

RUSE

INSTINCTS OF THE DEN



The Fox Strategy Game

RUSE
Rulebook



25 min.



+14



1-4



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Ruse - Instincts of the den

Foxes are busy gathering the necessary resources to raise their kits, while the curious young explore the tunnels of their den in search of fabulous discoveries. Along the way, foxes encounter numerous obstacles that complicate their journey. Will you be able to gather the necessary resources to ensure the survival of your den?

Over four rounds, you must collect essential resources in vital territories, complete objectives, and raise as many kits as possible while developing their instincts. The game is won by the player who accumulates the most victory points (VP).

Rules and Videos

By scanning the QR code, find all the rules, videos, and other information.

Scan the QR code



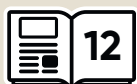
Inserts design by Black Form

Manufactured by LongPack



Remerciements

Thank you to all the supporters of the campaign on Kickstarter and Gamefound; you have brought this beautiful project to life! LUV3, Marie, Maïa, la famille, les amis, the Frelé gang, Francis, MC, Nicoton, testers since 2018, Mathieu Gosselin, hawk-eyed Florent, Marion, Kamil, Dave Beck, Sergio Soto, Brandt Brinkerhoff, Vital Lacerda, Julián Pombo, Richard Lawton, friends from BGREV + BGDG + BGG groups, Pat, Sylvain + JP, Erick F., David Lockwood, Maxime Tardif, Ed TK, Kirk D., Martin D., Chris B., Matt M., Alexei M., Joe S., Devon M., Gabe B., Ori K., Andrew L., Ben K., Abigael C., Jasper G., Ximon D., Québec boutiques, Salon du Jeu de Qc., Gameover Saguenay, Le Panache, Remarque Studio and others!!!



If you see this icon in the rules, it indicates where you can find more information on another page.

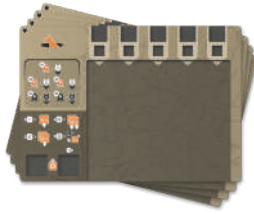
In the box



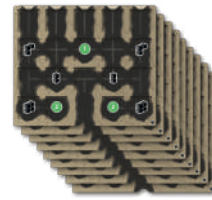
1 Vital Territories Board
(Summer/Winter)



4 personal boards



4 den boards



9 den tiles



1 instincts board



1 destiny board



88 den path tiles



12 bonus den path tiles



10 instinct tiles



4 bags



44 private objective cards



4 standing foxes



4 sitting foxes



16 territory markers



1 round marker



16 actions dice
(16 mm)



20 kits dice
(12 mm)



1 destiny die
(16 mm)



9 destiny tiles



4 fox heads



7 Ruse tiles



8 turn order tiles



120 territory resources



24 hunting tiles



48 territory tiles



14 territory track tiles



20 fox paws



4 obstacle tokens



16 exploration tiles



Victory points
(PV) tile



5 actions dice
placement tiles



9 common
objective tiles



16 empty die tiles



48 cubes



Hunter



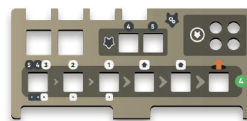
Photographer



Beaver



52 solo mode
(VIXEN) cards



1 solo mode
(VIXEN) board



Mini-expansion Firefox



Mini-expansion Village



2 collectible
foxes



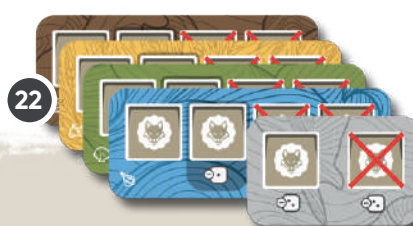
Star



Cheese

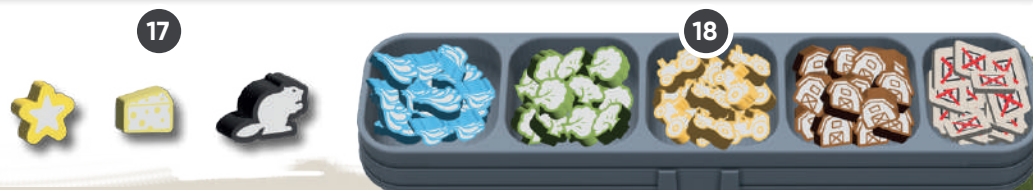
General Setup

1. Place the **vital territories board** (main board) in the center of the table
2. Sort the **exploration tiles** by color and randomly distribute them across the 4 territories
3. Place the **hunting tiles** on the designated spots of the exploration tiles and stack the remaining tiles on the collection values indicator
4. Randomly take and place **3 common objective tiles** on the designated spots of the main board and return the remaining tiles to the box
5. Sort the **territory tiles** by color, shuffle each stack, and place them in their respective territories
6. Use the 4-5 player side of the **destiny board**
7. Place the **destiny die** on its space in the destiny area
8. Place the **round marker** on first space of the round track
9. Shuffle the **destiny tiles**, place a stack of 4 face-down tiles on the destiny board, and return the remaining tiles to the box
10. Place the **instincts board** on one side of the vital territories board
11. Randomly place 3 **bonus den path tiles** face-up on the 3 left spaces, then create a face-down stack with the remaining tiles on the last space
12. Randomly place 3 **instinct tiles** on the 3 right spaces and return the others to the box





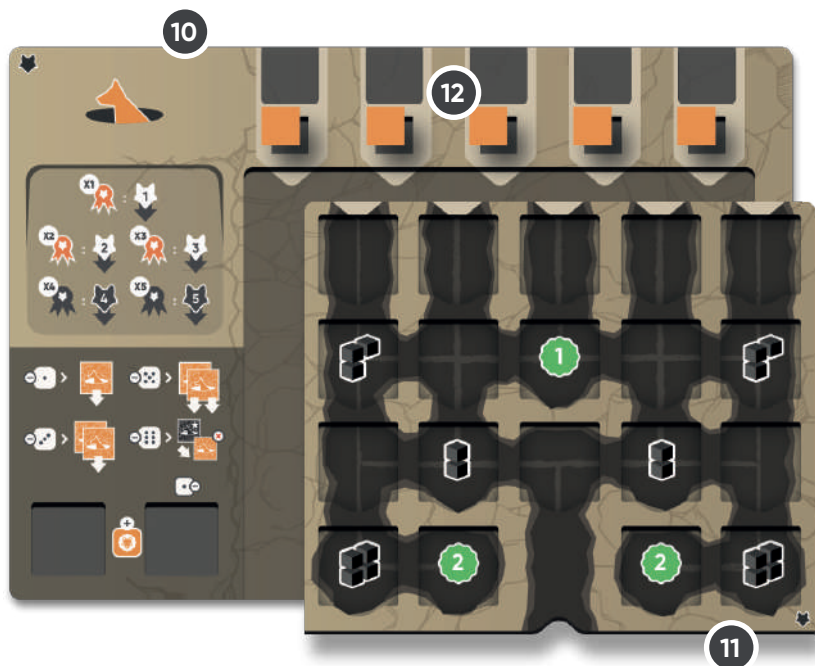
13. Randomly place the **territory track tiles** on the spaces of the 4 territory tracks
14. Place a **fox paw** for each player at the start of each territory track
15. Place the **VP tile** at the corner of the board between the 99 and 0 VP spaces
16. Position each **fox head** at the starting point (0) on the VP track.
17. Place the **obstacles**, the **photographer** or **hunter**, the **star**, the **cheese**, and the **beaver** near the board
18. Set up the **resource compartment** near the board with the tokens: **river, forest, field, farm, and the empty dice tiles**
19. Randomly place 2 **turn order tiles** in positions 3 and 4 of the turn order track and return the others to the box
20. Place the **standing foxes** in the center of the board
21. The last player to have seen a fox places their **sitting fox** on the first space of the turn order track, and the remaining players place their sitting foxes in clockwise order
22. Place the **action dice placement tiles** near the board



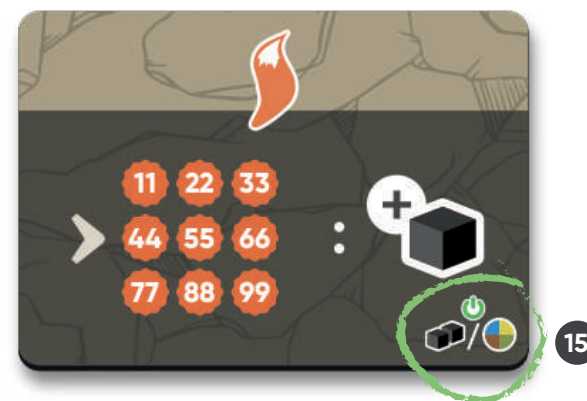
Player Setup

1. Place your **personal board** of your color in front of you
2. Place 2 **cubes** on the growth points tracks, one for units and the other for tens, each on the first space of its track (0 and 00)
3. Place 2 **action dice** on the left on the first spaces of the board
4. Place 2 additional **action dice** on the extra dice spaces
5. Place 1 **kit die** on the first space of each growth track, with a value of 1
6. Place 2 additional **kit dice** (black) on the extra kit dice spaces
7. Place 4 **territory markers** in the designated spaces on the board
8. Draw a random **Ruse tile** and place it face-up at the top of your personal board
9. Shuffle your **private objective cards**, form a deck near your board, and draw 3 cards





10. Place the **den board** to the right of your personal board
11. Place 1 basic **den tile** in the bottom-right space
12. Place 5 **cubes** in the designated spaces at the top of the board
13. Place your 22 **den path tiles** of your color into the bag of your color
14. Keep the remaining 5 **cubes** near your boards



15. Players collect the bonuses shown on their **Ruse tile**: either 2 growth points or one resource of their choice



16. Place 4 **empty dice tiles** near your boards

-  **Firefox:** Remove components with this symbol if you wish to play without the Firefox Mini-Expansion
-  **Village:** Remove components with this symbol if you wish to play without the Village Mini-Expansion
-  Return the remaining fox paw to the player's compartment if you are not using the **Village** Mini-Expansion

Game Overview

Overview of a Round and Turn

A game is played over 4 rounds, each with 2 to 4 turns. During these turns, players must use their dice to perform actions.

Each round consists of **3 phases, followed by an end-of-round scoring and the growth of the kits.**



Phase 1: Destiny (at the start of each round)

Roll the **destiny die** to decide whether the round will be played during the day or night, and reveal the **destiny tile** to determine the hunter's or photographer's starting territory.




Phase 2: Collection

Roll an **action die** and collect the corresponding **growth points (GP)**.



Phase 3: actions


Choose your action by placing your **action die** in a territory, in your den, or on another available action.

When all players have used their available action dice, proceed to the end-of-round scoring. 


Kits Growth and Instincts

Spend your growth points (GP) to grow your kits, increase their experience, and develop their instincts.

Reset

After each round, reset the game: Place the standing foxes back in the center of the territory board, remove obstacles, add new hunting tiles to empty spaces, and calculate the point gaps between players using the orange spaces on the score track. 

End of Game

The game ends at the end of the fourth round. Perform scoring as you would at the end of other rounds, and perform the end-of-game scoring. 

Score points based on:

Hunting tile collections

The value of kits dice outside your den

Completed common objectives

Deduct points for **uncompleted private objectives**

The player with the most **victory points (VP)** wins the game.



In your **first game**, use the private objective cards and common objective tiles with the starting icon.



Personal Boards

Your personal board enables you to plan your actions, manage your resources, and monitor your kits' growth.

- A. Your Ruse
- B. Growth Point Reserve (GP)
- C. Hunting Cache
- D. Action Dice
- E. Territory Markers
- F. Kits Dice and Growth Tracks



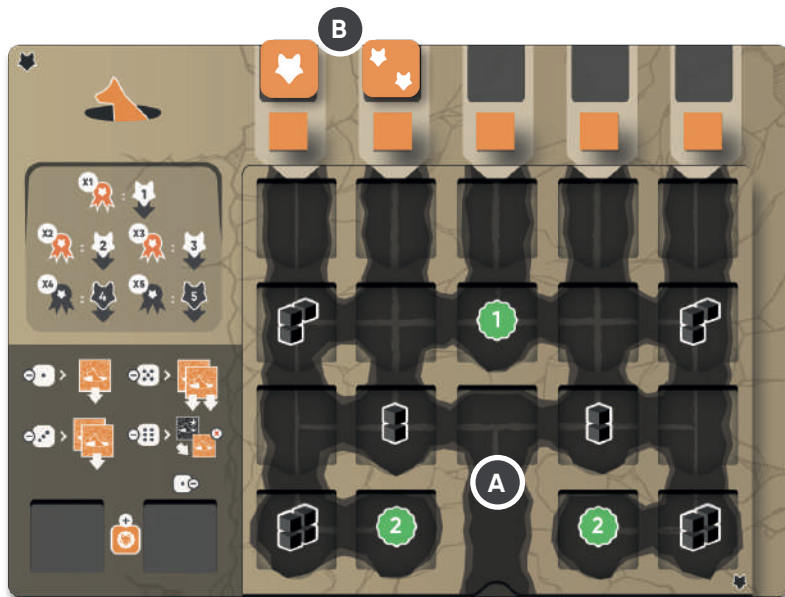
Family Life

Foxes raise their kits within close family groups, with a gestation period of 50 to 60 days. Kits typically stay with their parents until around seven months of age.

Den Board

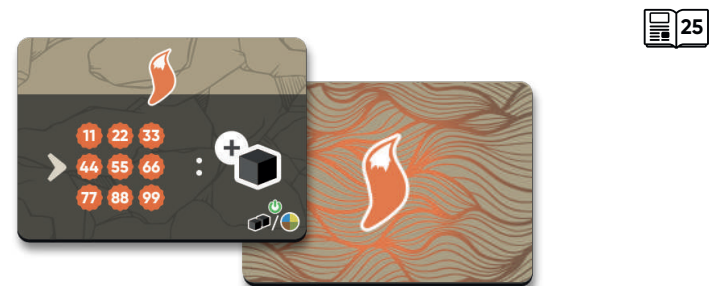
Your den board allows your kits to explore the den, make discoveries, and develop their instincts.

- A. Den Path Tiles 
- B. Instincts 
 - › Future locations of the kits dice




Ruse Tiles

Tricks are asymmetric powers that grant you a unique ability, different from your opponents', which can be used throughout the game.




Instincts Board and Bonus Path Tiles

The board displays the available instincts and the bonus den path tiles.

- A. Bonus den path tiles
- B. Instincts and instinct tiles 



Private Objective Cards

Your cards are personal objectives that only you can complete to earn victory points and bonuses. You may declare completed objectives during the end-of-round scoring. You can always draw a new objective card or exchange an objective card's value by placing your die on the designated action in the mountains territory. 



- A. Required to complete the objective
- B. Instant bonus
- C. Instant victory points (VP)
- D. Exchange value in the mountains
- E. Penalty for failing to complete the objective by the end of the game



Game Overview

Vital Territories Board

The Vital Territories board allows you to explore territories, gather resources, mark territories, and reveal bonuses.

A. Common Objectives

B. Vital Territories

- River
- Forest
- Farm
- Field
- Mountains



C. Territory Tracks

D. Victory Point (VP) Track

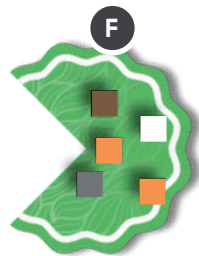
E. Destiny Board (description below)

Destiny board

The destiny area determines whether the round takes place during the day or night. The die value influences players' destiny, the turn order of players, and in which territory the hunter or photographer begins the round.

Victory Point (VP) Tile

The VP tile allows you to mark when you cross into the hundreds. Place a cube on the tile to indicate this milestone.



Habitat

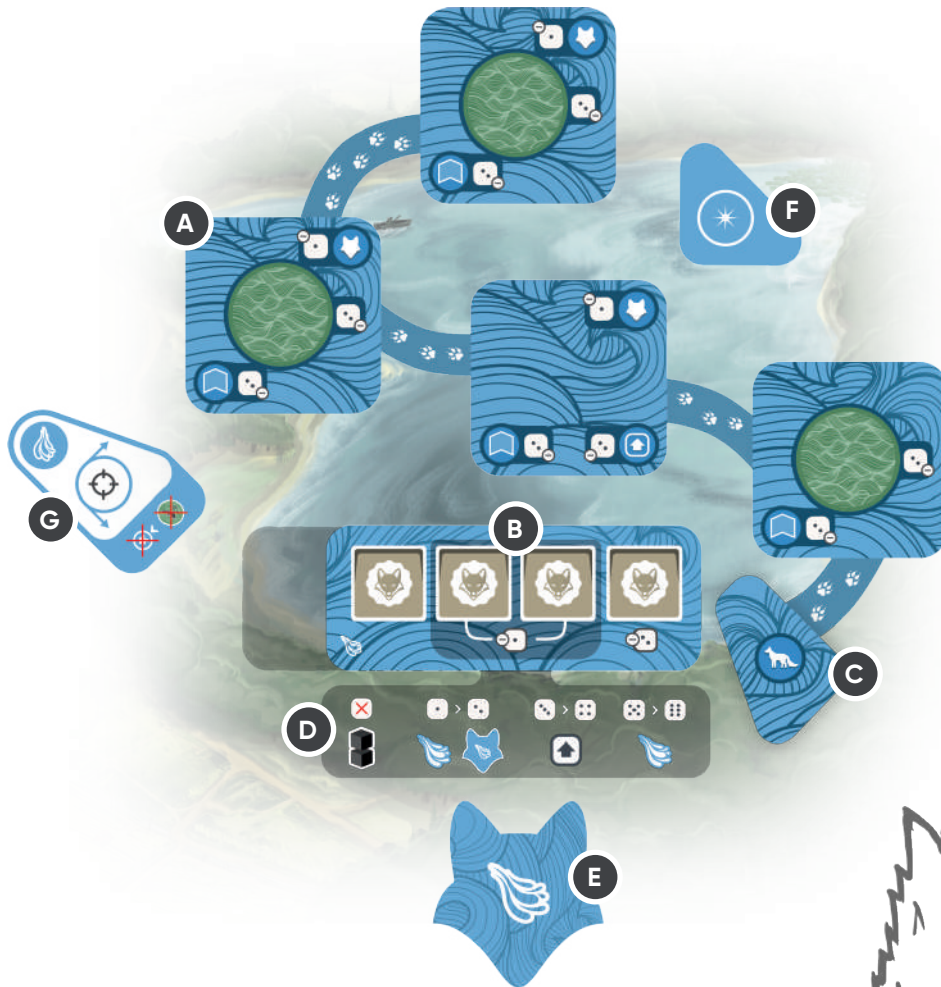
Foxes are highly adaptable, thriving in diverse environments such as forests, grasslands, farms, cities, and suburbs.. They can cover the most extended distances during their winter breeding season.



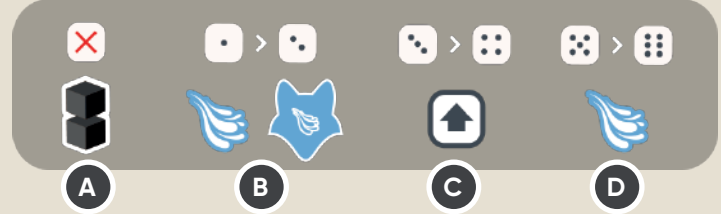


Territory Anatomy

Territories all have the same basic structure. It is possible to modify this structure by randomly adding **exploration tiles** to spaces within the territories.



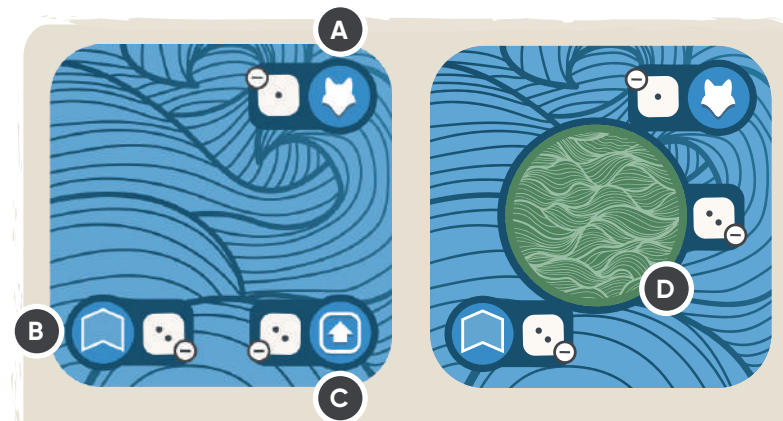
- A. Exploration Tiles
- B. Action Dice Placement Tiles
- C. Foxes Starting Area
- D. Territory Bonus
- E. Territory Tile  23
- F. Obstacle Zone
- G. Hunter/Photographer Zone



Territory Bonuses


When placing an action die in a territory, the player collects bonuses according to the die's value.

- A. If your die is empty when placed in the territory, collect 2 GP (growth points)
- B. Collect 1 River resource and 1 River territory tile
- C. Increase the value of one of your kit dice
- D. Collect 1 River resource token



Exploration Tiles / Actions 16

- A. Marking a Territory
- B. Advancing on the Territory Track
- C. Increasing a Kit Die
- D. Hunting: Collect a hunting tile



 This symbol indicates the value to be subtracted from an action die

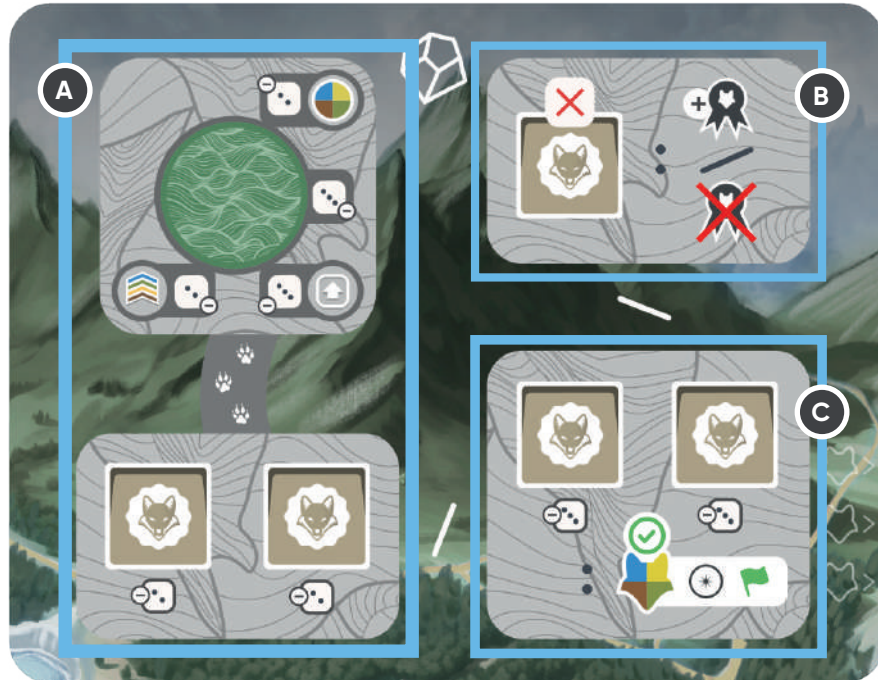
Game Overview



Mountain Territory

The mountain territory offers a choice of 3 action zones, distinct from those in other territories.

- A. Exploration Zone
- B. Objective Card Zone: Draw or discard objective cards
- C. Territory Tile Zone: Activate certain territory tiles, collect bonuses, and review the effects of obstacle tiles  



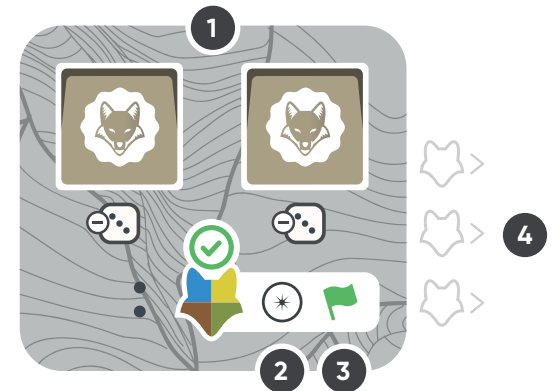
Exploration Zone / Actions

1. Collect a resource of your choice
2. Advance on the territory track of your choice
3. Increase one of your kit dice





Objective Card Zone

1. The die used in this spot is automatically emptied and does not remain in the action space
2. Draw a new objective card randomly from the deck
3. Discard an incomplete objective card from your hand or activate the exchange effect of a completed card



Territory Tiles Zone

1. With an action die, activate one of the territory tile actions
2. The symbol for obstacle-type territory tiles 
3. The symbol for territory tiles available to all 
4. Area for territory tiles available to all, or active obstacle tiles



You cannot mark the mountain territory

Territory Tracks

Territory tracks allow players to collect various bonuses and complete certain private and common objectives.

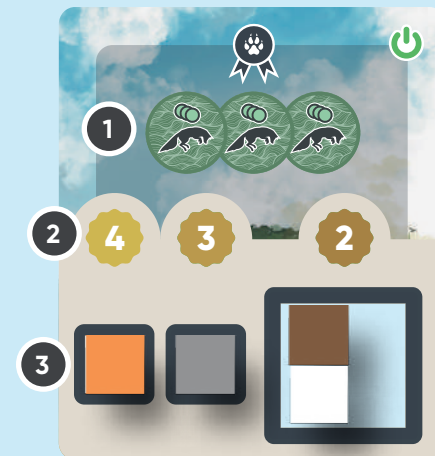
- A. Territory Track Tiles
- B. Track Level Indicator (3)
- C. Players' fox paw tokens
- D. Starting Points of the Tracks



Common Objectives

Common objectives are available to all players and can be completed during the game for bonus victory points (VP).

1. Requirements to complete the objective
2. Victory Points (End of Game)
3. Player Markers (cubes) Spaces



Destiny Zone

The destiny zone plays a key role in determining the pace of the game.

- A. Turn Order Track
- B. Turn Order Bonus
- C. Destiny Die and Day/Night Indicator
- D. Round Marker and Track
- E. Round Effects
- F. Destiny Tiles
- G. Destiny Tile and Hunter/Photographer Placement Indicator
- H. Space for the 5th Player (requires expansion)

Gameplay



1. Destiny Phase - Beginning of the Round

The last player to see a fox places his sitting fox on the 1st turn order box, and the following players place their sitting fox after it in a clockwise direction.

For rounds 2 to 4, the players' turn order is determined by their position on the VP track. Ex: The player in the lead places his fox on the 1st turn order box.



Turn Order

Players take turns following the order indicated on the turn order track.



First Player:

Reveals the destiny tile and places the hunter or photographer in the indicated territory

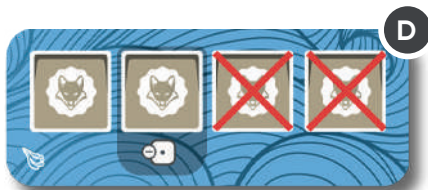
Second Player:

Rolls the destiny die and places it back in the destiny zone

Third and Fourth Players (and 5th Player):

Collect the bonuses indicated on the turn order tiles

In Case of a Tie: the player with the highest total value on their kit dice will go first.



Round Marker

The current round's instant effect applies to all players.

A. 1st Round:

Draw and place a Ruse tile on your personal board.

B. 2nd Round:

Gain an additional action die.

C. 3rd Round:

From this round onward, once you send 2 kits to develop their instincts in the lair, gain an additional action die (even during later rounds).

*If you gain an extra die during the final scoring phase, you instead gain 2 victory points (VP).

D. 4th Round:

Add the action dice placement tiles to the territories to limit available spaces.

E. End of Game:

At the end of the 4th round, complete the end-of-round scoring and proceed with the end-of-game scoring.

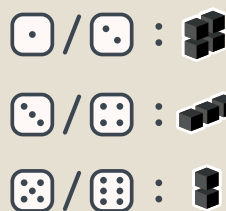
2. Phase : collecte - à chaque tour

During the collection phase, players gather growth points (GP) which they can spend at the end of the round to make their kits grow. GP can also be used to compensate for missing values when performing actions with action dice.


On Your Turn

- Roll an action die
- Collect the corresponding growth points (GP)

Growth Points (GP)



3. Actions Phase - Every Turn

During this phase, players choose one action to activate by placing an action die 

Choose One of the Following Actions:



Explore the Vital Territories

Collect bonuses according to the value of your action die, then explore the territory by moving your fox.



Explore Your Den

Spend the value of your action die to draw den path tiles and create a path to explore the den and develop your kits' instincts.



Other Actions



Some territory tiles offer bonus actions that can be activated with an action die.



How to Earn Victory Points (VP)

Complete **private and common objectives**.

Advance on the **vital territories tracks**.

Hunt and collect prey in your cache.

Mark territories.

Develop your **kits' instincts**.

Increase your **kits' experience** (dice).

Retain values on your **action dice**.



Two-Player Game

Use the Back of the Destiny Board.

The destiny tile is still revealed, and the destiny die is rolled.

Add an empty die tile to the action dice placement spaces to restrict them.



Actions - Territory Exploration

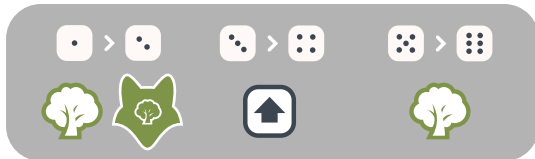


Explore the Vital Territories

Choose One of the Five Territories



- ▶ Place your die in an action die space
- ▶ Collect the bonuses according to the value of your action die when placed



- ▶ Pay the Cost (if applicable)



- ▶ When your action die reaches zero, place an empty die tile on it and gain 2 growth points (GP)



ⓘ Spend Your Action Die's Value

At different points during the game, you'll need to decide whether to **keep the value** of your action die to earn victory points (VP) at the end-of-round scoring, or **spend the die's value** to perform actions.

You can perform as many actions as the value of your die allows. You may compensate for the remaining value with growth points (GP), **but your die must first reach 0.**

You can only perform each available action **once during your turn.**

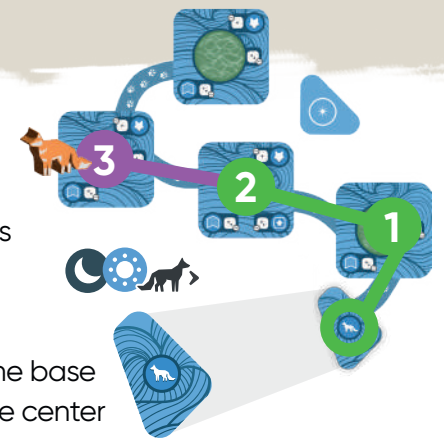


If your die reaches 0, place an **empty die tile on the die.**




Moving your Fox

- ▶ You may move up to 2 spaces during the day and up to 3 spaces at night
- ▶ Begin your movement from the base of the territory and toward the center
- ▶ You cannot move backward during your movement
- ▶ You can only perform actions on one tile per turn
- ▶ You may continue moving within the same territory on your next turn




During Movement




- ▶ If you pass through a territory marked by an opponent, that player gains 1 GP (growth point) 
- ▶ If you end your movement on a territory already marked by an opponent, you lose 2 GP, and the player who controls the territory gains 2 GP
- ▶ Marked territories are not blocked. You may reclaim a marked territory by paying the normal cost and perform this action







If you encounter the beaver token and do not own its tile, lose 2 GP. The player who owns the beaver tile gains 2 GP. If another player draws a beaver territory tile, they take possession of the beaver token and place it in the territory where they drew their tile. 




Obstacles in a territory activate specific restrictions or bonuses 

Spend the desired value on your die to activate the available actions in the territory where you end your movement

-  -2 To progress on the territory track
-  -2 To increase the value of one of your kit dice
-  -2 To hunt
-  -1 To mark the territory



Advancing on a Territory Track

Move your paw token along the track and collect the indicated bonus. If you encounter this symbol,  move the hunter or photographer clockwise to the next territory on the designated spot.

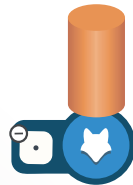
Increasing a Kit

Physically increase the value of one of your kit dice on your personal board. For example, a value of 1 changes to a value of 2



Marking a Territory


- ▶ Spend the value on your die and place one of your markers on the exploration tile. Always use the leftmost marker from your personal board
- ▶ Check if you gain any VP by removing a territory marker from your player board
- ▶ You can mark a territory already claimed by another player by using the die value to pay the cost, returning the opponent's marker to their personal board
- ▶ You cannot mark a territory that you already own





Hunter / Photographer


The hunter or photographer moves clockwise across the hunting areas. A move can be triggered by territory tiles, starting each round in the territory shown by the destiny tile drawn at the beginning of the round.



 When the hunter or photographer is present in a territory:

- ▶  Hunting is not allowed
- ▶  Territory marking is not allowed

Hunting

- ▶ Collect the hunting tile on the exploration tile, flip it, and place it in your cache on the next free space on your personal board
- ▶ Collect if the bonus if hunting is successful
- ▶ Place the tile in the cache even if hunting fails
- ▶ If no tile is present, you cannot hunt
- ▶ If the hunter or photographer is present, you cannot hunt in that territory 
- ▶ Replenish tiles during the end-of-round reset
- ▶ When all your hunting spaces are filled, collect the bonuses, then discard the tile
- ▶ You may exchange one or more tiles for 4 GP each during the kits' growth phase

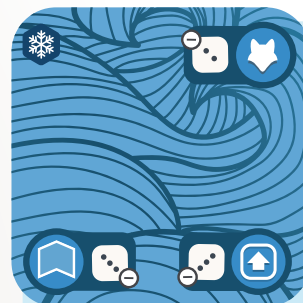


Cheese

- ▶ The player with the cheese may exchange it for 4 GP during their turn or for 4 VP at the end of a round scoring
- ▶ The cheese can be stolen
- ▶ There is only one cheese

Star

- ▶ The player with the star can move +1 at any time within the territories
- ▶ The star is worth 4 VP at the end of the game




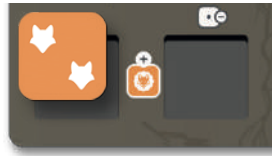
Winter Territories 29

Winter territories are available on the reverse sides of the territory exploration tiles, offering a new level of difficulty with higher action costs.

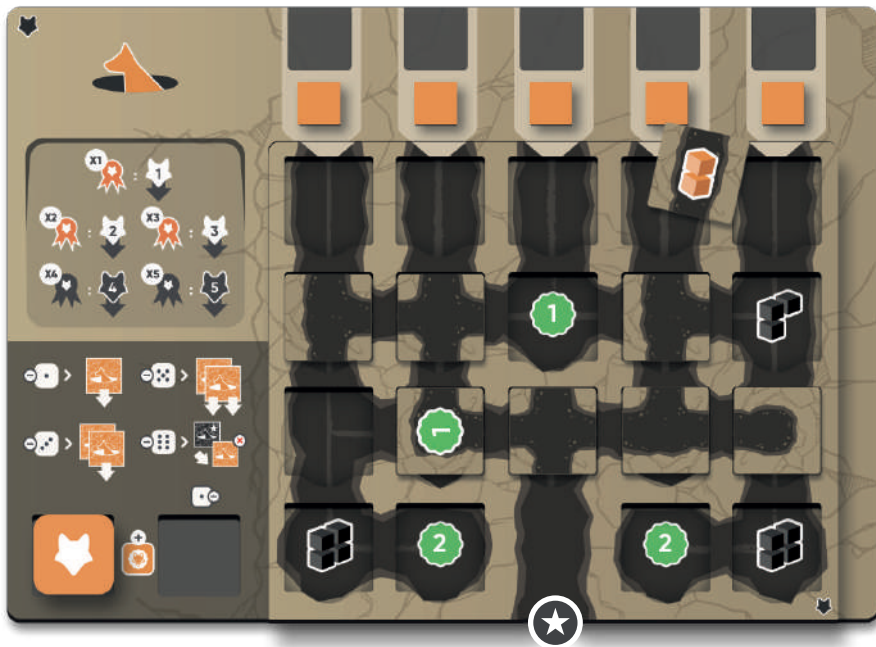
Actions - Den Exploration

Explore Your Den













- ▶ Place your die in any available action space and pay the cost if applicable
- ▶ If your die reaches a value of 0, place an empty die tile on it 
- ▶ You may offset the value by spending GP



- ▶ **Spend and reduce your die's value** to draw den path tiles
- ▶ You may offset the value by spending GP







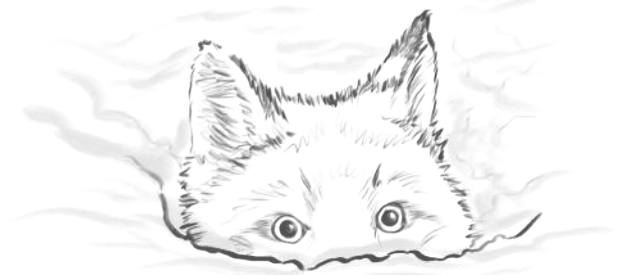
The action of drawing one or more den tiles can only be performed once per turn

- ▶ Pay 1  draw 1  place 1 
- ▶ Pay 3  draw 2  place 1 
- ▶ Pay 5  draw 2  place 2 
- ▶ Pay 6  draw 1 bonus  place or replace 1 



Choose a tile from the instincts board (face-up or the top tile of the draw pile) and place it in your den, or replace a previously placed tile

- ▶ Place the drawn path tile(s) in your den
- ▶ Form one or more continuous paths from the base 
- ▶ Collect bonuses if applicable  
- ▶ If the drawn tiles are unsuitable, you may discard them into your bag, which will immediately end your turn
- ▶ Develop an instinct  20

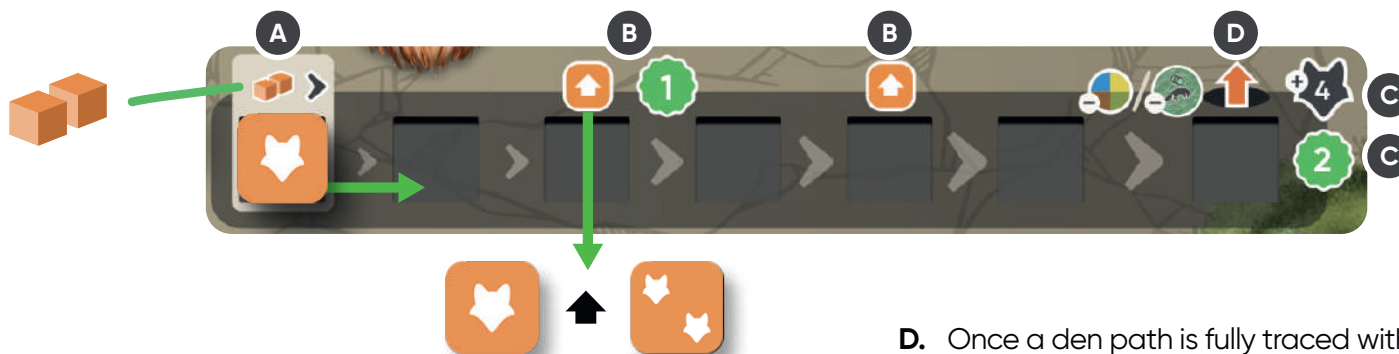


Vision and Hunting

Foxes have highly developed night vision and use Earth's magnetic fields to locate their prey, especially in tall grass.



Kits' Growth



A. Pay the required GP from the growth track (plus one resource of your choice or 1 hunting tile when you reach the end of the track) to advance your kit die to the right. Pay for each progression along the track

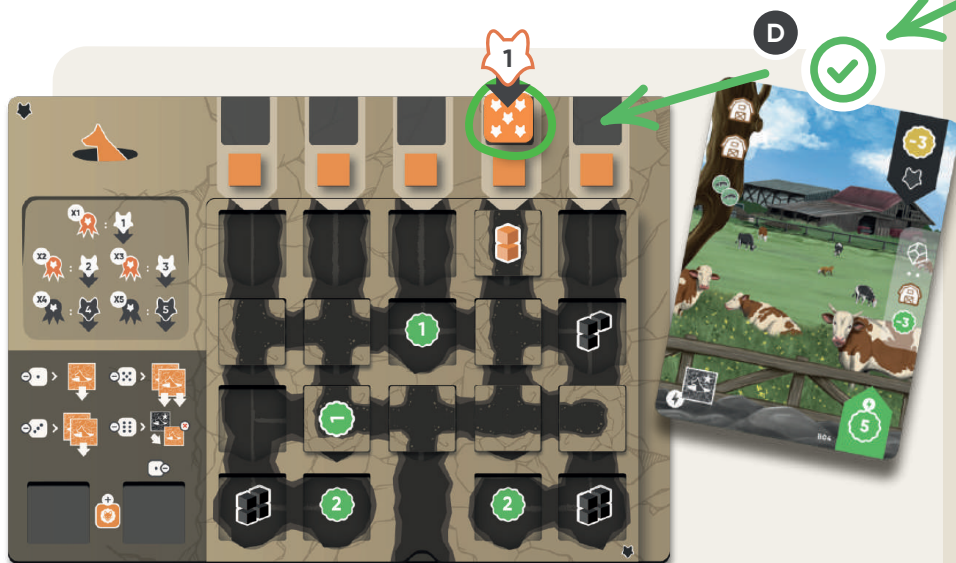


B. Collect victory points or upgrades as you pass the icons displayed above the tracks



C. When you reach the end of either of the first two tracks, collect the associated VP, retrieve an additional kit die, and place it on the first space to the left of the corresponding growth track. If the starting space for the die is not free, wait until it is before adding the extra die

D. Once a den path is fully traced with tiles and a kit reaches the end of its growth track, if the player has completed enough private objectives (one per kit, see details below), the kit die can be placed above the cube at the end of the path, and this cube is immediately moved to the instincts board to activate a new instinct



Private Objectives vs. Kits

To send a kit to develop an instinct, you must complete a private objective for each kit you wish to send out of the den. Thus, to send out your 5th kit, you must have completed a 5th private objective card

X1	: 1	1 objective: 1st kit	
X2	: 2	2 objectives: 2nd kit	
X3	: 3	3 objectives: 3rd kit	
X4	: 4	4 objectives: 4th kit	
X5	: 5	5 objectives: 5th kit	



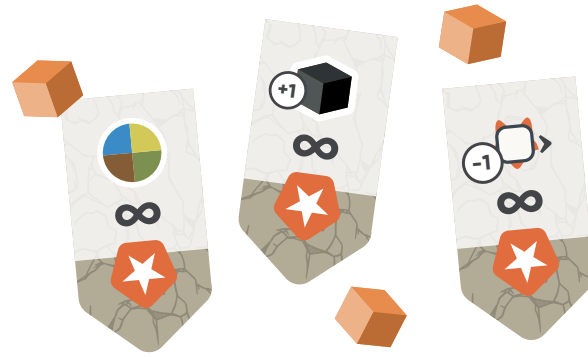
Instincts



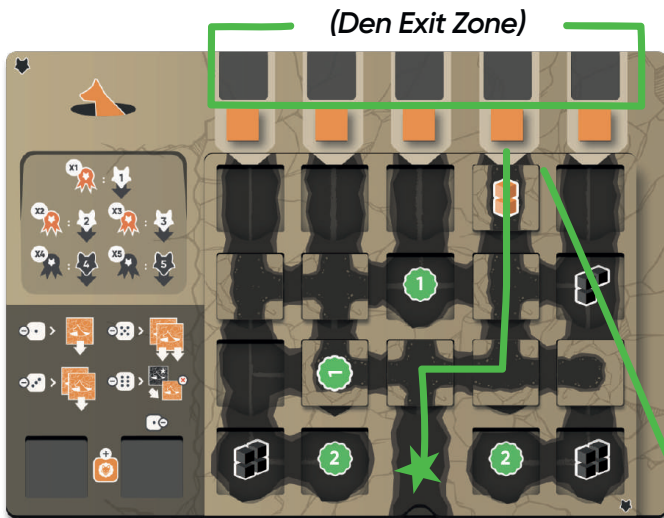
Develop Your Instincts

To develop your kits' instincts:

- A. Complete continuous paths in your den
- B. Complete objectives
- C. Transfer your kits out of the den by meeting private objective prerequisites
- D. Activate instincts on the instincts board



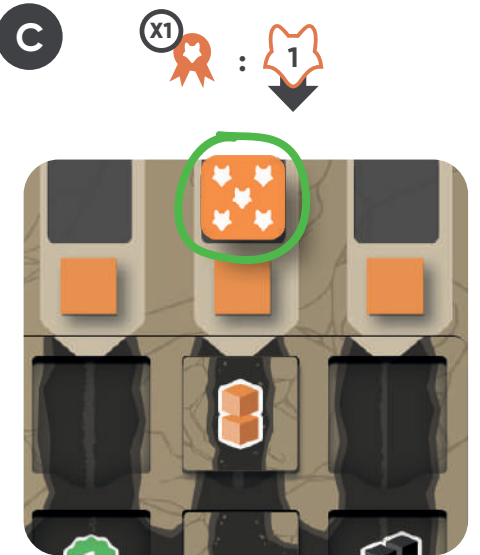
A



B



C



D



Kit dice may leave the den only after completing the required number of private objectives

Retrieve the cube connected to a kit die and a continuous path in the den.



Place the cube in the desired instinct area on the instincts board.




Kits transferred during the game will score victory points during the end-of-game scoring.



Kits ready to exit the den must wait if there isn't a complete path or the required number of objective cards completed

→||| End of Round


When the last player finishes their turn, proceed with end-of-round scoring  27

Calculate Points

Calculate end-of-round victory points  27




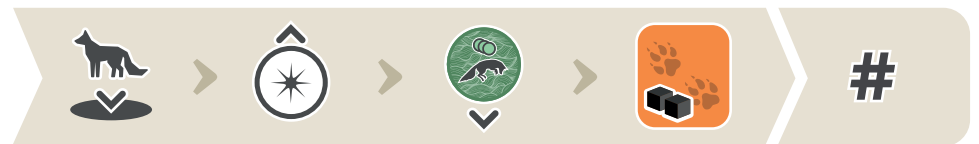
◻> Kits' Growth


After end-of-round scoring, conduct the growth phase for your kits  19



↻ Reset


After the kits' growth, complete the reset and catch-up mechanism using the orange spaces on the victory points track  27




After resetting, place the player tokens on the turn order track  14

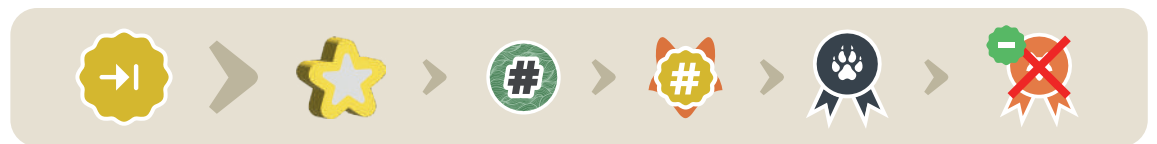


→| End of Game

After scoring the 4th round, perform the end-of-game scoring  27

Calculate Points

Calculate end-of-game victory points  27



◻ The player with the most victory points wins the game!



Diet

Red foxes primarily eat small mammals like mice and rabbits, but they also consume plants, bird eggs, and occasionally seeds and berries.

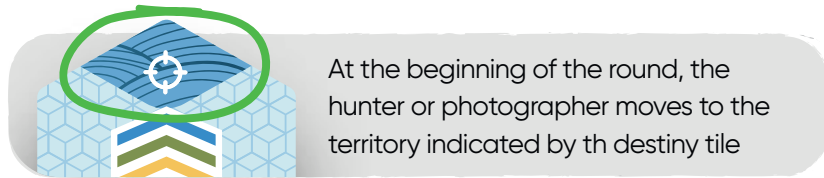
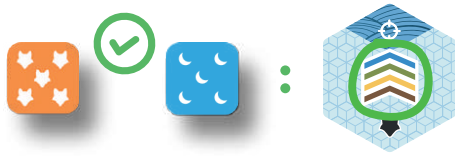
References / Destiny Tiles / Territory Track Tiles

Destiny Tiles and Die


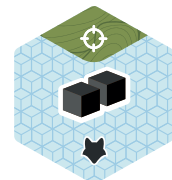





The destiny die

The destiny die indicates which value will activate bonuses on the destiny tiles.

At the start of a turn, if a player rolls the same number as the destiny die with an action die, they gain the bonus shown on the revealed destiny tile for that round.



At the beginning of the round, the hunter or photographer moves to the territory indicated by the destiny tile

	Advance on a territory track (of your choice)		Collect 2 GP
	Increase a kit die by +1		Draw a resource of your choice
	Draw 1 hunting tile from the stack		Draw 1 den path and place it immediately in your den
	Move a kit die forward 1 space on the growth track for free		

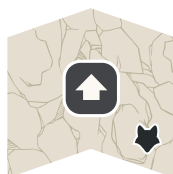



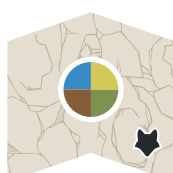


Territory Track Tiles

Vital Territory Tracks

The vital territory tracks allow you to collect bonuses. Each track is linked to a vital territory.







The mountain does not have a specific track.



	Increase a kit die by +1		Draw a bonus den path tile		Draw 1 hunting tile from the deck		Claim the star
	Collect a resource of your choice		Gain the cheese, regardless of its current location	<div style="border: 1px solid gray; border-radius: 15px; padding: 10px; background-color: #f0f0f0;">  <p>When you encounter this symbol on a track, the hunter or photographer moves clockwise to the following territory.</p> </div>			

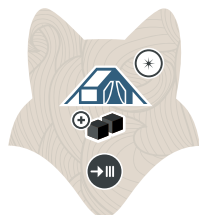


Territory Tiles (Bonuses)

Territory tiles allow you to gain instant bonuses, additional actions, and activate obstacles.

-  Instant Bonus
-  Keep in hand; it can be activated with an action die
-  Available to All: Placed near the mountain territory
-  Obstacle: Affects the corresponding territory

- ▶ Actions, bonuses, and powers can only be used once
- ▶ Once used, tiles are discarded
- ▶ If a draw pile in a territory is empty, shuffle and replace the discarded tiles to form a new pile
- ▶ Each tile stack is linked to one of the vital territories
- ▶ When a tile with this icon  is drawn, it is available to all players on the right side of the mountain territory
- ▶ When a tile has this icon , it must be placed in view of all players, to the right of the mountain territory.
- ▶ Obstacles remain active until the end of the current round
- ▶ New obstacles replace those already in play



Obstacle / The Camp

Place the **camp** token in a territory of your choice. All players ending the round in this territory gain 2 GP



Obstacle / The Bear

Place the **bear** token in a territory of your choice. All players ending the round in this territory gain 1 resource of their choice



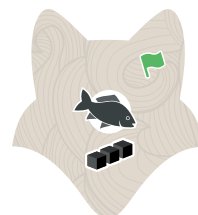
Obstacle / The Storm

Place the **storm** token in the territory where you drew this tile. Daytime movement in this territory is reduced by 1 until the end of the round



Obstacle / The Wolf

Place the **wolf** token in the territory where you drew this tile. Hunting and advancing on the territory track are now prohibited there



Available to all Bonus

Gain 3 growth points



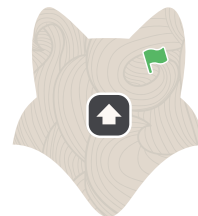
Available to all Bonus

Draw a bonus den path tile and place it immediately in your den



Available to all Bonus

Gain 3 growth points



Available to all Bonus

Increase a kit die by +1



Action

On your turn, place an action die on the tile, pay 1 resource, and **increase a kit die**. Your die is now empty



Power

Place the **beaver** token in the territory where you drew this tile

You now possess the beaver's power



Instant Bonus

Gain the **cheese**, if another player has it, steal it

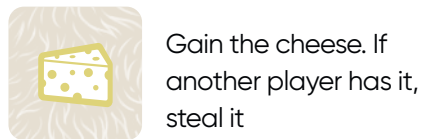


Instant Bonus

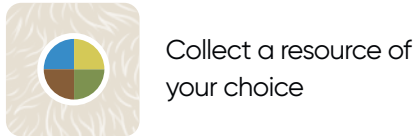
Gain the **star**. If another player has it, steal it

You can move +1 on your turns as long as you possess it

Turn Order Tiles



Gain the cheese. If another player has it, steal it



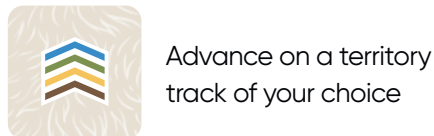
Collect a resource of your choice



Collect 2 GP



Increase a kit die by +1



Advance on a territory track of your choice

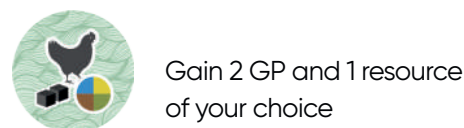
Hunting Tiles



Failed Hunting



Gain 2 GP



Gain 2 GP and 1 resource of your choice

Den Path Tiles



Den Paths

Den paths allow you to collect bonuses while exploring the den and develop your kits' instincts to enhance your abilities. You can draw tiles from your bag when performing the den exploration action.

There are 5 types of den paths



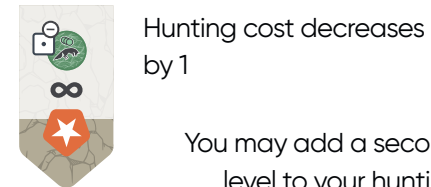
Bonus Den Paths

Bonus den paths allow you to place a tile to extend a path or replace an existing path in your den.

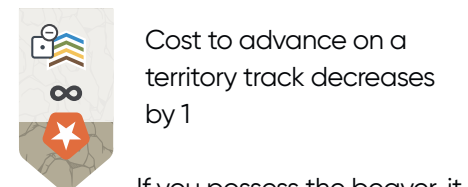
- When placing your path, collect its bonus
- As soon as you take a bonus path, replace it with a new one from the instincts and bonus den paths board
- If you replace a previously placed tile in your den, return the old tile to your bag (ignore any bonus beneath the old tile)

Instinct Tiles

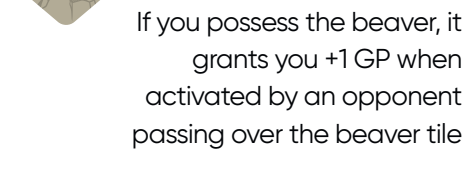
Instincts are effective until the end of the game ∞



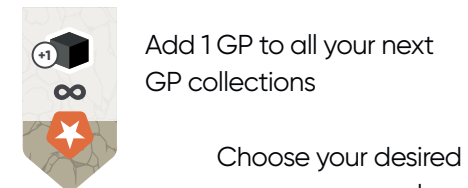
Hunting cost decreases by 1



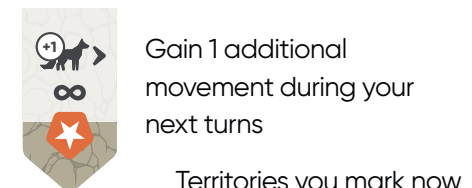
You may add a second level to your hunting collection



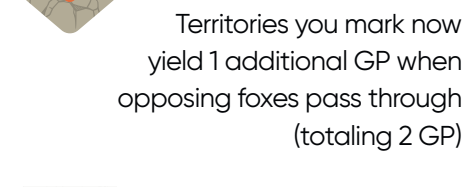
Cost to advance on a territory track decreases by 1



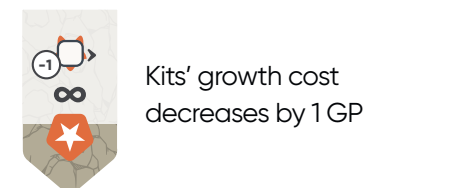
Add 1 GP to all your next GP collections



Choose your desired resource when collecting



Gain 1 additional movement during your next turns



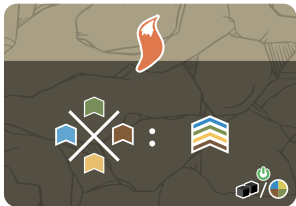
Territories you mark now yield 1 additional GP when opposing foxes pass through (totaling 2 GP)

Kits' growth cost decreases by 1 GP

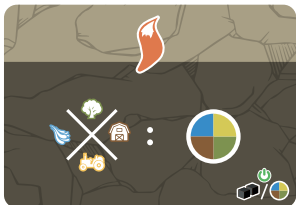


Ruse Tiles

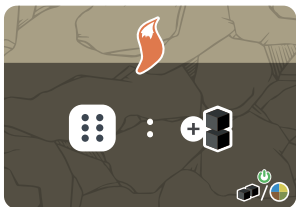
Ruse tiles are asymmetric abilities drawn randomly at the start of the game. All players begin with 2 GP and 1 resource of their choice



When you gain an advancement on a territory track, move up the track of your choice.



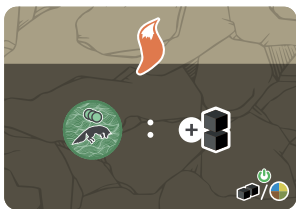
Choose your resource when collecting.



Gain 2 GP each time you roll a 6 with an action die.



Earn 1 GP each time you cross an orange space on the VP (victory point) track.



With each hunting, automatically gain 2 extra GP, even if the hunting fails.



Day and night do not affect your movement.



For your first game, you may ignore the Ruse tiles.



Obstacles

Obstacles are triggered by drawing territory tiles. They appear in different territories, affecting only the players in the territory where they were activated. Obstacles are discarded at the end of a round.



The Wolf

It prevents hunting and advancing on the territory track



The Bear

Each collected resource provides an additional resource of choice



The Storm

Daytime movement is limited to 1, and nighttime movement to 2



The Camp

At the end of the round, all players in this territory gain 2 GP



The Cheese

The player with the cheese can exchange it for 4 GP during their turn or for 4 VP at the end-of-round scoring.



The Star

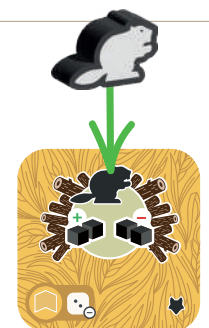
Day and night movement restrictions do not affect the player holding the star.

- There is only 1 star
- Another player can steal the star from you
- The star is discarded at the end of the round



The Beaver

- The player who draws the beaver's territory tile places it in front of them and positions the beaver token in the corresponding territory on the beaver dam exploration tile
- If another player encounters the beaver, they lose 2 GP, while the player who owns the beaver gains 2 GP
- The beaver is discarded at the end of the round
- Ownership of the beaver can change during a round



References / Private Objectives / Common Objectives



REMINDER

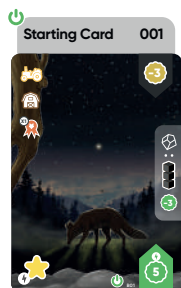
Only resources need to be spent to complete private objectives.



Private Objectives

Your cards are personal objectives that only you can complete to earn bonuses and extra VP.

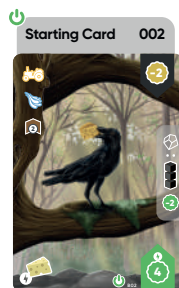
- ▶ You can always draw a new card, discard an incomplete card, or activate the exchange effect of a completed card by visiting the mountain territory on your turn
- ▶ You may declare your completed objectives during the end-of-round scoring in player turn order
- ▶ Only resources need to be spent to complete private objectives
- ▶ At the end of the game, points will be deducted for any uncompleted private objective cards still in hand



Requirements:
1 field, 1 farm, 1 completed private objective

Exchange:
-3 VP for 3 GP

Bonus: Star and 5 VP
Penalty: -3 VP



Requirements:
1 field, 1 river, level 2 on the farm track

Exchange:
-2 VP for 3 GP

Bonus: Cheese and 4 VP
Penalty: -2 VP



Requirements:
2 fields, level 4 on the field track

Exchange:
-2 VP for 1 field

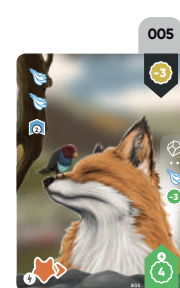
Bonus: Advance on a territory track and 5 VP
Penalty: -2 VP



Requirements:
2 farms, 2 hunting tiles

Exchange:
-3 VP for 1 farm

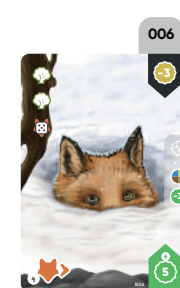
Bonus: 1 bonus den path tile and 5 VP
Penalty: -3 VP



Requirements:
2 rivers, level 2 on the river track

Exchange:
-3 VP for 1 river

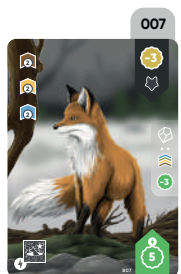
Bonus: Increase a kit die by 1 and 4 VP
Penalty: -3 VP



Requirements:
2 forests, 1 kit die with a value of 5

Exchange:
-3 VP for 1 resource of choice

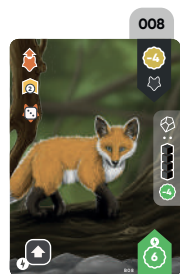
Bonus: Increase a kit die by 1 and 5 VP
Penalty: -3 VP



Requirements:
Level 2 on the farm, field, and river tracks

Exchange:
-3 VP to advance on a territory track

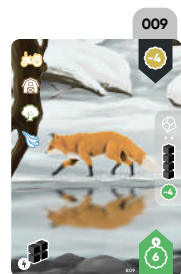
Bonus: 1 bonus den path tile and 5 VP
Penalty: -3 VP



Requirements:
1 kit outside the den, level 2 on the field track, 1 kit die with a value of 3

Exchange:
-4 VP for 4 GP

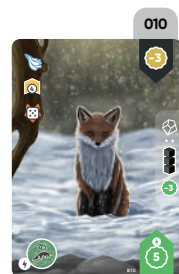
Bonus: Increase a kit die by +1 and 6 VP
Penalty: -4 VP



Requirements:
1 field, 1 farm, 1 forest, 1 river

Exchange:
-4 VP for 4 GP

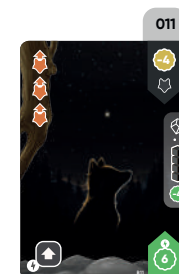
Bonus: 4 GP and 6 VP
Penalty: -4 VP



Requirements:
1 river, level 4 on the field track, 1 kit die with a value of 5

Exchange:
-3 VP for 3 GP

Bonus: 1 hunting tile from the stack and 5 VP
Penalty: -3 VP



Requirements:
3 kits outside the den

Exchange:
-4 VP for 4 GP

Bonus: Increase a kit die by +1 and 6 VP
Penalty: -4 VP

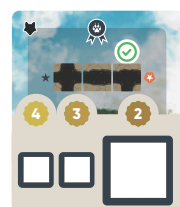


Common Objectives

Common objectives allow you to earn VP and bonuses. As soon as you complete a common objective during your turn, declare it and place one of your cubes on the leftmost available space to gain the maximum VP. The earlier you declare a common objective, the more VP you score. Victory points (VP) are added during end-of-game scoring. Each objective can only be completed once per game.



Requirements:
3 completed private objectives



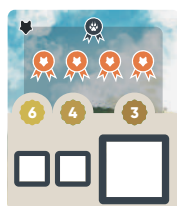
Requirements:
Completed a path of 3 tiles in your den



Requirements:
Marked 4 territories



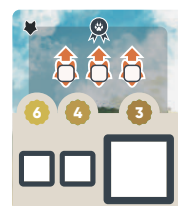
Requirements:
Reach level 7 on any territory track



Requirements:
4 completed private objectives



Requirements:
Reach level 4 on any territory track



Requirements:
3 kits outside the den



Requirements:
3 hunting tiles in your cache (collection)

End-of-round scoring 

VP for completed private objectives



4 VP if you still possess the cheese



VP for the sum of remaining values on action dice



Kits' growth phase



Foxes return to the center of the vital territories

Remove obstacles from the territories
› Wolf, Storm, Bear, Camp, and Beaver

Add hunting tiles to empty spaces in the territories



Players trailing behind gain two GP for each space they are behind the leader



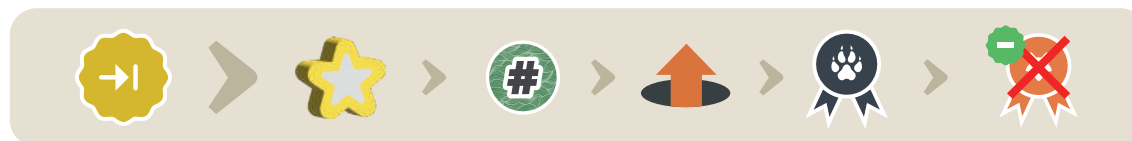
Next round's turn order is determined by positions on the VP track



Instant VP and End-of-Round VP



End-of-Game VP

End-of-Game Scoring 

Gain 4 VP if you possess the star at the end of the game



Collect VP for hunting collections



Collect VP for the sum of values of your kit dice outside the den



Collect VP for completed common objectives



Subtract VP for uncompleted private objectives



The player with the most victory points wins the game!

Firefox (Mini-Expansion)

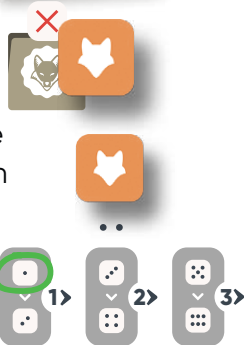
Setup

1. Place the Firefox board near the main board
2. Place the Firefox die on the Firefox board
3. Place and reveal Firefox tiles on the 6 spaces of the board
4. Create a draw pile with the remaining Firefox tiles
5. Place the Firefox token on the top space of the board
6. Add all other tiles to the base game components



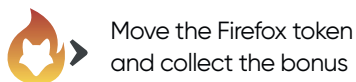
Firefox Action

- ▶ On your turn, place your action die on the board
- ▶ Move the Firefox pawn clockwise by the number of spaces matching your action die's value
- ▶ Collect the bonus on the destination Firefox tile and replace it with a new tile from the draw pile
- ▶ Then place a blank die tile on your die
- ★ If there are no more tiles when you move, collect the bonus of 4 GP shown on the Firefox board



Firefox Bonus

Some additional tiles offer Firefox bonuses



Move the Firefox token and collect the bonus

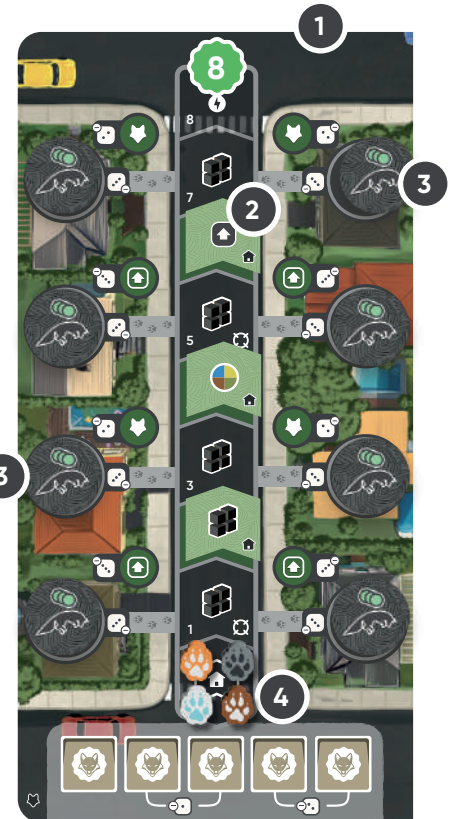


Roll the Firefox die, move the Firefox pawn by the corresponding number of spaces, and collect the bonus

Village (Mini-Expansion)

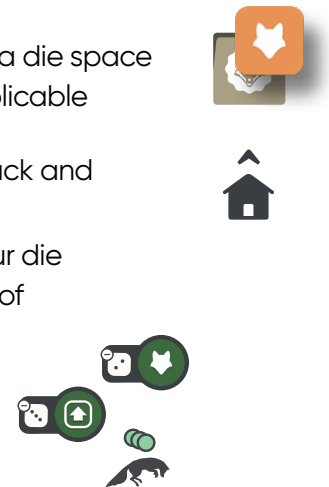
Setup

1. Place the Village board near the main board
2. Place 3 random Village track tiles on the 3 green spaces
3. Place Village hunting tiles randomly, face-down on their spaces on either side of the board, and form a draw pile nearby with the remaining tiles
4. Place the fox paw tokens at the start of the track
5. Add all other tiles to the base game components



Village Action

- ▶ On your turn, place your action die in a die space on the board and pay any cost if applicable
- ▶ Advance one space on the Village track and collect the bonus
- ▶ Then, you may spend the value of your die to perform actions on the left or right of the track
- ★ Available Actions:
 - › Collect a hunting tile
 - › Increase a kit die
 - › Mark a territory



- ★ Hunting tiles are added to your cache
- ★ New hunting tiles are added to empty spaces at the end of the round
- ★ A marked territory on the Village track counts toward the common objective for territories



2-Player Game

Setup

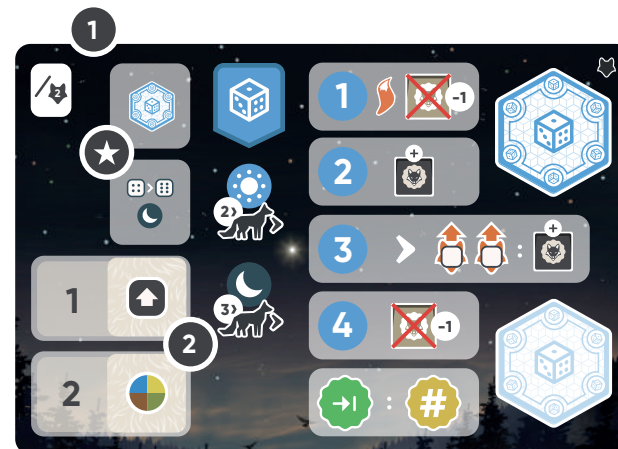
1. Use the reverse side of the fate board for 2 players
2. Place 1 turn order tile on each of the 2 designated
3. Add an empty die tile on the rightmost space of each of the 4 action die placement areas on the territories board (field, farm, river, and forest) to restrict spaces



4. In the 4th round, use extra tiles to further restrict action die placement spaces



- ★ The destiny tile is still revealed, and the destiny die is rolled

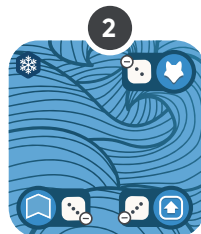


Winter Variant

The winter variant introduces a more challenging game mode. During winter, exploring the territories and gaining action becomes more demanding. You'll need to manage your resources and make strategic choices carefully!

To Play with the Winter Variant

1. Simply flip the main board to its reverse side.
2. To make the territories less linear, randomly place the exploration tiles on the territory spaces, ensuring they show the snowflake icon side.



- ★ The setup and gameplay remain the same as the standard version.



Premices - Basic Mode

Premices is a basic mode designed to introduce Ruse to less experienced players.

By using the Premices mode, you offer a stepping stone for friends who are newer to more complex board games, inviting them into the world of Ruse. It's a unique way to share your passion for Ruse with those around you.

Consult the setup and rules by scanning the QR code

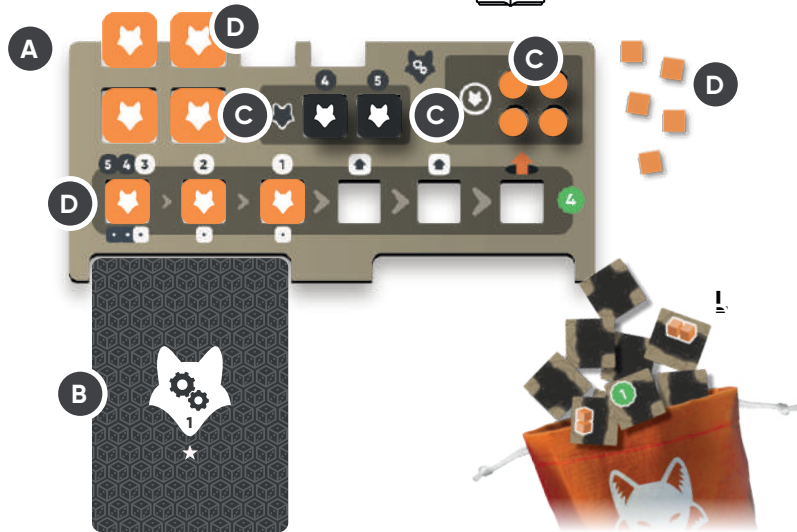


For a few days, you've sensed something unusual, and your instincts are never wrong. The scents have changed, and the usual prey is sparse. One pitch-dark evening, you leave the den and catch a threatening scent! Following the trail, you suddenly find yourself in a clearing lit by starlight. You stop abruptly—two eyes shine in the darkness ahead. You see a form, your heart races, and you bare your teeth! VIXEN, the fox, stands directly in front of you, determined to claim your territory... Who will emerge victorious in this clash between you and VIXEN?

Setup

Set up for a "2-player" game  + 

Complete the setup for one player's components 



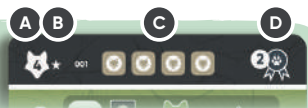
- A. VIXEN receives the solo board, solo cards, and player components in a different color
- B. Choose one of the 4 VIXEN levels, shuffle the cards for each round, and form a face-down deck on the left side of the solo board, ordered sequentially from round 1 to 4 for gradual reveal



- ★ VIXEN does not use objective cards, paw tokens, Ruse tiles, player board, or den board—VIXEN only uses 5 cubes
- C. Place 2 action dice and 2 black kit dice in reserve, and the 4 territory markers on the solo board
- D. Place the remaining 3 kit dice with a value of 1 on the first 3 spaces of the growth track on the solo board, and keep the other 2 action dice, 5 cubes, and VIXEN's den path tile bag nearby, outside the solo board
- ★ VIXEN always starts in the last position on the turn order track, with VIXEN's sitting fox on the last free space
- ★ Place VIXEN's fox head token at 0 on the victory points track
- ★ Position VIXEN's standing fox in the center of the territories on the main board



- A. Current round indicator (4)
- B. Card level indicator (*1)
- C. Number of action dice for the round (x4)
- D. Instant bonus, collected when the card is revealed



Gameplay

Beginning of Round Steps

1. Determine turn order and collect bonuses.
2. VIXEN does not collect turn order bonuses.
3. Reveal a destiny tile.
4. Place the hunter or photographer in the territory indicated by the destiny tile.
5. Roll the destiny die.
6. The first player rolls their action die.



VIXEN's Turn

VIXEN's turn functions similarly to a player's, where each turn VIXEN reveals a card and rolls an action die to take actions in the territories or the den. The die results on the cards determine the action location.

VIXEN always starts in the last position on the turn order track.

In the first round, VIXEN has 2 action dice (as shown on the first-round cards



VIXEN can declare completed common objectives (as indicated on the cards at the start of each round).

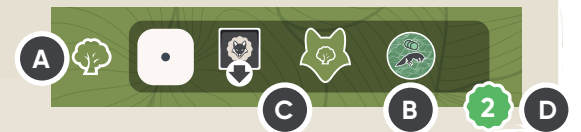


VIXEN's Actions



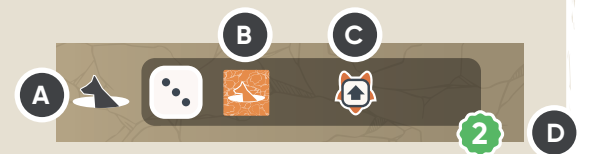
In the Territories

- A VIXEN places an action die in the territory shown on the card row
VIXEN moves within the territory to a spot where hunting and/or territory marking can occur
- B If applicable, VIXEN takes the hunting tile and/or marks the territory
VIXEN can move up to 4 spaces to reach an ideal spot
- C VIXEN collects, gathers, and activates various elements indicated on the cards
- D VIXEN gains victory points at the end of the row



In the Den

- A VIXEN places an action die in an open space above the solo board
- B VIXEN collects the indicated number of den tiles from the card row
Standard or bonus tile
- C VIXEN gathers, collects, and activates elements as needed
- D VIXEN gains victory points at the end of the row



Available Actions

- Hunting
- Territory Tile
- Territory Marking

- Kit Value Increase
- Kit Growth
- Den Tiles and Bonus Den Tiles

- The Cheese
- The Star
- Hunter or Photographer

- Obstacles
- The Beaver
- Common Objectives

Retrieve Action Dice



End-of-Round Scoring

Follow the usual end-of-round scoring steps for the player



VIXEN gains 4 VP if it possesses the cheese at the end of the round.



Then, VIXEN retrieves all its action dice and places them near its board.

Unlike players, VIXEN does not gain points for remaining dice values at the end of the round.



VIXEN moves all its kit dice 1 space to the right, which may result in a kit leaving the den.



The catch-up mechanism applies to VIXEN, but instead of gaining 2 growth points per orange space between the leader and the follower, VIXEN gains 1 VP per orange space.



Player positions on the turn order track are based on their position on the victory points track, as in a standard game.



End-of-Game Scoring

Follow the usual end-of-game scoring steps for the player



VIXEN gains the following victory points:



4 VP if VIXEN has the star at the end of the game



Collection points for rummaging tiles, per the main board chart



1 VP per group of 3 den path tiles



1 VP per bonus den path tile



1 VP per group of 2 territory tiles



Points equal to the value of the kit dice outside the den



VIXEN does not gain points for common objectives

WARNINGS!

The VIXEN mode cannot be used with the Firefox expansion, the Village expansion, or the Premices mode.

Remove any components marked with the small flame or house icon.
































































VIXEN mode can be played with 2 or 3 players, and with 4 players if you add the 5th-player expansion.



Create Your Own VIXEN Modes! Download the graphic kit to design your own solo mode cards.



References / Iconography

	Starting Components (1st Game)		Kit Die		The Beaver
	Destiny Tile		Kit Growth		The Cheese
	Destiny Die		Add an Extra Kit Die		The Star
	Day/Night		Move an Extra Kit Die		Obstacles Wolf, Storm, Bear, Camp
	Ruse		Increase a Kit Die		Obstacles
	Hunter / Photographer		Kit Leaving the Den		Available to All
	Hunter or Photographer Movement		Kit Die Placed Outside the Den		Keep in Hand
	Territory Affected by Hunter or Photographer		Den		Instant
	Vital Territories		Instincts Board		End of Round
	Resources: River, Forest, Field, Farm, Mountain		Draw a Den Tile		End of Game
	Growth Points (GP)		Den Path Tile		End-of-Round Scoring
	Resource of your Choice		Bonus Den Path Tile		End-of-Game Scoring
	Territory Tracks		Place a Den Path Tile		Total VP
	Advance on a Territory Track of your Choice		Instinct		Instant Victory Points (VP)
	Territory Tiles		Hunting		End-of-Game Victory Points (VP) or Penalty
	Available Territory Tiles		Failed Hunt		Components - Winter Variant
	Fox Movement		Hunting Cache and Collection		VIXEN - Solo Mode
	Territory Marker		Private Objective		Components - Firefox Mini
	Mark a Territory		Common Objective		Move the Firefox Token
			Extra Private Objective Card		Roll the Firefox Die
					Firefox Pawn
					Components - Village Mini
					Advance on the Village Track
					Components - 5th Player