

RUNE

Print & Play

GAME SETUP

Place the starting card in the middle of the table.
The Rune Deck goes on one side of the table where both players can reach it.
Each player starts with three meeples (Rune Masters) and draws three cards from the Rune Deck.



STARTING CARD

PLAYER TURN

1. Place a card.
2. Draw a card or place a Rune Master.

HOW TO PLACE A CARD

A card has to be placed on top of part of at least one other card in game and has to follow at least one of the following rules:

Place runes on top of the same colour runes OR Runes have to match adjacent runes.



You can't place a card completely on top of another card (covering all six runes).
EXPERT MODE: Apply the above rules for each rune on a card instead.

RUNE MASTER

Players can place a Rune Master on top of a rune to control it and all the runes of the same colour adjacent not diagonally to each other.

Players can't place a Rune Master on a rune controlled by an opponent's Rune Master.

Players can't place a card on top of a Rune Master.

Players can't connect runes controlled by their Rune Masters to others controlled by an opponent's Rune Masters.



END GAME

Once one of the players places their last Rune Master, the opposing player can't draw any more cards. The opponent continues placing all remaining cards and Rune Masters.

If there aren't any more cards in the Rune Deck, players have to place their Rune Masters after playing a card.

POINTS

Players receive points for each rune controlled by their Rune Masters.



1 POINT



2 POINTS



3 POINTS