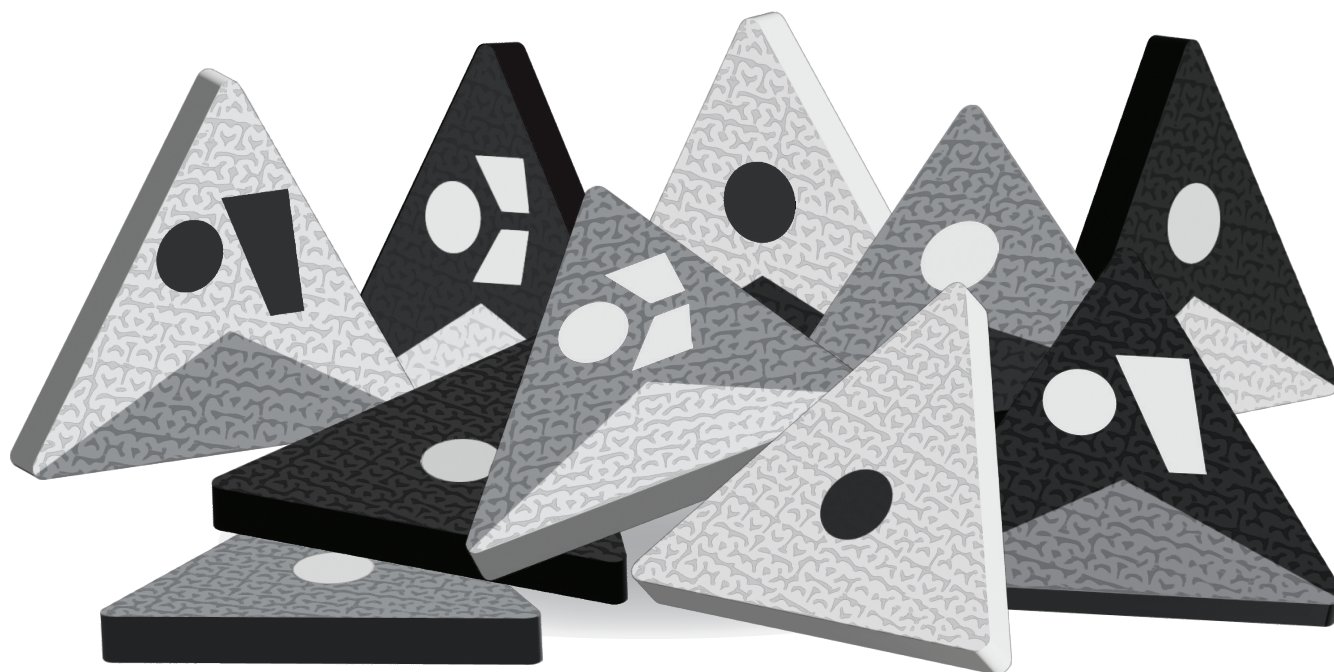




A Game of Strategy and Luck of the Draw



RULE BOOK

Created By
CRAFTERS
OF THE
REALM


Centuries ago, an artifact buried beneath layers of earth and time was unearthed – an array of rune-like tiles etched with mysterious symbols, their purpose lost to history. Our Master Crafter, a scholar of ancient games and forgotten lore, has theorized that these runes are more than relics – they are remnants of a lost game of strategy, once played by unknown civilizations for power, knowledge, or perhaps amusement.

Overview

In RUUNS®, you become a player in this rediscovered contest, channeling the tactics of long-lost minds to outwit your opponent. Draw RUUN pieces blindly from the bag, each one bearing unfamiliar marks and unpredictable potential. Your goal: form clusters of your own RUUNS on the board to maximize your score, while disrupting your opponent's plans by placing their RUUNS in sub-optimal positions. Every turn is a blend of strategic placement and adapting to chance, as you wield both offensive and defensive moves with a single draw.

This is a minimalist, two-to-three player, abstract strategy game with no dice, no luck-based power-ups – only the elegant tension of choices constrained by uncertainty. It's easy to learn but endlessly deep, challenging you to read patterns, plan ahead, and manipulate an ever-changing landscape. With 60 unique pieces, plus 3 bonus pieces, and a board offering 60 spaces, no two games will ever play out the same way.

What makes RUUNS® unique is its blend of simplicity and depth. The design encourages creative problem solving and improvisation, rewarding players who can adapt their tactics on the fly. The tactile experience of reaching into the bag and revealing your next piece mirrors the thrill of discovery – evoking the idea that you are not just playing a game but reviving it.

Fun Fact:

There are over 2.42×10^{96} possible board configurations. That is approximately 242,096,450,249,214,353,125,365,970,017,176,179,815,790,657,279,974,024,553,014,359,411,136,418,046,407,663,501,680,476,012,384,000,000,000,000 possibilities! That is greater than all the atoms in the observable Universe! Mind...blown.

Game Setup

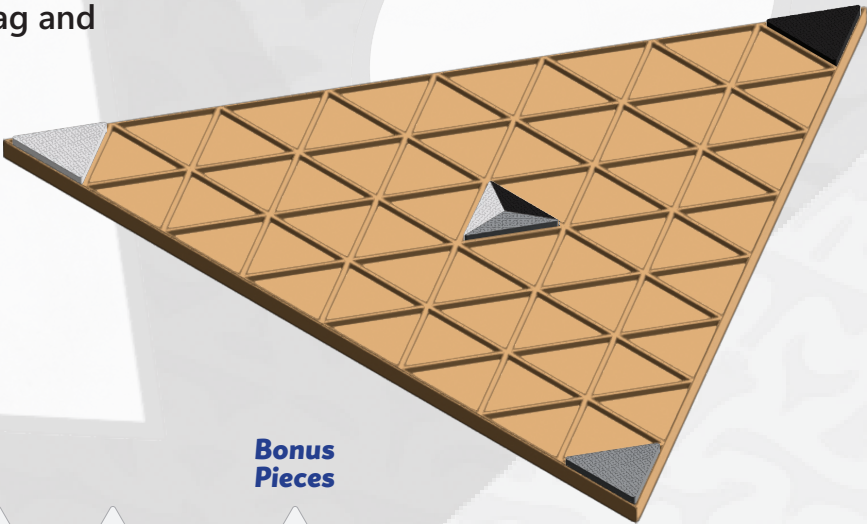
To assemble the game board, begin with the game board center. Align the corners of the board so they line up with the matching center color. If you want to make things interesting, you can switch the positions of the corners.



Place all the RUUNS tiles into the draw bag and mix thoroughly.

Components

- Modular Game Board
- 63 RUUNS™ including 3 bonus pieces
- Draw Bag
- This Rule Book
- 1 Score Sheet Pad

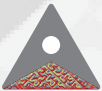


Bonus Pieces



Marble RUUNS - White

x1



Cement RUUNS - Grey

x1



Obsidian RUUNS - Black

x1



x4

x5

x2

x1

x5

x2

x1



x4

x5

x2

x1

x5

x2

x1



x4

x5

x2

x1

x5

x2

x1

RUUNS™ SCORE SHEET

GAME 1			BONUS			LINE WIN = 50		
●		x1	●		x2	TOTAL 1		
●●		x2	●●		x4	TOTAL 2		
●●●		x3	●●●		x6	GRAND TOTAL		
TOTAL 1			TOTAL 2					
GAME 2			BONUS			LINE WIN = 50		
●		x1	●		x2	TOTAL 1		
●●		x2	●●		x4	TOTAL 2		
●●●		x3	●●●		x6	GRAND TOTAL		
TOTAL 1			TOTAL 2					
GAME 3			BONUS			LINE WIN = 50		
●		x1	●		x2	TOTAL 1		
●●		x2	●●		x4	TOTAL 2		
●●●		x3	●●●		x6	GRAND TOTAL		
TOTAL 1			TOTAL 2					
THREE GAME TOTAL								



How to Win

The goal of RUUNS™ is to **create a path of your color** between your two starting positions, or **score the most points** by strategically placing your RUUNS to create high-scoring clusters and patterns while tactically placing your opponent's RUUNS to limit their options.

Each player draws and places RUUNS on the game board, aiming to:

- Connect their colored RUUNS into optimal scoring configurations.
- Disrupt their opponents' clusters and block their potential moves.

Gameplay

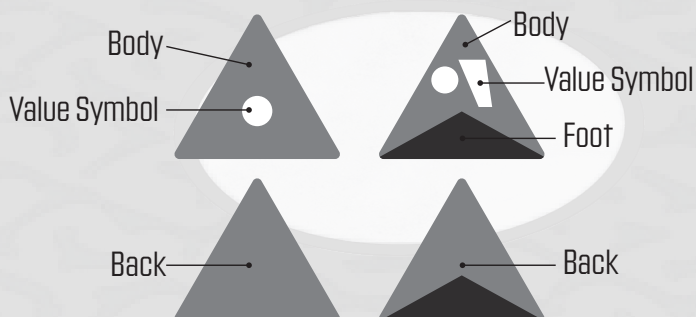
Each player draws a RUUN from the draw bag to assign a color White, Gray or Black.

In a 3-player game, **White goes first**.

In a 2-player game, if White is not drawn, **Grey goes first**. Play continues in clockwise order.

The Anatomy of a RUUN

RUUNS consist of a body, or a body and foot, and a value symbol on the face. The back side has no value symbol.



Turn-by-turn instructions

- 1) The first player draws one RUUN from the draw bag – no peeking!
- 2) The drawn RUUN must be played, whether it matches their color or their opponent's.
- 3) Play continues clockwise, with each player taking a turn until the game board is full or no drawn pieces can be legally played.

In a two-player game, the unassigned color RUUNS should be placed facing down.

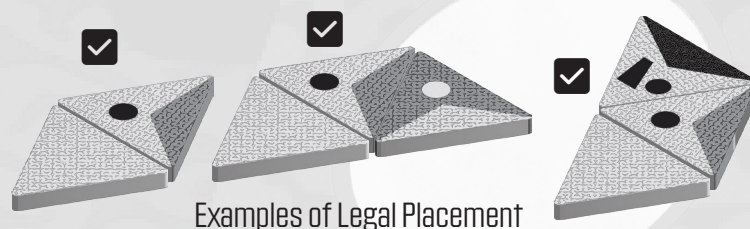


Black has no player so all Black RUUNS are placed facing down.

Placement rules:

- 1) RUUNS must be placed so that their body touches either:

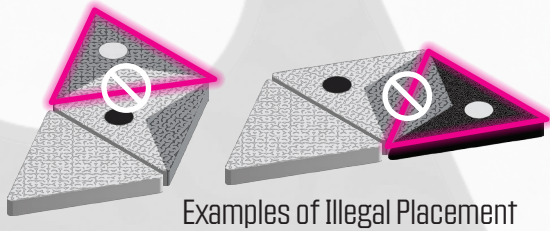
- A starting position of the same color, or
- The body or foot of another RUUN of the same color.



Examples of Legal Placement

***NOTE:** If there is no color matching starting position, body or foot of the RUUN, then the drawn piece is discarded and the player loses their turn.

2) RUUNS may not be played foot to foot or foot to body.



The game ends when:

a. A player completes a continuous path connecting their colored corner starting position to the matching center starting position. This is considered an instant win.

OR

b. All RUUNS have been played and the game board is full or no further legal moves can be made. In this case, the player with the highest total score at the end of the game is declared the winner.

Scoring and Examples

To score points, you must have at least two or more of your own color RUUNS body connected (touching). *Fig. 1*

Your starting positions do not count toward scoring – neither as a piece nor for points or bonus calculations. *Fig. 2*

If a RUUN of your color is orphaned (not touching any other matching RUUNS), it is flipped over and does not score. *Fig. 3*

If a player connects six or more RUUNS, the point values of all RUUNS in that group are doubled. *Fig. 4*

A player who successfully creates a continuous path of their RUUNS connecting their two starting positions immediately wins the game, which is worth fifty points (for multi-game, or tournament play purposes). *Fig. 5*

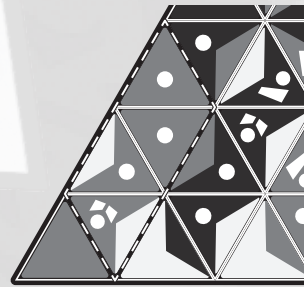


Fig. 1 - 6 points

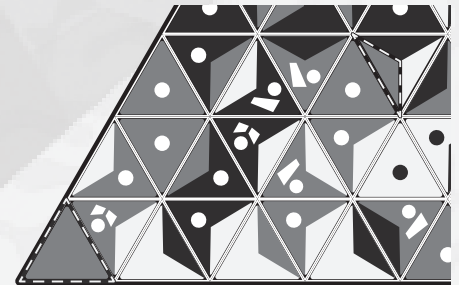


Fig. 2 - Starting positions have no value

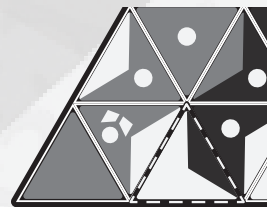


Fig. 3 - Orphaned RUUN



Fig. 4 - Group of 9 RUUNS totalling 28 points with Doubling Bonus

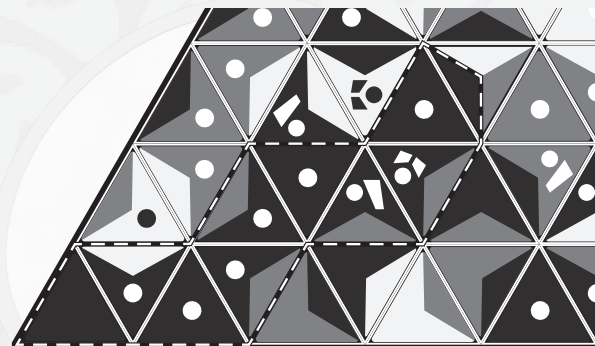


Fig. 5 - Line of Black RUUNS from corner starting position to center starting position is an Instant Win worth 50 points

For scoring RUUNS in groups less than six (6) connected, count the number of ● symbols, ●\ symbols and ● symbols and write down the numbers in the first column of the Symbol Count section. Then multiply the number of each count by the number in the right column. Write your sum in the Total 1 box.

For scoring RUUNS in groups with six (6) or more connected, count the number of ● symbols, ●\ symbols and ● symbols and write down the numbers in the first column of the Bonus section. Then multiply the number of each count by the number in the right column. Write your sum in the Total 2 box.

Finally, add the sums from the Total 1 and Total 2 boxes and write sum in the Grand Total box.

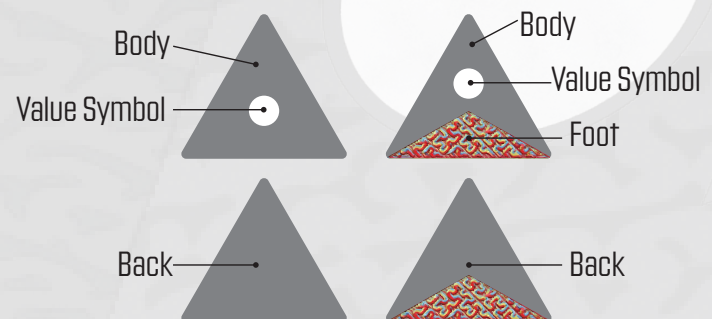
For this variant of rules, the three Bonus RUUNS, called Wild Foot RUUNS, must be added to the draw bag before the game begins.

The goal of Wild Foot RUUNS is to **score the most points** by strategically placing your RUUNS to create high-scoring clusters and patterns while tactically placing your opponent's RUUNS to limit their options.

Each player draws and places RUUNS on the game board, aiming to:

- Connect their colored RUUNS into optimal scoring configurations.
- Disrupt their opponents' clusters and block their potential moves.

RUUNs consist of a body, or a body and foot, and a value symbol on the face. The back side has no value symbol. On a Wild Foot RUUN, the foot is considered "wild" which means any color can be placed next to it.





SCORE SHEET

Player's Name _____

GAME 1		BONUS		LINE WIN = 50
	x1		x2	TOTAL 1
	x2		x4	TOTAL 2
	x3		x6	GRAND TOTAL
TOTAL 1		TOTAL 2		

GAME 2		BONUS		LINE WIN = 50
	x1		x2	TOTAL 1
	x2		x4	TOTAL 2
	x3		x6	GRAND TOTAL
TOTAL 1		TOTAL 2		

GAME 3		BONUS		LINE WIN = 50
	x1		x2	TOTAL 1
	x2		x4	TOTAL 2
	x3		x6	GRAND TOTAL
TOTAL 1		TOTAL 2		

THREE GAME TOTAL

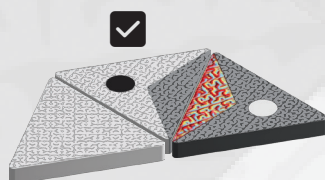
Turn-by-turn instructions

- 1) The first player draws one RUUN from the draw bag – no peeking!
- 2) The drawn RUUN must be played, whether it matches their color or their opponent's.
- 3) Play continues clockwise, with each player taking a turn until the game board is full or no drawn pieces can be legally played.

In a two-player game, the unassigned color RUUNS should be played facing down (refer to base rules).

Placement rules:

- 1) RUUNS must be placed so that their body touches either:
 - A starting position of the same color,
 - The body or foot of another RUUN of the same color, or
 - The foot of a Wild Foot RUUN.
- 2) RUUNS may not be played foot to foot or foot to body unless the foot is a Wild Foot.



Example Wild Foot Placement

***NOTE:** If there is no color matching starting position, body, foot or Wild Foot to place the RUUN against, then the drawn piece is discarded and the player loses their turn.

The game ends when:

All RUUNS have been played, the game board is full or no further legal moves can be made. The player with the highest total score at the end of the game is declared the winner.

Glossary / Reference

RUUN - A game tile featuring a body, optional foot, and a face with a point value or symbol. Used as the core component of game play.

Body - The main part of a RUUN. Must connect to other bodies or appropriate components of the same color.

Foot - The bottom section of a RUUN. It cannot be connected foot-to-foot or foot-to-body. Some variants (e.g., Wild Foot) have special rules for feet.

Starting Position - Colored tiles on the board indicating where each player's pieces can begin forming connections. They do not count for scoring.

Orphaned RUUN - A RUUN not touching any other matching colored RUUNs. It is flipped over and scores no points.

Cluster - A connected group of RUUNs of the same color, eligible for scoring bonuses.

Six-in-a-row - A path or cluster of six or more connected RUUNs of the same color. All point values in the group are doubled.

Wild Foot RUUN - A tile with a wild foot that can be connected to RUUNs of any color.

Facing Down - In two-player games, the unused color RUUNS are placed face-down when drawn, acting as blockers.

Frequently Asked Questions (FAQs)

Q: What happens if I draw a RUUN that can't be placed?

A: If the RUUN cannot legally be placed (i.e., it doesn't match to a body, foot, or starting position of the matching color), it is discarded and your turn is skipped.

Q: Can I place a RUUN diagonally?

A: No. RUUNS must connect orthogonally (side-to-side). Diagonal placement is not allowed.

Q: What if I draw my opponent's color RUUN?

A: You still must play it, if possible, but try to place it in a location that disrupts their formation or scoring potential. Sometimes you will have no option but to play your opponent's RUUN to their advantage.

Q: Can the foot of a RUUN block scoring or connection?

A: Only if it prevents legal placement due to foot-to-foot or foot-to-body restrictions. It does not contribute to scoring or connection unless it is part of a special variant rule.

Q: If a Wild Foot RUUN is only touching my RUUN, does it count for scoring?

A: Only if the body of the RUUN with the Wild Foot matches your color. The Wild Foot allows more placement options but does not alter scoring rules unless stated.

Need a Little Help Getting Started?

Watch video tutorials, gameplay walkthroughs, and tips straight from the creators.

Visit www.craftersoftherealm.com/ruuns or scan the QR code to begin your journey.

Credits

Game Design, Rule Book & Box Graphics
by Paul J. Christiansen

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