

RUINS



2-5

30'

13+

Play sets of matching ruins and try to go out first.
Each discovery added to a ruin makes it stronger —
so try to claim the best ones!



COMPONENTS

- A 1 Scoreboard
- B 1 Scoring Tile (for 2-3 players)
- C 1 Round Marker
- D 5 Score Markers
- E 5 Player Aids
- F 15 Torch Tokens (3 per player)
- G 10 Claim Cards (2 per player)
- H 60 Card Sleeves (includes 10 extra)
- I 50 Ruin Cards (5 each of ranks 1-10)
- J 39 Discovery Cards (13 top, 13 middle, 13 bottom)
- K 4 Market Tokens

SETUP

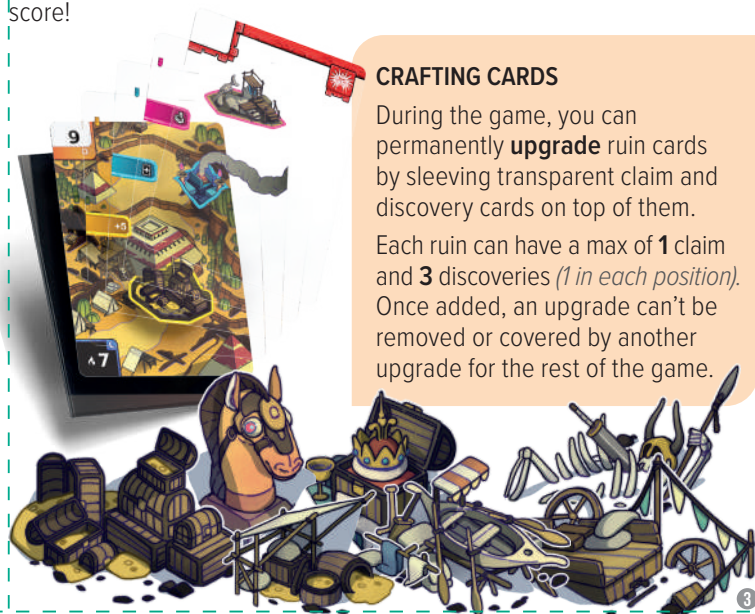
FIRST GAME: Insert all 50 ruin cards into sleeves with the **day side** ☀️ faceup. You may also remove the protective film from all transparent cards, if desired.

- Shuffle all **discovery cards** and place the deck facedown in the middle. Place the 4 market tokens to the right of the deck, in descending order. Deal 1 discovery faceup below each token.
- Flip the scoreboard to the side for your player count and place it nearby. Place the round track marker on round 1.
With 2-3 players, cover up the scoring chart at the top with the scoring tile.
- Each player takes a player aid, 2 matching claim cards, and 3 torches on the **lit** side. Place each player's score track marker on 0.
- Make sure all ruin cards start on the **day side** ☀️. Remove cards from the deck based on your player count (see table). Shuffle and deal a hand of 9 ruins to each player. Place the deck in the middle.
- Whoever last lit a flame is the **first player**.

	2 Players	3 Players	4 Players	5 Players
Ruins Used	20 (Remove 3 of each rank)	30 (Remove 2 of each rank)	40 (Remove 1 of each rank)	All 50

OVERVIEW

Your goal each round is to play **all ruin cards** in your hand before your opponents do. **Upgrade** ruins and play **sets** of the same rank to empty your hand faster. The earlier you go out, the more victory points (VP) you score!



CRAFTING CARDS

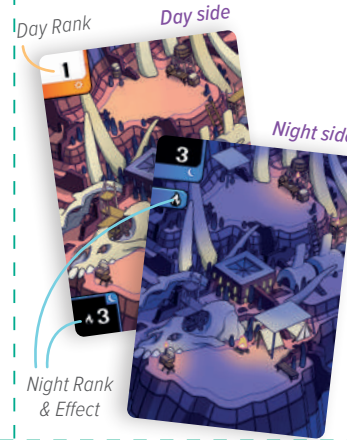
During the game, you can permanently **upgrade** ruin cards by sleeving transparent claim and discovery cards on top of them.

Each ruin can have a max of **1** claim and **3** discoveries (1 in each position). Once added, an upgrade can't be removed or covered by another upgrade for the rest of the game.

START OF ROUND

At the start of each round, each player may secretly choose 1 ruin in their hand to permanently flip from the **day side** ☀️ to **night side** 🌙.

Flipping a ruin changes its **rank** and may add a new **discovery effect** (see pg. 7). The ruin keeps all upgrades added to it.



PLAYING A ROUND

Players take turns clockwise. The first player **leads** by playing any number of ruins of the **same rank** (either a single ruin or a set of 2 or more).

The player to their left must then either play the **exact same** number of ruins of an **equal or higher** rank, or pass. If they pass, they remain in the round and take their next turn normally.

Continue taking turns like this until all players but 1 pass **consecutively**. When this happens, place all played ruins in a faceup discard pile next to the deck. The last player to play ruins then **leads** any new ruin or set, and play continues clockwise.

SKIPPING: If you follow the last ruins played with ruins of **equal rank**, the next player's turn is skipped (as if they passed).

UPGRADING RUINS

Whenever you play ruins, you may upgrade any number of them by adding discoveries and/or claims. You may only upgrade ruins you **play**, not ruins you keep in your hand. If you **pass**, you may not upgrade any ruins.

A ADDING DISCOVERIES

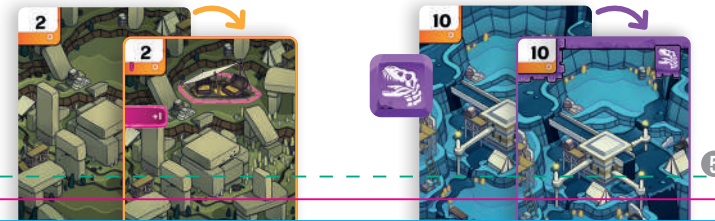
You may spend **lit torches** to add any number of discoveries from the market to ruins you play. The market token above each discovery shows its torch cost. Flip each torch you spend to **extinguished**.

You may add multiple discoveries to the same ruin, as long as they fill different positions (note: discoveries of the same color fill the same position).

B ADDING CLAIMS

You may add one or both of your claim cards to ruins you play (without spending torches). Once you've claimed a ruin, any player who is dealt that ruin at the start of a round must give it to you (pg. 6).

You may only use each claim card once per game. You may use both in the same turn, if desired. You can't claim a ruin that's already claimed.



REFILLING THE MARKET

If you take any discoveries from the market, you must refill it at the **end of your turn**. First slide the remaining discoveries to the right to fill any gaps, then deal a new discovery below each market token without one.

GOING OUT

When you play the last ruin in your hand, **you're out!** Immediately score VP based on whether you went out 1st, 2nd, etc, as shown at the top of the scoreboard.

If there are at least 2 players left in the round, they continue taking turns clockwise, without discarding any played ruins.

If all remaining players pass consecutively after you go out, discard all played ruins as normal. The closest player to your left who hasn't gone out leads next.

ROUND END

When only **1 player** has cards left, the round ends. The remaining player **loses 1 VP** (*but can't go below 0*).

Take these steps to set up the next round:

- 1 All players flip all extinguished torches to the **lit** side.
- 2 Shuffle all ruins and deal each player a new hand of **9** ruins.
- 3 If any player was dealt a ruin with an opponent's **claim**, they must give the ruin to that opponent. *They do not draw a replacement.*
- 4 Whoever has the **fewest VP** is the new first player. Ties go to the player furthest clockwise from the previous first player.
- 5 Advance the **round marker** and start the next round!

DISCOVERY EFFECTS

Whenever you play ruins, resolve each of their discovery effects as described below, including any new effects you added this turn.

EXTRA RANKS

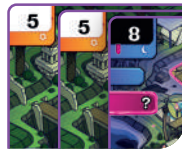
Each discovery of this type added to a ruin permanently increases its rank by the number shown. You must count **all** extra ranks on each ruin you play (*this effect is not optional*). There is no maximum rank.

This ruin is now a 7, not a 4.

WILD RANK

A ruin with 1 or more **?** icons changes its rank to match any other ruin(s) you play with it. Ignore any extra ranks it has. If you play the ruin alone, use its normal rank, including extra ranks.

If played with two 5s, this 8 is a third 5. If played alone, it's an 8.



EXTRA RUIN

When counting the number of ruins you played, you may treat each **+** icon you played as 1 extra ruin of the same rank. Decide whether to count each **+** individually (*e.g. you may count 2 icons as +0, +1, or +2 ruins*). There is no maximum number of ruins you can play.

These 4s may be played as either a pair or a triple.



DRAW & DISCARD

For each **🗑️** icon you play, you may draw 1 ruin from the deck at the end of your turn. After drawing, discard the same number of ruins of your choice from your hand.

OPPONENTS DRAW

For each **🗑️** icon you play, your opponent with the fewest ruins left in hand (*ignoring how many you have*) must draw 1 ruin at the end of your turn. In a tie, your tied opponents draw ruins 1 at a time, going clockwise from your left. If you also draw cards, you may choose to draw before or after your opponents.

DRAWING CLAIMED RUINS

If you draw a claimed ruin as a result of a discovery effect, **keep it**. Claimed ruins are only passed at the start of the round (pg. 7).

RESHUFFLING

When the last ruin is drawn from the deck, immediately shuffle the discard pile. If the discard pile is also empty, no one else draws this turn.

RELIGHT TORCHES

For each **🔥** icon you play, flip 1 of your extinguished torches back to lit at the end of your turn. You may relight torches you spent earlier in the same turn, but you may **not** spend any torches you relight this turn until your next turn. If you have no extinguished torches to relight, this has no effect.

After playing this ruin, you may relight 2 of your torches.

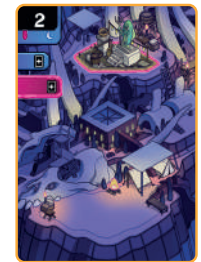


BENDING THE RULES

The rank and number of ruins you play is only evaluated **after** you finish adding upgrades to them. This means you can play an illegal ruin or set if you immediately upgrade it to make it legal.

Example

Player 1 - Triple 2s



Player 2 - Triple 6s



*Player 1 plays triple 2s, counting each **+** as an extra 2. Player 2 doesn't have any triples, so they play 3 mismatched ruins and spend 3 torches to upgrade them into triple 6s.*



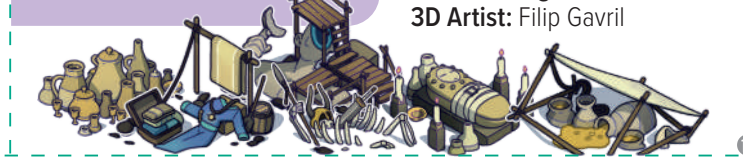
GAME END

The game ends when someone wins. There are 2 ways to win:

- ▶ **INSTANT WIN:** If you start any round with 9 or 10 VP and go out 1st, you immediately win! Other players do not finish the round.
- ▶ **SHOWDOWN:** If no one has won by the end of round 4, the player who went out 1st in round 4 and their opponent (*or tied opponents*) with the most VP play 1 more round, called the Showdown.

MAXIMUM VP

While you're at 10 VP, you can't gain any more. You must go out 1st in order to win!



PLAYING THE SHOWDOWN

During the Showdown, players are only required to give claimed ruins to opponents who are also in the Showdown. Whoever goes out 1st in the Showdown wins immediately, regardless of score.

CREDITS

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