

RUUNS[®]
of
CHAOS

Strategy Disrupted!

A RUUNS[®] Expansion Set

RULE BOOK

**CRAFTERS
OF THE
REALM**

Overview

The RUUNS of Chaos Expansion introduces unpredictable elements that alter scoring, placement, and strategy to the base game of RUUNS.

New Chaos RUUNS can:

- Share points across groups
- Corrupt and eliminate values
- Purify and amplify scoring
- Spread effects across the board

This expansion adds a dynamic layer of risk and opportunity to every draw.

Components

10 Chaos RUUNS - Value 1

4 Chaos RUUNS - Value 2

2 Chaos RUUNS - Value 3

4 Blank Chaos RUUNS

1 Purity Modifier RUUN

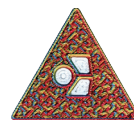
1 Corruption Modifier RUUN



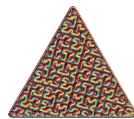
x10



x4



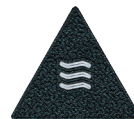
x2



x4



*Purity
Modifier RUUN*



*Corruption
Modifier RUUN*

Setup

Using the RUUNS base set of rules, make the following changes:

Two-Player Rules

Choose one option:

Option A - *Chaos*

- Remove all RUUNS of the unused third color.
- Add Chaos RUUNS expansion set to the bag.

Option B - *Havoc*

- Keep all three colors in play.
- Add Chaos RUUNS expansion set to the bag.

Three-Player Chaos Rules

- Remove the 3 Crazy Foot RUUNS from the bag.
- Add Chaos RUUNS expansion set to the bag.
- No other changes to setup.

Core Rule Changes

Follow all base RUUNS rules except where modified below. In Chaos Rules, groups of 6 or more RUUNS do NOT double in points unless it's a natural group of 6, i.e. all Reds adjacent to each other.

Chaos RUUN Placement

When a Chaos RUUN is drawn:

- It must be placed adjacent to any RUUN already on the board and the player chooses which RUUN to place it next to.
- Place it with the white colored pip facing up.
- Like crazy foot RUUNS, all Chaos RUUNS are inherently wild.

Chaos RUUNS Scoring (Shared Points)

- Chaos RUUNS share their points with all adjacent RUUNS no matter their color.
- Any RUUN adjacent to a Chaos RUUN gains access to its value and possible modifier effect.

Chains / Groups

When multiple Chaos RUUNS connect they form a chain or group. Any RUUN (Green, Red or Blue) adjacent to any part of the chain shares in the total value of points. *Fig. 1*

In the yellow triangle selection of *Fig. 1*, the solid Red RUUN and the Green RUUN with the blue foot share 4 points from the 3-point Chaos RUUN and 1-point Chaos RUUN.

In the yellow highlighted selection of *Fig. 2*, all Red RUUNS that are adjacent to Chaos RUUNS form a cluster group that scores a total of 16 points.

In the yellow highlighted selection of *Fig. 3*, the Green RUUN that is adjacent to Chaos RUUNS forms a cluster group that scores a total of 7 points.

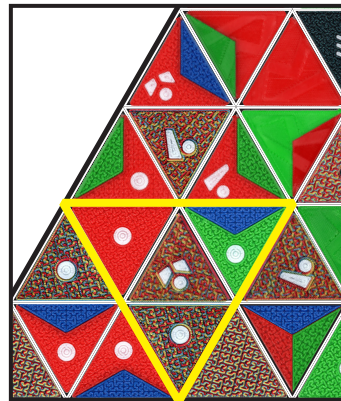


Fig. 1 - Green and Red share 4 points of Chaos

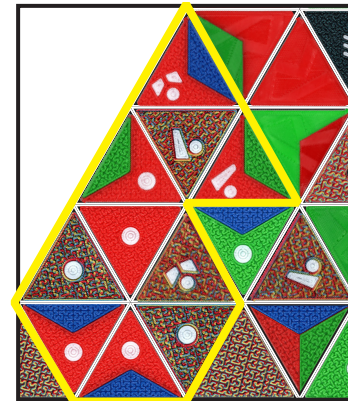


Fig. 2 - Red group scores a total of 16 points

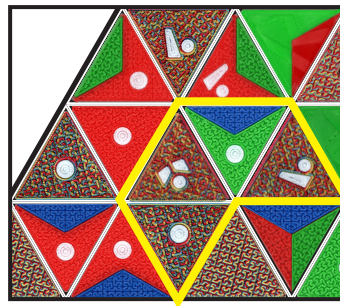


Fig. 3 - Green group scores a total of 7 points

Corruption RUUN

When the Corruption RUUN is drawn from the bag, it may be placed anywhere on the board and does not need to be adjacent to other RUUNS when placed. *Figs. 4 & 5*

The Corruption RUUN also acts as a Wild, but has no value and acts as a point negating modifier.

Corruption Field Area of Influence

Affects all RUUNS within a 1 space area of influence (including diagonals) surrounding the Corruption RUUN. *Figs. 6 & 7*

The yellow highlighted selections of *Figs. 6 & 7* illustrate the Corruption Field Area of Influence.

Corrupted Chaos RUUNS in the Area of Influence of the Corruption RUUN cannot be Purified.

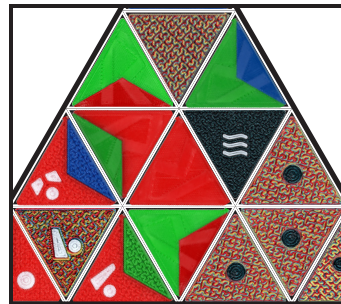


Fig. 4 - Chaos RUUN placed adjacent to other RUUNS

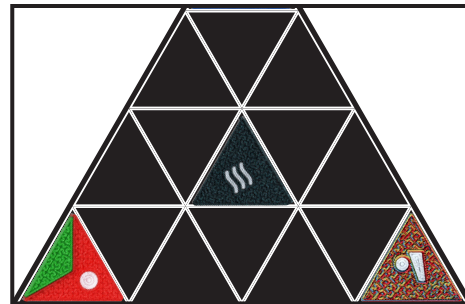


Fig. 5 - Chaos RUUN placed away from other RUUNS

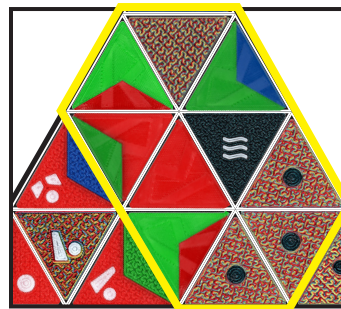


Fig. 6 - Corruption Field Area of Influence

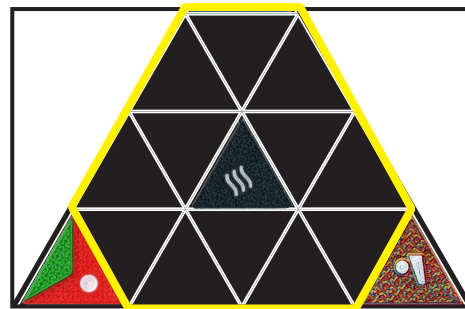


Fig. 7 - Corruption Field Area of Influence

Corruption Field Effects *Figs. 8 & 9*

- All normal RUUNS within the area of influence are flipped over and their point values are eliminated.
- All Chaos RUUNS in the area of influence are flipped to the dark pip side (corrupted state).

Spread of Corruption

- Any RUUN adjacent to a corrupted Chaos RUUN is flipped to the blank side, nullifying it's points.
- Any Chaos RUUN of equal or lesser value adjacent to a corrupted Chaos RUUN is also flipped to the corrupted state, spreading the corruption. This effect will chain as long as Chaos RUUNS continue the connection.

Strength of Corruption

An exception to the Rule above, if the sum of the corrupted Chaos RUUNS in a group is greater than an adjacent Purified Chaos RUUN, that RUUN will also become corrupted. *Fig. 10*

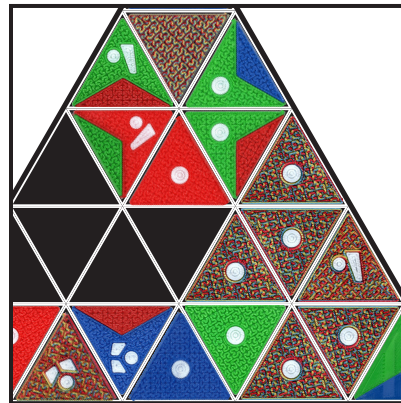


Fig. 8 - Before Corruption RUUN is placed on the board

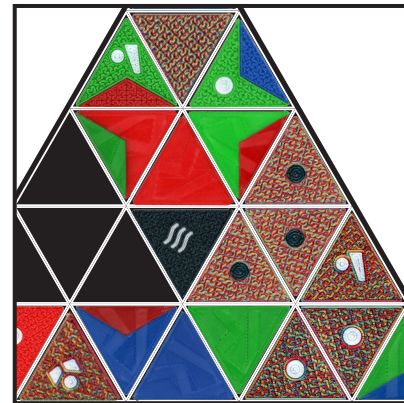


Fig. 9 - After the Corruption RUUN is placed on the board.

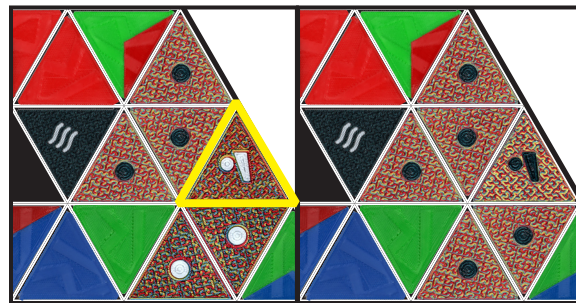


Fig. 10 - Since the sum of the corrupted Chaos RUUNS group is greater than 2, the Purified 2-point Chaos RUUN and others in the chain become corrupted.

Corrupted Chaos RUUN Area of Influence

The area of influence of a Corrupted Chaos RUUN is only the adjacent sides of the RUUN, not diagonal like the Corruption RUUN. *Fig. 11*

One important note: Normal corrupted RUUNS which have been flipped over do not spread corruption to other adjacent RUUNS.

Blank Chaos RUUNS

Solid Chaos RUUNS with no point value on them act as bridges and as corruption blockers.

In the yellow highlighted selection of *Fig. 12*, the Blank Chaos RUUN acts as a Bridge between the 1-point Red RUUN and the 1-point and 3-point Chaos RUUNS chain, which gives a total of 5 points.

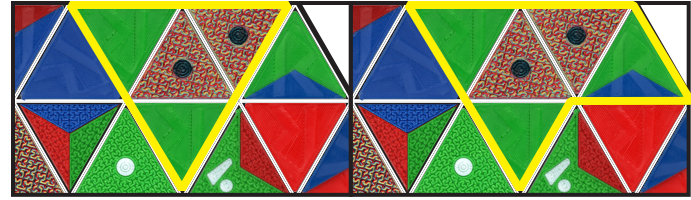


Fig. 11 - The highlighted areas illustrate the area of influence of the corrupted Chaos RUUNS. All normal RUUNS are flipped to their no-value sides, as they are also corrupted. Normal corrupted RUUNS do not spread corruption.

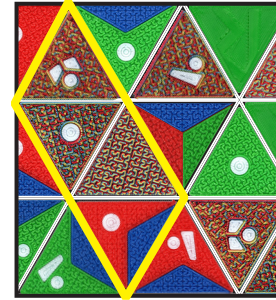


Fig. 12 - The Blank Chaos RUUN creates a Bridge between the 1-point Red RUUN and the Chaos RUUNS group on the other side of the Blank Chaos RUUN.

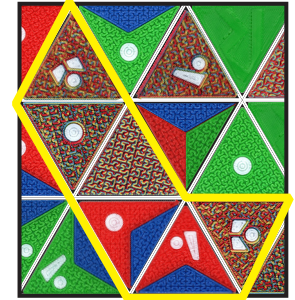


Fig. 13 - Entire group connected by Bridge scores 10 points.

Blank Chaos RUUNS cont.

Blank Chaos RUUNS also act as a blocker to corruption since the Blank Chaos RUUN has no value. *Fig. 14*

Purity RUUN

When the Purity RUUN is drawn from the bag, it may be placed anywhere on the board and does not need to be adjacent to other RUUNS when placed. *Figs. 14 & 15*

The Purity RUUN acts as a Wild and a Bridge like the Blank Chaos RUUN, and also has no value, but acts as a point doubling modifier.

Purity Field Area of Influence

Affects all RUUNS within a 1 space area of influence (including diagonals) surrounding the Purity RUUN. The yellow highlighted selection of *Fig. 14* illustrates the Purity Field Area of Influence.

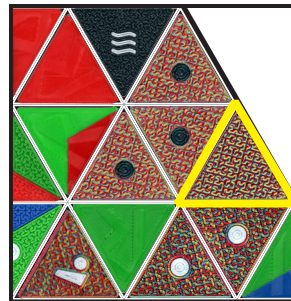


Fig.14 - The Blank RUUN has no value pip to corrupt, so the spread of corruption is stopped.

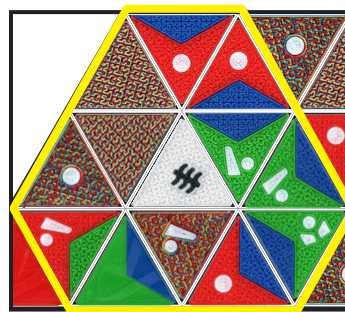


Fig.14 - Purity RUUN placed adjacent to other RUUNS

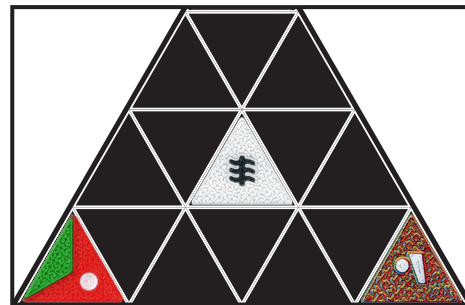


Fig.15 - Purity RUUN placed away from other RUUNS

Chaos RUUNS in the Area of Influence of the Purity RUUN cannot be Corrupted.

Purity Field Effects *Figs. 15*

- All RUUNS within the area of influence are doubled in point value
- All Corrupted RUUNS and Chaos RUUNS in the area of influence are flipped back to the white pip side (purified state).

Strength of Purity

If the sum of Purity Chaos RUUNS in a group is greater than an adjacent Corrupted Chaos RUUN, that corrupted RUUN will become purified and turned back to its white point side and the effect can chain. *Fig. 16*

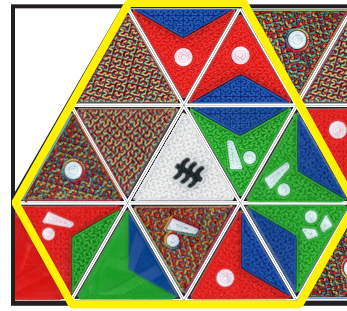


Fig.15 - The Purity RUUN doubles the value of all RUUNS in the area of influence. Red has a total of 16 points in this cluster. Green has a total of 20 points in this cluster.

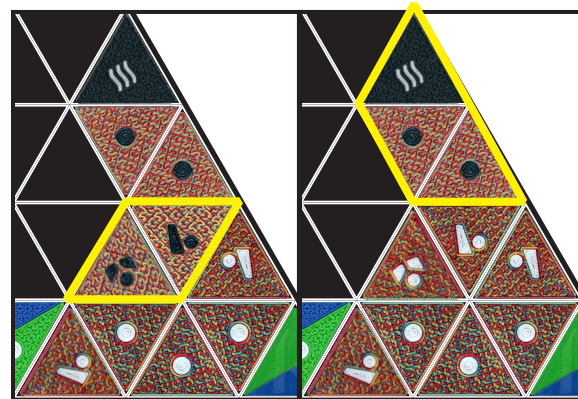


Fig.16 - Since the sum of the Purity Chaos RUUNS group is greater than 5, the corrupted 2-point and 3-point Chaos RUUNS are purified and flipped back to the white pip side. The corrupted Chaos RUUNS in the corruption field remain unchanged.

Purity Chaos RUUNS Chain and Aura

Chaos RUUNS directly chained to the Purity RUUN extend the Purity Aura. Only the adjacent sides of the Purity Chaos RUUNS extend the effect, not diagonally like the Purity RUUN. *Fig. 17*

Purity vs Corruption

If the Purity and Corruption RUUNS are placed adjacent to each other, the effects of both RUUNS are nullified. No surrounding RUUNS' points are doubled or negated. *Fig. 18*

No Double-Doubling

A RUUN already doubled by being in a Natural chain/group cannot be doubled again by Purity/Chaos RUUNS adjacency.

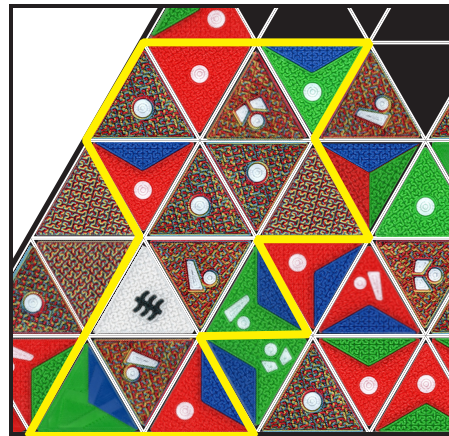


Fig.17 - The highlighted area illustrates the extended Purity Aura. All RUUNS inside the Aura have their points doubled.

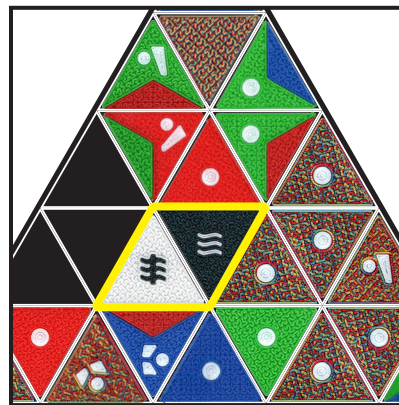


Fig. 18 - Purity and Corruption RUUNS placed together nullify their effects.

Winning the Game

The win condition remains the same as the base game. Final scoring includes all Chaos, Corruption, and Purity effects.

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