GAME INSTRUCTIONS

A DANGEROUSLY SIMPLE GAME OF COLLABORATION & RETRIBUTION



1 → 8
PLAYERS



91
CARDS

7 BOSSES

15-45 MIN



AGE: 6+

3 LEVELS

FLIP-OVER FOR "HOW TO PLAY" →

MORE INFO

FOR FIRST-TIME PLAYERS

On the **imminent peril** card, the "delay" designates its placement.

If the "delay" = "two rounds", the **peril** is placed two spaces back from the entrance to the 1st level

The "peril's approach" is marked by skulls & adjacent "player start"

FALLEN ALLIES & VENGEANCE CARDS

- allies who fall to peril don't stop playing, they **seek vengeance** by drawing **vengeance cards**
- upon perishing, pawns are placed & move with the peril token. Revived allies move [+2] ahead of peril

CHARACTER TRAITS & ABILITIES

- each **character** has a unique ability which can be used as noted on the character cards
- **Character Traits** may also be found during play. These grant additional attributes and must be placed on the character who drew the card
- **Abilities** are typically dormant for fallen allies

EXPENDABLE GEAR

- each player may store up to two "**expendable gear**" cards. These cards may be played or discarded at **any time** on **any entity**
- the imminent peril may not be effected while in delay (not yet 'In Play')
- allies may trade or transfer stored **gear**



OPTIONAL RULE (becoming the traitor!)

- if "**brutus**" is revealed, all players roll one die. The lowest roller becomes "**the traitor**" (re-roll ties)
- after the **delay** round, you play like a normal player, but with the intent of destroying your allies!
- this game style creates 2 teams: **allies & the traitor**. Any events & traps apply to the team who drew the card from the "**discovery deck**"



ADVANCED RULES

EXPANDED GAMEPLAY

SPECIAL RULE #1 (dicey ventures)

- if any player rolls a 1 or 2 for their **movement roll**, they may immediately draw an additional card from the "**discovery deck**" as the player must have surely been exploring and not running as intended
- the player may find "expendable gear" to aid their journey, or fall victim to a trap

SPECIAL RULE #2 (level headed)

- to add extra elements to the levels on the board, players may choose to apply the following

WATER HAZARDS (LEVEL 1)

At the start of the peril round, creatures of the depth seek to harm the escaping players.

Each player rolls one die to determine the effect

- **roll 1,2:** go back 1 space
- **roll 3,4:** no effect
- **roll 5,6:** run 1 space ahead



CLIFF-HANGERS (LEVEL 2)

The path is perilous and players must watch their steps...

Before making the leap from **level 2** to **level 3**, the player must roll one die to determine their fate

- **roll 1:** you fall & **perish**
- **roll 2,3:** advance and lose all your gear
- **roll 4,5,6:** continue movement & **add 2 spaces**

HEAT EXHAUSTION (LEVEL 3)

Dragon fire surrounds you and you should hasten your pace...

- Any player who rolls a **1** as a **movement** in this realm fall into the lava and **perish** as they are exploring at the wrong time...



FAQ'S & CLARIFICATIONS

EXPENDABLE GEAR (explained)

- dice rolls used to determine expendable gear impacts cannot be used for your movement roll
- expendable gear can be played on any entity at any time. however, If a choice is offered, The recipient chooses their option

FALLING TO PERIL (perishing)

- players never truly perish. Instead, they become a "**Fallen Ally**", whereby the peril forces you to take vengeance
- Fallen Allies **must** draw & use a vengeance card during the Chase Round (whenever possible)
- discard **all stored gear / Abilities & Traits** remain, but are dormant & cannot be stolen
- **optional rule:** may revive after 3 Chase Rounds

THE TRAITOR (faq's & clarity)

- the traitor(s) draw(s) from the "**discovery deck**" as normal. However, **they cannot perish**
- traps & team events apply to the traitors only if drawn by the traitor or a fallen ally:
 - (team events (default "**SOLO**"))
 - (traps/events with **high/low** effects are nullified)
- conversely, traps & team events drawn by any of the active allies only affect the allies team
- all fallen allies become part of the traitor. All character **abilities & traits** of fallen allies now apply to **the traitor** (trait cards may be stolen in this play style)
- if players perish, they begin supporting the traitor & seek vengeance

GAME SET "RUN"



- game board
- instructions
- 2 six-sided dice
- 8 player tokens
- 1 peril token (**red**)
- 91 cards
 - 7 "**imminent perils**"
 - 8 "**character cards**"
 - 14 "**vengeance cards**"
 - 62 "**discovery deck**"