

# Ruin Runner

a tile laying game for 2-6 looters

## Introduction

The goal of the game is to collect more valuable resources from an ancient alien ruin than your opponents.

## Contents

Ruin Runner contains the following: 4 exit arrow counters, 6 looter pawns, 6 resource cards, 102 resource counters, and 36 ruin tiles.

## Setup

Place the ruin tile marked START in the center of the table. Shuffle the resource cards and ruin tiles. Set the resource counters off to the side. If there are two or three players, deal two resource cards and five tiles to each player. If there are four to six players, deal one resource card and three tiles to each player. Put the remainder of the tiles in a draw pile. Each player keeps their resource card(s) and tiles hidden.

## Discovering the Ruins

The shortest player goes first (or use your favorite agreeable randomization technique).

Place one tile from your hand on the board. When placing a tile, place it so that all adjacent tiles are legal. Legal tiles have arrows flowing in the proper direction. It is acceptable for an arrow to point towards a blank side of the tile (this is known as a *dead-end*) or for an arrow to point to no tile, but all arrows must flow properly. Each out arrow must point to an in arrow and vice versa.

(It is possible, but unlikely, that you will have a situation where you cannot place your tile in a legal manner anywhere on board. If this happens, you must pass your turn to the next player. If all players pass consecutively, then the discovery phase is over and you go immediately to the looting phase. Discard all unusable tiles.)

Some tiles have one or more resources marked on them. Place one resource counter of the appropriate color on each diamond. Place three resource counters of the appropriate color on the circles.

Draw a replacement ruin tile from the draw pile, if any are available. Play continues clockwise around the table until all tiles have been placed. Once the ruins are completely discovered, each player places their looter pawn on the START tile.



## Looting The Ruins

The tallest player goes first (or use your other favorite agreeable randomization technique).

Move your looter one tile by following any arrow leaving the tile. If this would put your looter off the board (the arrow doesn't point to a tile) or there is no equivalent arrow entering the next tile, then your looter has exited the ruins and moves back to the START tile. Any number of looters can be on the same tile.

You may take *one* resource counter from the tile you enter. When all the resource counters have been removed -or- when an entire looting turn passes without a player taking a resource counter the game is done and you go the scoring phase.

## Special Tiles

There are a few special tiles that have correspondingly special rules:

**Teleport:** Any looter entering a Teleport Entrance tile is moved to the appropriate Teleport Exit tile. Any looter entering the Teleport to Start tile is moved to the Start tile.

**Gate:** Place an exit arrow counter on one of the white arrows when you place this tile. After a looter leaves this tile, move the exit arrow counter to the other white arrow. Looters must leave this tile via the direction of the arrow counter.

## Scoring

Each resource counter is worth one (1) point. Resource counters that match your resource card(s) are worth two (2) points. The player with the most counters of a particular color score an additional five (5) points for that color. If two or more players tie the number of resource counters for a color, each of those players scores three (3) additional points.

## Victory

As you might expect, the player with the most points is the winner!

## Variations

**No Honor Amongst Thieves:** If you enter a tile with other looters, you may swap one of your resource counters with one resource counter of your choice from one other player.

