

March 2023

Version 1.0



Game Mode Instructions PDF

'THE DECK' BY CAMBIO UNLIMITED



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Cambio – The Original

For 2 - 8 players. From 10 years of age and older.

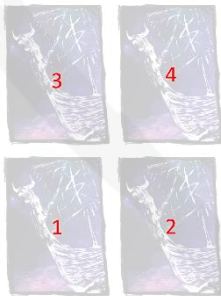
Cambio is a game of speed, memorization, strategy and luck.

Goal of the game

Each player is trying to get rid of cards or exchange them with lower card values in order to have the fewest points out of all players in their table cards at the end of the round.

Game Set-up

- I. Shuffle all 76 cards. The youngest player starts as the dealer.
- II. The dealer deals four cards face down to each player. These are arranged in 2 rows with 2 cards each in front of the other. The remaining cards placed in the middle (easily accessible for all players) as a draw pile.
- III. At the beginning of the round, each player gets to look at their own bottom 2 table cards and commit them to memory before placing them back face-down on the table in the same place.
- IV. The dealer starts with the first move. Cards may no longer be looked at without action cards from here on out!
- V. After each round, the position of the dealer changes clockwise.



Positions of your cards



Discard pile

Main pile



Game setup for 8 players

Gameplay

To start your turn, draw a card from the main pile or from the discard pile, as long as the discard pile is not "frozen" (see Special rules), and privately take a look at it.

After you have taken a look at it and memorised your new card, you can either put it directly on the discard pile or exchange it for one of your face-down table cards, while quickly throwing the replaced card on the discard pile face-up for all to see. The new card must occupy the same position as the previous card, as the positions of the table cards are fixed. The players may only change the positions of the table cards with swap actions (see action cards).

As soon as the replaced card lands on the discard pile, all players (including you) may throw an identical card on it, but only the fastest discarding player can benefit from this action. For example, if a 7 is discarded, each player has the chance to throw any other 7 they may know about in their own table cards or the table cards of another player onto the discard pile. Speed is crucial here (see special rules for further explanation)!

Identical cards are based on their rune sign, not their point value! (Red Kings have an identical rune to Blue Kings)



If you successfully discarded an identical rune, you now have one less table card. If you successfully discarded another player's card, you may now give them any one of your table cards (always face-down) and thus have one card less.

Now it is the next player's turn in clockwise order. The round continues until either Cambio is called or a player has no more cards in front of him.

Action cards

Actions are only carried out when an action card is drawn from the draw pile and immediately placed on the discard pile instead of exchanging it with one of your own table cards.



'Peek Mine' Card
Value \triangleq 10 points

If you draw this card and immediately discard it, you may look at one of your own cards.



'Peek Yours' Card
Value \triangleq 10 points

If you draw this card and immediately discard it, you may look at another player's card.



Swap Card
Value \triangleq 10 points

If you draw this card and immediately discard it, you may swap any two cards face down (own with stranger or stranger with stranger). You may not swap the position of two of your own cards.



Red King
Value \triangleq -2 points

If you draw a king and immediately discard it, you may take 2 actions (any combination of 'Peek Mine', 'Peek Yours, or Swap).



Blue King
Value \triangleq 13 points

If you draw this card and immediately discard it, you must select a card from each player (except yourself). The selected cards of the other players must be shown simultaneously for 3 seconds, clearly visible for everyone to see.



Energy Card
Value \triangleq 10 points



Numbers Cards
Value \triangleq Value of the numbers on the respective card

Number cards have no special action in this game

Special rules

There are a few special rules to make the game more exciting.

Frozen main pile

If a card is discarded and a player throws an identical card on it before the next player's turn, the discard pile is "frozen" and the next player can only draw a new card from the main pile.



Quickness

The first player to place an identical rune on top of the discard pile is the only player who may now discard any and all other identical runes they may know about. If another player attempts to discard an identical rune, but is slower – it does not count. In fact the faster player may now also discard the second fastest player's card now that they know it is identical as well. There is no limit to the number of identical runes the fastest discarding player may discard during this turn. Note again that this is all about the rune, not the point value! This means that the King runes may be placed on top of each other, and just because the action cards are all worth 10 points, this does not make them identical!

Penalty cards

If you incorrectly discard another player's table card (the rune was not identical to the discard pile or you were too slow), you must place the card back and also draw a penalty card from the main pile without looking at it, placing it face-down as an additional card in your table cards.

Bluffing: There are no penalty cards for cards that are not revealed or only touched. This can lead to other players now guessing which rune is hidden under the table card in question, and successfully bluffing other players into taking penalties can lead to an advantage.

A penalty will also incur if you look at one of your own cards, or a card from another during the game without having an action card for it. In this case you must also draw a penalty card.

End of round

The round can end in 2 ways:

- I. As soon as any player has no more table cards, the round ends immediately.
- II. One player per round can call 'Cambio' at the beginning of their turn instead of drawing a new card if they think they have the fewest points among all players. This "freezes" their cards. After a player calls 'Cambio' no one is allowed to swap their cards, look at them, or discard them. Each of the other players now have one more turn before the round ends.

Points

At the end of the round, the players turn over their table cards and add up the number of points indicated on the corners of the cards. Record the round sums of each player's points on a notepad.

If a player called 'Cambio' and actually had the fewest points, an additional 5 points are deducted as a reward. If they did not have the fewest points, 5 points are added as a punishment.

End of game

The game ends when any player has reached a total of 50 points over several rounds. The player with the fewest points wins.

Further information

You can find more information and funny explanatory videos on [YouTube](#), [Instagram](#) & [TikTok](#).

For feedback or questions about the rules of the game, please use our [forum](#). Here we are trying to create an open dialogue with you in order to constantly improve our game modes.

Please take a look!



Kodiak The Card Game

For 2 - 6 players. Ages 7 & Up.

Kodiak is a game of speed, memory, strategy & luck.

About the creation of the game

In this game you take the role of the TikTok famous adventure cat "Kodiak The Travel Cat" and his 'Mickey friends'. Watch as your cards become your paws while utilizing your speed, memorization abilities, and pesky strategy.

Aim of the Game

The player with the role of Kodiak is trying to 'catch 3 mice'. The goal of the other players (the mice) is to 'scurry away'.

Everyone is trying to get rid of their cards as fast as they can, as the player with the least amount of accumulated points after all rounds is the winner!

Game Set-Up

- I. Shuffle all 76 cards.
- II. The youngest player starts as Kodiak. The remaining players start as mice. Kodiak now deals 3 table cards face down to each player. The remaining cards are placed in the center as the main pile.
- III. The table cards are situated according to your current role (Kodiak or a mouse) for visual effect (see images below).
- IV. Kodiak starts with the first turn each round.
- V. Kodiak's position is passed clockwise at the end of each round to the next player.
- VI. The game is not over until everyone has played the role of Kodiak the same number of times.



Gameplay

Before the round begins, each player gets to look at their top card and memorize it; then it is placed back where it was on the table face-down.

To start things off, Kodiak takes a new card from the main pile, looks at it, memorizes it, and **must always** exchange it face down for one of his table cards. He now places the replaced card face up on the discard pile.

As soon as the exchanged card lands on the discard pile, the potential frenzy begins (see more information in 'Kodiak's Pounce' and 'The Scurry'!) as Kodiak is trying to 'pounce' identical cards in other players table cards, and mice are looking for identical cards to hit the discard pile so that they may scurry away.



After Kodiak's turn, it is the turn of the mouse to his left, who takes their turn in the exact same way by drawing a new card from the draw pile, looking at it, memorizing it, and exchanging it face down with one of their table cards.

This continues clockwise until any one of the players has no cards left.

Your goal is different based on whether you are Kodiak or a Mouse:

Kodiak

You are trying to 'Pounce' 3 mouse cards before they escape, giving you a maximum score of -15 points per round.

Kodiak 's Pounce

You, as Kodiak, can 'catch mice' at any moment of the game using different strategies:

- I. You are looking for cards identical to your hand cards inside the hand cards of the mice. If you know/guess where an identical card in a mouse's table card is, quickly place yours on top of the mouse's. If it is indeed identical, this is a successful pounce. Both cards are discarded, Kodiak will have -5 points due to the pounce, and the mouse must take a new card from the main pile without looking at it and place it in the same place of the card that was just 'pounced'.
- II. If you are patient, when a card is discarded from any player to the discard pile, a mouse may indeed try to scurry away by discarding one (or more) identical cards from its table cards. However, you can grab the mouse at the last moment by throwing an identical card from your table cards onto the mouse's discarded cards. This makes the mouse's escape attempt unsuccessful and it must draw the number of cards it has caught face down from the main deck and add them to its table cards.
- III. If you act wisely, you can use the power of a hairball in your table cards and use it as a 'wild-card pounce' against ANY mouse card at ANY time. Both cards then go to the discard pile and the mouse draws a new card face down. However, you can still be surprised by your own regurgitated hairball by accidentally discarding it (+5 points) or by having it in your table cards at the end of the round (+10 points). These hairball consequences are the same regardless of whether you are Kodiak or a Mouse!

After each successful pounce, both cards are placed on the discard pile and the mouse draws a new card face down without looking at it. Kodiak now has one card less, which means -5 points at the end of the round.

Mouse

You try to 'Scurry Away' as fast as possible to end the round with no cards and 0 points, without being 'Pounced' by Kodiak.

'The Scurry'

You, as the mouse, can get rid of table cards at any point in the game by discarding them quickly on top of the most recently discarded card if they are identical.

If Kodiak or any mouse (including yourself) has discarded a card that is identical to one of your table cards, you may discard it on top of discard pile (as long as you are first). You now have one less table card.



This is a game of speed, so only the first mouse to reach the discard pile with an identical card will be rewarded with a successful scurry. Even then however, be on your guard against Kodiak's delayed attack!

If you are first to the discard pile, you may discard all cards known to you in your table cards that are identical to the top card on the discard pile (as long as no other mouse has already thrown in an identical card). Only the first mouse to the discard pile can do this, but there are no limits to how many identical cards you may discard in a turn.

Only one mouse can escape at a time: Once you have thrown in the first identical card, no other mouse may discard its identical card.

If a slower mouse is discarding an identical card to the discard pile, arriving second, it must put its card back in the same place. Careful now... everyone including Kodiak probably knows this card...

Identical cards are based on their runes in the center of the card, not on their point value in the corners!



Action cards

Actions must always be performed when an action card is placed from the table cards to the discard pile.



Peek Mine Card
Value \triangleq 10 points

Look at one of your own playing cards and then put it back face down in its previous place.



Exposure Card
Value \triangleq 10 points

You may look at any card of a mouse. This card is then turned over for all to see and remains face up until it is caught, discarded, or traded away. Kodiak's cards may NOT be looked at with this card.



Swap card
Value \triangleq 10 points

Swap any 2 table cards from 2 players of your choice. If a mouse wants to swap one of Kodiak's cards, Kodiak gets to decide which of his cards can be swapped. Remember that mice are NEVER allowed to touch Kodiak's cards!



Red King
Value \triangleq -2 points

Perform 2 of the 3 possible actions in the combination of your choice (Look at other card, Look at own card, Swap). "Look at other card" cannot be used with Kodiak! Kodiak decides which of his cards to swap when a mouse wants to swap a card from him.



Blue King
Value \triangleq 13 points

Choose a single table card from all other players (cat or mouse) to be turned over and remain visible to all until it is pounced, discarded or swapped away. This also works with Kodiak - but beware of touching his cards in the heat of the moment!



Sunlight Card
Value \triangleq 10 points

Wild-Card Pounce for Kodiak (Joker). Additional points added when discarded or still inside any player's table cards at the end of the round.



The Hairball
Value \triangleq 5 points resp.
Value \triangleq 10 points



Number Cards
Value \triangleq Value of the numbers on the respective card

These cards have no special actions in this game.



Special rules

Kodiak can not

- Have any of his cards revealed by an "Exposure Card" or "Red/Blue King" action. This only works with mice.
- Catch his own discarded card (discard an identical table card), as mice can do to scurry away.

Mice can not

- Apply "Exposure Card" or "Red/Blue king" action on Kodiak.
- Touch Kodiak's cards as part of an action. Never dare! If you do, you must turn over one of your table cards and leave it face up until it is exchanged by you, traded away, or caught by Kodiak.

End of round

The round ends immediately after a player (whether cat or mouse) discards or pounces away their last table card. This means a mouse must 'scurry' 3 times, or Kodiak must have pounced 3 times successfully.

The position of Kodiak moves to the player to the left at the end of each round.

Points

At the end of each round count the points of each player and write them down on a piece of paper.

Cat and Mouse both want to have the fewest points in their table cards at the end of the round. The total score of the round is the sum of the total card values (the numbers in the corners of the cards), - Kodiak's catches + unexpected hairballs:

Calculating Round Points for Kodiak

- I. Add the sum of the card values (# in the corner of cards) of your remaining table cards
- II. Subtract your successful pounces (-5 per successful pounce)
- III. Hairballs inside the table cards at the end of the round= +10 points each
- IV. Hairballs discarded accidentally during the round= +5 points each

Calculating Round Points for Mice

- I. Add the sum of the card values (# in the corner of cards) of your remaining table cards
- II. Hairballs inside the table cards at the end of the round= +10 points each
- III. Hairballs discarded accidentally during the round= +5 points each

End of game

The game ends when each player has had an equal amount of rounds each of playing as Kodiak. You may choose your own round limit.

Whoever has the fewest points total accumulated points over all rounds wins.

Further information

You can find more information and funny explanatory videos on [YouTube](#), [Instagram](#) & [TikTok](#).

For feedback or questions about the rules of the game, please use our [forum](#). Here we try to create an open dialogue with you in order to constantly make improvements!



Alaska The Card Game

For 2 - 4 players. Ages 8+.

In this game you cannot control nature, but with patience and strategy the goal is to catch as many salmon as possible.

Goal of the game

The goal of the game is to catch the most salmon.

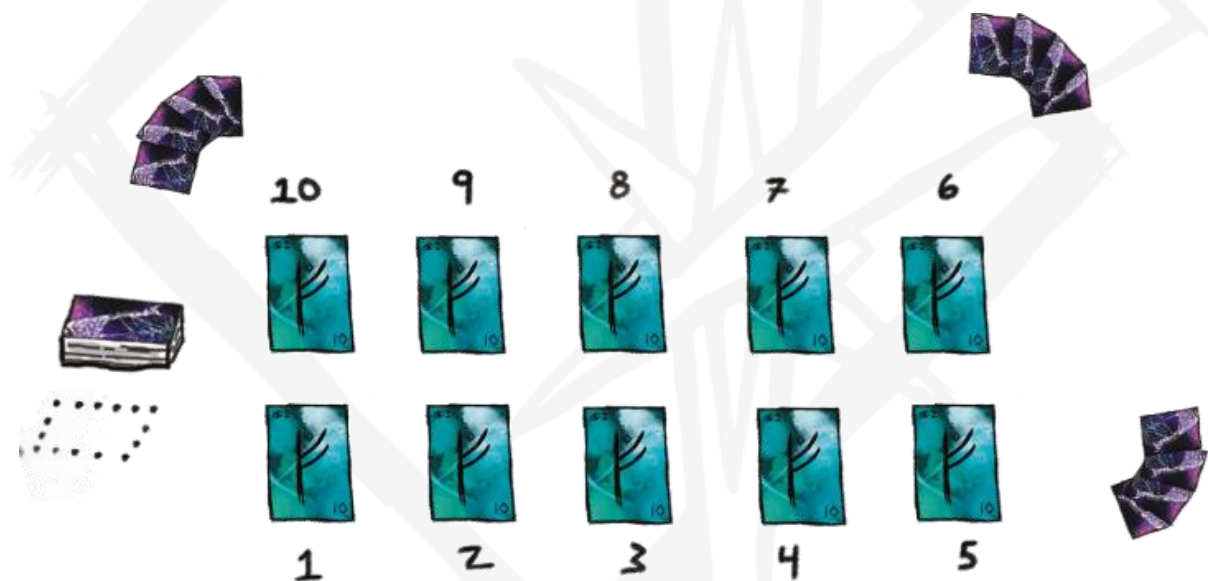
Game Setup

To start the game, first take all of the 'Blue Runes' from the deck and place them on the playing surface as shown below. These are the 'River Cards' and will remain like this throughout the game.

After the 10 river cards have been placed, shuffle the rest of the deck and deal 4 hand cards face down to each player. You may look at your own hand cards at any time.

Gameplay

Set up the game as shown. The oldest player starts when everyone has received four hand cards.



Sequence of a turn

- I. First, all 'Salmon Cards' in your hand 'fall into the river'. You must give all salmon cards you have in your hand cards to the player to your right to place in the river section of their choosing.
- II. Second, you must play all 'Flow Cards' to the discard pile. This causes all salmon in the river to swim counter-clockwise by one river position per flow card discarded.
- III. You may now play any Cast, Angler or Wild Cards in the order you choose. You may play all 4 cards in your hand or save a maximum of 1 card for a later round.
- IV. To end your turn, draw back to four cards in your hand. Now it is the turn of the person to your left.

Card Roles

The cards and their actions are divided into four different categories: Nature Cards, Casting Cards, Angler Cards and Wild Cards



Salmon
Value \cong 1 Salmon

Whoever finishes with the most Salmon Cards wins!



River card
No Value

These cards are placed on the table from the beginning, each with a specific number to create the River (The 'Gameboard')



Flow card
No Value

Flow cards move all salmon in the river counter-clockwise one position



The tourist
No Value

Both the tourists and the locals are also in the river fishing for salmon. Be careful about casting in their sections or you might hook them instead of a salmon and face the consequences!



The local
No Value



The Eagle
No Value

If the deck is kind to you, it will give you an eagle. When it's your turn, you can take any single salmon from the river or use it to chase away an angler - your choice!



The Bear
No Value

During your turn you may play a Bear to clear all Tourists and Locals out of the river. If you hold onto it however, you may throw it out immediately after any other player catches a salmon, and your bear will 'eat it' bringing the salmon to the discard pile instead.



Cast cards
No Value

You may cast 1 number card or 2 combined number cards to cast into the corresponding River sections. If there's a salmon in that section, you catch it, if there's a tourist or guide, you've now hooked them and must face the consequences!

Nature Cards

You cannot control Nature cards. If you have a Salmon card or a Flow Card in your hand at the beginning of your turn, these cards will automatically "fall out of your hand" before you can do anything else.

Salmon card:

If you have one or more salmon cards in your hand at the beginning of your turn, you must FIRST give them to the player to your right who gets to decide where in the river they are placed.



Flow card:

You must play any Flow Cards you have in your hand cards directly after all your salmon have been placed. For each Flow Card played, all salmon in the river move counter-clockwise one river section. If there are no salmon in the river, the flow cards are still discarded and nothing happens.

Cast Cards

All yellow number cards are Cast Cards.

To understand the cast cards, first pay attention to the fixed positions and numbers of the river cards. Remember that salmon cards lie horizontally on two river cards. You can catch salmon with the casting cards after you have played all your nature cards! When you discard a casting card, imagine you are casting your lure into a corresponding section of the river.



If your cast cards (as shown in the illustration above) add up to 4 or 5, you can discard them, catch a salmon, pull it out of the river and leave it face up next to you. You may combine a maximum of 2 discard cards for one cast.

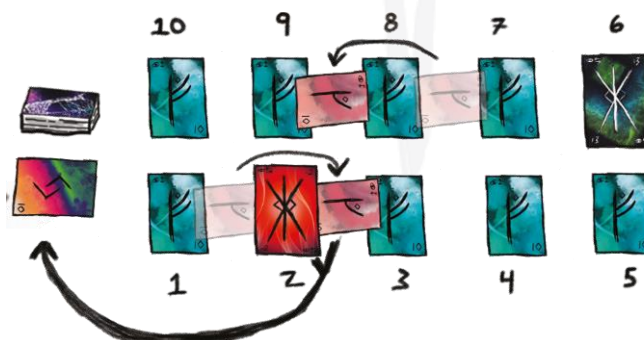
In this illustration you could catch this salmon by casting a 4, a 5, a 1&3, or a 1&4.

During your turn, you must play at least 3 cards from your hand and save one for a later turn, or play all 4 of them. This means that you often have casts without catching anything or you will have casts that land in sections of the river where you did not necessarily want to fish (Occupied by a Tourist or Local).

Angler cards

In Alaska, you rarely have the river all to yourself. Other anglers (locals and tourists) also pull salmon from the river and are competition to watch out for. When you have an angler card in your hand, you may place it on a river section of your choice, but not on the discard pile. Tourists and locals are placed vertically on the river cards. If an angler card is in the river and a flow card is played that allows a salmon to swim past it, the angler catches that salmon:

→ If the angler is a tourist, he goes home with the salmon. So, both cards are put on the discard pile.



→ If the angler is a local, ONLY the salmon is pulled from the river and placed on the discard pile, the local remains on the river.



Fishing on an already occupied river section

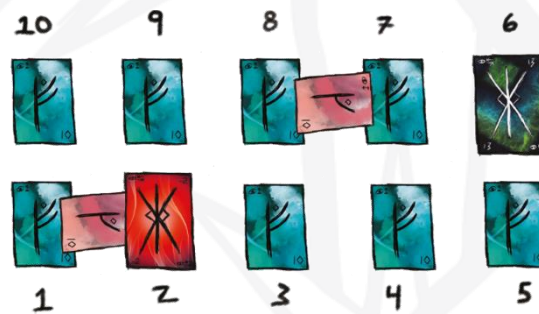
It may happen that your selected river section is occupied. Then you have to observe the following rules for the respective event.

Tourist:

If you play a cast card and fish in the river section of a tourist, effectively hooking them instead of a salmon, you immediately lose all remaining cards in your hand. This means that you have to sit out the next round as you are dealing with calming the tourist down. After you've been skipped, you may draw back to 4 cards and play again for your next turn.

Local:

If you play a cast card and fish in a Local's section of the river, you have to give them one of your salmon (= put it on the discard pile) and they will forgive you before leaving the river (also are discarded from the river). If you don't have a salmon, the local takes pity, but remains on the river. The cast card ends up in the discard pile as usual.



If you cast a 6 or a 2 in the illustrated situation, you would be fishing in an already occupied river section.

If there is a salmon and an angler in the same river section (river card 2), you hook the angler, not the salmon and the salmon remains in the river.

The following applies to both angler cards:

If you hook an angler with a cast card, you must immediately remove it from the river and place it on the discard pile (unless it's a local and you don't have a salmon to offer as an excuse).

Are you a lucky person? (Cambio Dice Variation)

If you are fishing in a place in the river where there is an angler and a salmon, you must roll the dice once to decide whether you caught the salmon or hooked the angler.

If you roll the rune sign for the salmon, you catch it. If you roll anything else, you hook the angler and have to bear the respective consequences.

If you don't have any Cambio dice yet you can use a normal W6!

In this case, the 1 represents the salmon.

Chasing anglers away

- I. You can 'chase a local off the river' by placing a tourist on the same section of the river where the local is. Both cards are then placed on the discard pile.
- II. The eagle may chase away any angler card from the river. This means that the angler and the eagle are placed on the discard pile.
- III. The bear chases all Tourist and Local cards away from the river i.e., all the tourist and local cards, as well as the bear are placed on the discard pile.



Wild Cards

Eagle:

When it is your turn and you play an eagle from your hand cards, you may either

- catch any salmon from the river and place it next to the salmon you have already caught or
- chase away any single angler from the river and place it on the discard pile.

After the eagle has either caught a salmon or driven away an angler, the eagle card is placed on the discard pile.

Bear:

Depending on the action, the bear can either be played at any time or only when it is your turn:

- When you play a Bear card from your hand, all the anglers from the river are placed on the discard pile. As soon as the bear is played, all the anglers disappear from the river.
- If you have a bear card in your hand and it is not your turn, you can play it immediately after another player has caught a salmon effectively putting their salmon on the discard pile. As a bear, you snatch the salmon from under your fellow player's nose where it is eaten directly so that neither player gets the salmon (placed in the discard pile).

After the bear has either driven all the anglers away from the river or snatched the salmon from someone else, the bear card is placed on the discard pile.

End of game

As soon as there are no more cards in the draw pile, each player has one more turn. Each player must play all their hand cards that are left with their final turn. When all players have no more cards in their hands, the game is over.

Points

Whoever has caught the most salmon wins. 1 Point per Salmon Caught.

Is it a tie?

Be happy for each other regarding the abundance of food, meet together for a barbecue and invite those who went empty-handed...

...or fish another round and see how the cards unfold next time.

Further information

You can find more information and funny explanatory videos on [YouTube](#), [Instagram](#) & [TikTok](#).

For feedback or questions about the rules of the game, please use our [forum](#). Here we try to create an open dialogue with you in order to constantly make improvements!



The Rune Market

For 2 - 5 players. Ages 8 and up.

The Rune Market is a financial-based game where 'Runes', 'The Market', and 'Shelters' take the place of current day stocks, markets, and bank accounts. It is highly interactive and may cause emotions to run high.

Goal of the game

The goal of the game is to finish with as many red and blue runes as possible. Each counts equally as 1 rune point.

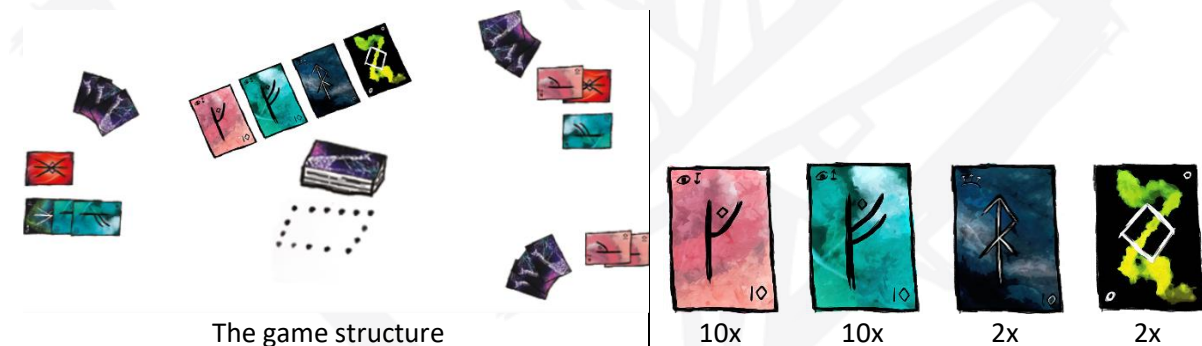
Game Setup

At the beginning of the game, all of the market cards (Red and Blue Runes, Boat Shelters and Bandits) should be taken out of the deck and placed in the middle of the table in 4 piles as shown.

Once this has been done and the rest of the cards have been shuffled, each of player receives 3 hand cards.

Players may look at their hand cards at any time.

The winner of the last round always starts. If it is your first round, the youngest player starts.



Gameplay

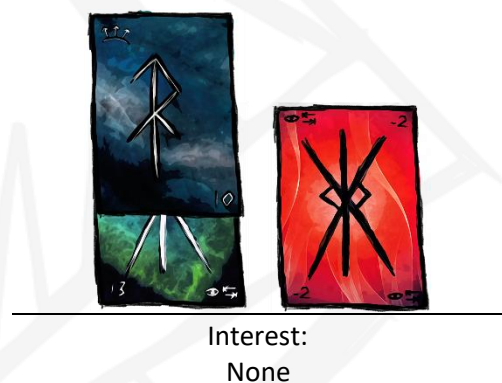
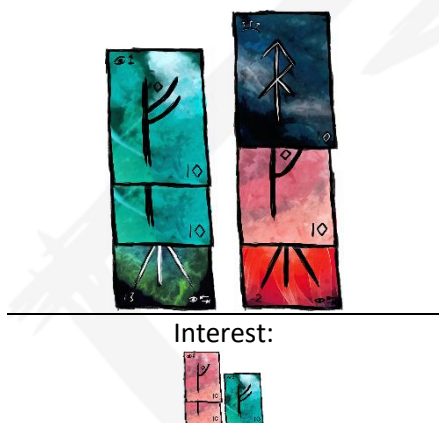
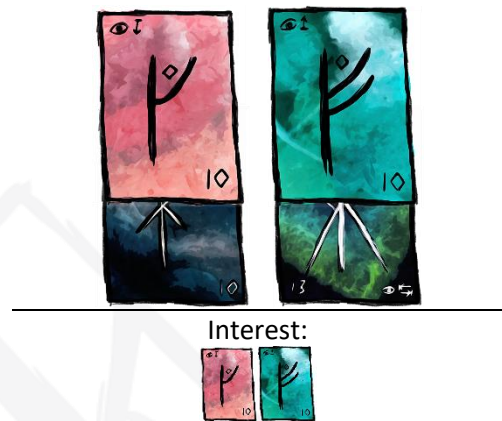
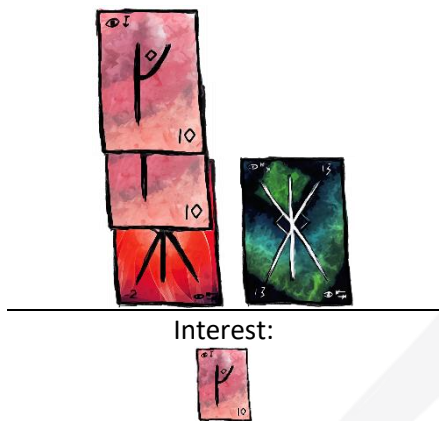
Each turn consists of 4 phases, which must be carried out in the following order:

I: Interest

Before playing any of your hand cards, check if you are entitled to interest from the market! If you have a Shelter or Boat Shelter with at least one rune in it in front of you at the beginning of your turn, you can collect 1 Rune of the corresponding color as interest per Shelter. Remember that you can only have a maximum of one Shelter of each colour, so you can never have more than two Shelters in total, unless you have a Boat Shelter also inside a Shelter. If you have a Boat Shelter and at least one Rune inside a Shelter, you may collect 2 runes as interest.



Here are a few examples of interest collected per situation:



2: Purchasing decision

After you have drawn your interest, you can now decide whether or not to buy a Boat Shelter or a Bandit for the price of 3 runes of the same colour (price changes based on how many players!). The runes used for the purchase are returned to the market and the Bandit or Boat Shelter must be played immediately.

3. Hand cards

Once you have played your first hand card, you may no longer collect interest or buy anything with runes. You must play at least 1 hand card every turn, but you can play all 3 if you want.

4. Draw Back to 3

To end your turn, draw new cards from the main pile until you have 3 cards in your hand. Now it is the turn of the player to your left.



Action cards



Red Rune
Value \cong 1 rune point



Blue Rune
Value \cong 1 rune point



Thief Card
Value \cong 0 rune point



Red Shelter
Value \cong 0 rune point



Blue Shelter
Value \cong 0 rune point



Boat Shelter
Value \cong 1 rune points



Bandit
Value \cong -1 rune point



Number Cards
Value \cong 0 rune point

These cards are placed face up in a pile on the table before the game starts and therefore count as table cards. They can be purchased from the market or drawn as interest.

These cards are placed face up in a pile on the table before the game begins and therefore count as table cards. They can be purchased from the market or drawn as interest.

When you play the thief card from your hand cards, you may steal a rune or a hand card from a player of your choice.

These cards allow you to get interest. You get via luck in your hand cards. You can now decide whether you want to use it as a shelter or as a double theft card. If your shelter contains at least one matching rune at the beginning of your turn, you get interest. Blue Runes go in Blue Shelters and Red Runes go in Red Shelters. You may only have 1 of each at any given time during the game.

The Boat Shelter allows you to get double interest in combination with a main shelter. It may also be used as a main shelter if you do not have 1 of each. More info in the Boat Shelter section.

The Bandit steals runes from other player's shelters and destroys boat shelters altogether. When played on top of a Shelter for each turn it remains, instead of gaining interest, that shelter will transfer a rune to the player that purchased the bandit.

These cards do not count towards your rune points. You can only use these cards to buy goods from the market or attack your opponents. More rules in the number cards section.



Table cards

For this game, the point value of the cards and the action symbols in the corners of each card are to be completely disregarded. For this game mode ONLY the runes are relevant.

Red and Blue Runes

These are what the game is about. Whoever has the most of them at the end of the game wins. The game ends immediately when all red and blue runes have been drawn from the market. A rune can be bought from the market by discarding any combined sum of 5, 10 or 15 from your yellow numbered hand cards.

Red and Blue Shelters

The market is satisfied when it knows that its runes are well protected. If the deck gives you a Shelter, it is the first card you should play face up on the table in front of you. If you have a shelter with a rune of the same color in it at the beginning of your turn, you may take a rune of that same color as interest from the market.

- I. You may have a maximum of one Red and one Blue shelter in front of you at any given moment during the game.
- II. Shelters can hold in them Runes of the same color, Boat Shelters, and Bandits

If you already have both a Red and a Blue shelter as table cards (the maximum amount of allowed shelters), or if you prefer, you may play a Shelter card from your hand cards as a 'Double Theft Card' on the discard pile.

Use of the main shelter card as a double theft:

You can also play Shelters onto the discard pile immediately if you prefer, even if you don't have any Shelters currently. When doing this it is also a strong card, serving as a 'Double Theft Card'

Bandit

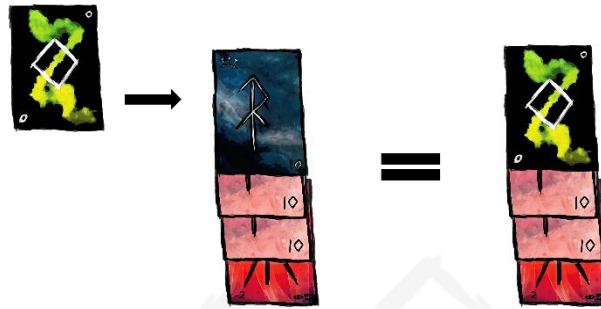
When buying this card, you must place it in any other player's shelter where it will remain until the other player removes it or until the bandit has completely looted the shelter.

Each time it is the affected player's turn, they receive no interest from The Market. Instead, the bandit steals a rune (per turn) from the occupied shelter to the owner of the bandit.

The runes of the occupied shelter are "frozen" and cannot be used to buy goods until the bandit is gone. However, the owner of the shelter may continue to put runes in this shelter, and others may still steal from it.

If the shelter is completely emptied of runes at the beginning of the occupied player's turn and the bandit card is still in it, the shelter must be abandoned without action (placed on the discard pile) and the bandit card returned to the market.

A bandit who finds a Boat Shelter automatically destroys it. This means that the Boat Shelter must be put back into the market, while the bandit remains in the shelter bleeding it over time.



How to get rid of a bandit:

- I. You must pay a ransom via discarding a sum of 21 or higher in Number Cards to the discard pile or
- II. You must pay a ransom of 3 runes to the market from runes that are not inside the affected Shelter.

If you can do one of these three things during your turn, you may put the bandit card back into the market and continue on as before.

Boat Shelter

A Boat Shelter exists as a stand-alone shelter or in combination with a main shelter.

The color (red or blue) of the Boat Shelter is then determined by the rune placed in it and cannot change once the color has been decided.

If you have at least one main shelter, you may place the Boat Shelter in it, where it remains unless it is destroyed by a bandit.

If at the beginning of your turn, if you have a main shelter with a boat shelter, and at least one rune in it, you get double interest (2 runes of the same color) from the market.

You can have a maximum of two shelters. Once you have two main shelters, you must place your Boat Shelters inside the main shelters of your choice. A main shelter can only have one boat shelter at a time. 'Triple-Interest' per shelter is not a thing.

Hand cards

Shelter cards

Played as a table card as described above to hold runes and gain interest, or used as a double theft.

Number cards

- I. Number Cards serve as money to buy runes or for Attacking/Defending:
- II. You may buy a single rune from the market by discarding any sum of 5, 10 or 15.
- III. You may challenge any other player to a duel with any number card! (1 time per player per round).

Duel:

Show a number card from your hand to the public and state which player you are attacking. To win, your number card must be higher than the number card chosen by the defending player.

Losing as an attacker:

If the defending player states they have an equal or higher card in their hand, it must be shown as evidence. In case of a successful defence, only the attacking player's card goes to the discard pile and nothing else happens.



Winning as an attacker:

If the defender has no card with the same or a higher number, they can simply give up without showing any hand cards. This means that the attacker wins and the attacking number card is put on the discard pile. Now the successful attacker may steal a rune or hand card from the player who has just lost the attack.

Pro-tip:

The game is more fun when you shout "Attack!" while pointing the attacking card like a sword at the defender.

Buying Boat Shelters and Bandits:

When discarding a sum of 21 or higher from your hand cards to the discard pile, or when you spend 3 runes of the same color back into 'The Market', you can buy either a Boat Shelter or a Bandit. This price changes depending on the different numbers of players!

- I. 2 Players: 4 runes
- II. 3 Players: 3 runes
- III. 4+ Players: 2 runes

Thief card

When you play a Thief card by discarding it from your hand cards, you can steal a rune or a hand card from any other player. If you steal a hand card, the other player may not draw another card until the end of their next turn and now only has 2 cards (or less) for their next turn. If you like, you can play the stolen hand card immediately.

You may steal from a person several times in one turn (versus attacking with number cards which only allows opponents to be attacked one time per turn)

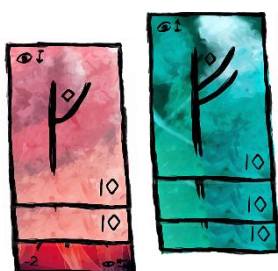
End of game

The game ends immediately as soon as the last rune has been taken from the market. Whoever has the most runes wins.

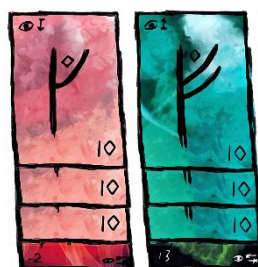
Points

At the end of the game, everyone counts their points:

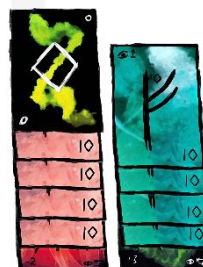
- One rune \triangleq 1 rune point
- A Shelter \triangleq 0 rune points
- A Boat Shelter \triangleq 1 rune points
- A Bandit \triangleq -1 rune point for the occupant.



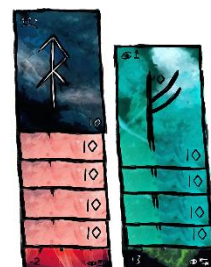
5 rune points



6 rune points



7 rune points



9 rune points



A tie?

If several players have the same highest rune score, the procedure is as follows:

- I. If a player has more Boat Shelters in their table cards, they win the tie.
- II. Next, if a player has more Bandits in their table cards, they lose the tie.
- III. Next, the player who has the highest number card in their remaining hand cards wins the tie.
- IV. Next..Really? I guess play the best of 3 scissors-stone-paper duels and call it a day.

Further information

You can find more information and funny explanatory videos on [YouTube](#), [Instagram](#) & [TikTok](#).

For feedback or questions about the rules of the game, please use our [forum](#). Here we try to create an open dialogue with you in order to make improvements!