

# IN THE RUIN

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1 to 4 player 8 years and up 30~45 minutes

*Players have found ancient ruins where divine treasures await. The maze in which they have to find their way will be different for every adventurer who dared to enter those ruins. Who among them will be the one finding the most treasures?*

## Goal of the game

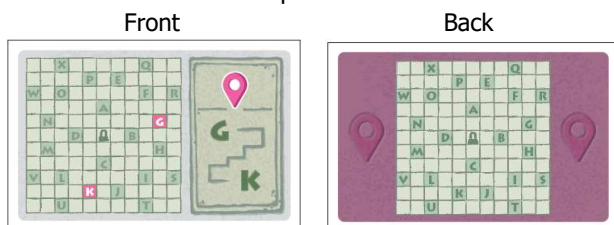
On your turn, you will be able to do 4 different actions to gain as many victory points (VP) as you can.

- Find Treasures: get VP with the Treasure track
- Build a route: if you manage to build the route indicated on your objective card, you will earn VP.
- Create a map: the map you will create during your adventure will bring you some VP, if you follow the rules!
- Escape the ruins: if you can escape the ruins faster than the others, you will earn more VP than them! Be clever, and fast! Each of you will have a Map sheet on which you will decide/draw your actions and move your Adventurer pawn.

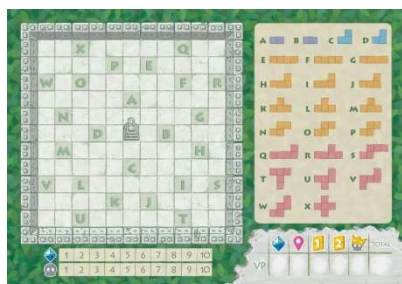
## Components



24 Explore cards



24 Objective cards



100 Map sheets

- 4 Adventurer pawns
- 4 Pencils
- 4 Summary sheets
- 1 rulebook

## Rules for creating the Map

Players will use their 11×11 grid Map sheet to draw ○ (Roads) or fill them completely ■ (Walls).

You cannot fill or draw a circle on a space that is not part of the Grid sheet.

You can change between ○ and ■ only during a turn that is not finished yet.

You cannot overwrite ○ and ■ you have written in a previous turn.

On the Explore cards, shapes are indicated. You will use these shapes to draw ○ or ■.

(In the top right of the Explore cards, players can check the mirror image of the piece printed. The number on the left side of the Explore cards indicates your movement).

Spaces with a ○ are Roads. You can move your Adventurer on these spaces.

■ are Walls and Adventurers cannot go through or stop on these spaces.

## Rules for drawing ○

You must draw every space of the shape indicated on the Explore card. (You can always rotate the shape freely before drawing).

If you draw on a space with a letter, be careful not to completely cover it with your ○.

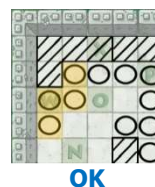
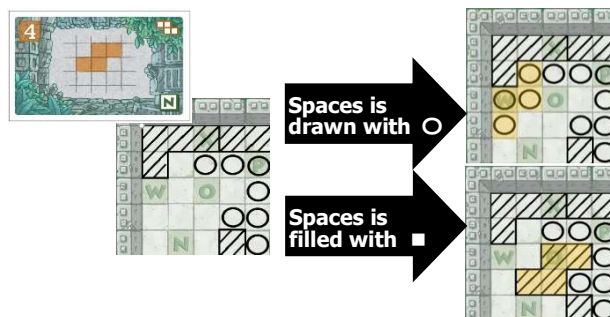
When drawing, one space of the shape must be adjacent to a ○ or ■ you have drawn during a previous round.

※ You can never draw a 2×2 ○ area on your Map sheet.

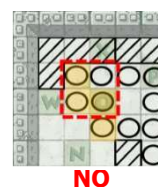
## Rules for drawing ■

You must draw every space of the shape indicated on the Explore card. (You can always rotate the shape freely before drawing).

When drawing, one space of the shape must be adjacent to a ○ or ■ you have drawn during a previous round.



OK



NO

## Game set-up

Each player takes a Map sheet, and then chooses a color and takes the Adventurer of that color.

Shuffle all the Explore cards and give 2 to each player.

Take 3 Explore cards from the deck and place them in a line in the middle of the table, face up.

Shuffle all the Objective cards and give 4 to each player. Before the start of the game, players will have to keep 2 and discard 2 Objective cards. Discarded cards are shuffled back in the deck of Objective cards.

Place both decks next to each other.



Now, every player will choose one of the 2 Explore cards they receive and draw Roads ○. They will then use the unused Explore card and fill the spots indicated with ■ Walls.

During this phase, you must draw the ○ on spaces that include the Exit space.

Have at least one ■ adjacent to a ○ during this step. Once everybody is done with this phase, every player will now announce what Treasures they try to get (represented by letters on your Map sheet. Those letters are the Treasures coordinates).

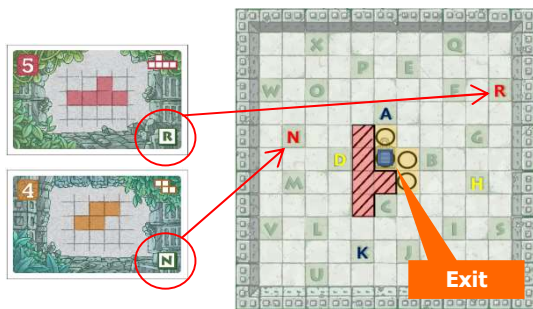
Players should indicate with their pencil which Treasures their opponents are trying to find.

Discard your Explore cards in the discard pile next to the Explore cards deck.

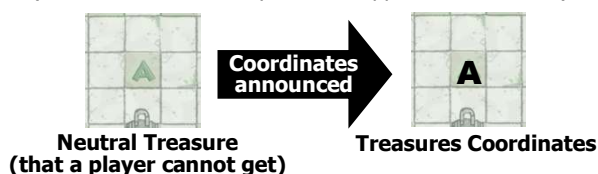
Place your Pawn on the Exit spot.

※ During set-up and during the game, you cannot look at your opponents' sheets.

Preparation in a 3-player game



(The letters in blue and yellow are opponents' Treasures)



## How to play

The game is played over two Phases. These phases are played over numerous rounds.

Every round, all players play simultaneously.

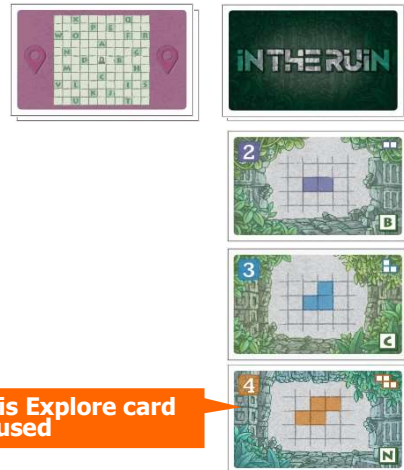
Every round, players will perform actions following 3 steps.

### Step 1 Creating the Map and moving the Adventurer

During Step 1, players will be able to perform special actions. These actions will be explained later. Only one special action can be used each round.

#### Step 1.1 Creating the Map

Players will use the last Explore card in line to further draw on their Map sheets.



You can perform 1 of 3 possible actions: A, B or C (a player cannot pass this Step).

※ If a player performs action C, that player has to check the leftmost Penalty track box from his/her Map sheet.

A. Draw ○

Follow the shape of the Explore card and draw ○ accordingly.

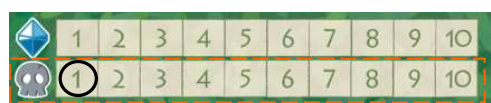
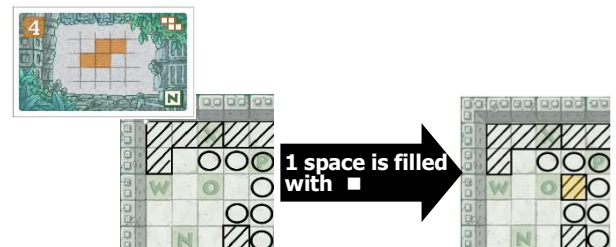
B. Draw ■

Follow the shape of the Explore card and draw ■ accordingly.

C. Draw ■ on 1 space only

Ignoring the shape of the Explore card, you can draw ■ on one space anywhere on your Map sheet, adjacent to a previously drawn ■ or ○.

That player performs C

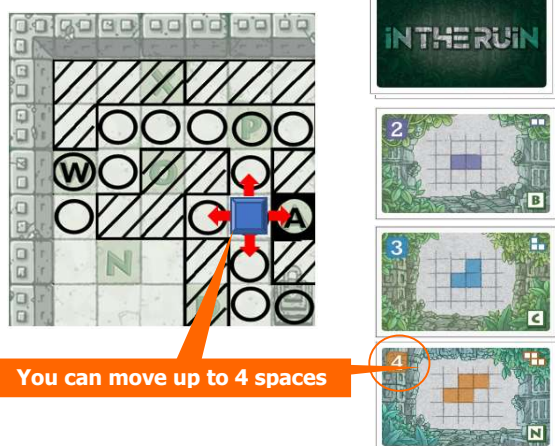


One check is added to the Penalty

## Step 1.2 Moving your Pawn

Check the number on the top left part of the Explore card. This number indicates how many spaces you can move your Pawn. When moving your pawn, you can only use Roads (○). Your Adventurers cannot go through Walls (■). You can stop moving at any time without using all your movements.

Example



You can move up to 4 spaces

Once your Pawn has reached its goal, check Step 2 Finding a Treasure

✂ During Step 1, you cannot announce to your opponents that you will find a Treasure. You have to wait for Step 2 to do so.

If you move your Pawn on the Exit space during this turn, you can enter Phase 2 and escape from the ruins. You then have to remove your pawn from your Map sheet.

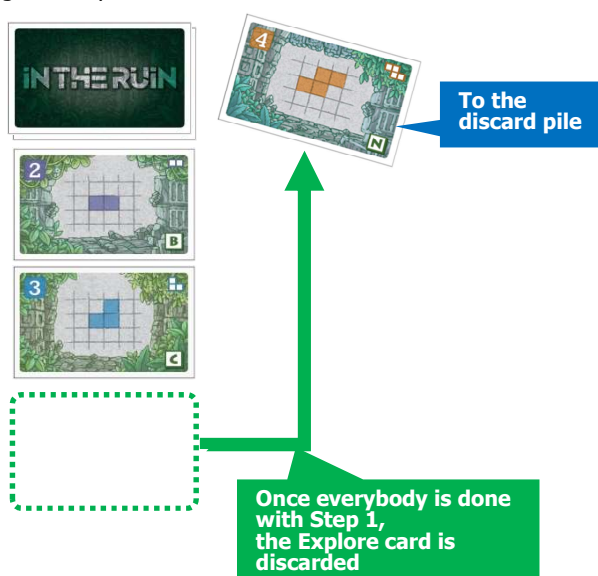
About escaping

You cannot escape during Phase 1.

If you intend to escape, you announce your decision during Step 2.

If you escape during the current round, you will not be able to do Step 1 or 2 during the subsequent rounds until the end of the game.

Once players have moved their Pawn, discard the Explore card and go to Step 2.



## Step 2 Finding a Treasure

If you decide to escape the Ruins, you announce your decision at this moment. (This step has a big influence on how Step 3 will be played).

If you are on a Treasure location, announce that you found a Treasure and check the leftmost number of your Treasure track.

If you go through a Treasure without stopping on it, you do not receive that Treasure.

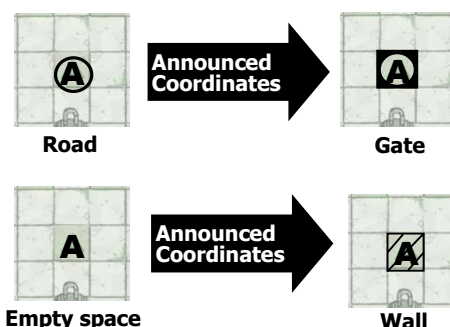
Treasure track



Every player will now take a card from the Objective deck, unless you have already reached your hand limit of 5 Objective cards.

All the players who found a Treasure announce to their opponents on what location their Pawn is (announce the letter indicated on the Map sheet).

For every Objective space announced by an opponent, you will draw a ○ or a ■. If the space is a Road on your Map sheet, turn it into a Gate (Gates are considered the same as Road, meaning that an Adventurer can enter these spaces. See example below). If that space was empty, turn it into a Wall ■.

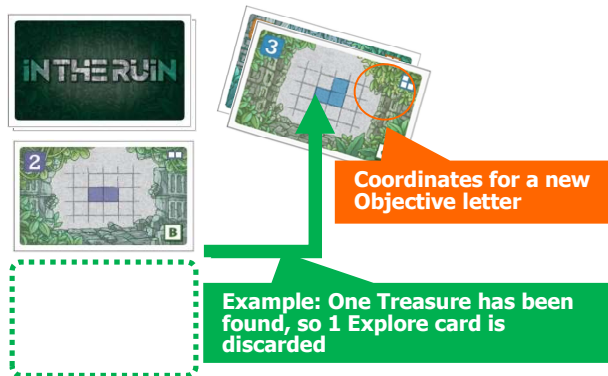


Now, check how many different Objective types (represented by letters on your Map sheet) have been announced by all the players. If the same Objective letter has been announced by more than one player, it only counts as 1. For each different Objective letter announced, remove an Explore card from the ones still available face up and add it to the discard pile. If you have to remove more than the ones available face up, remove the rest from the deck of Explore cards. If the deck of Explore cards is depleted, skip this step.

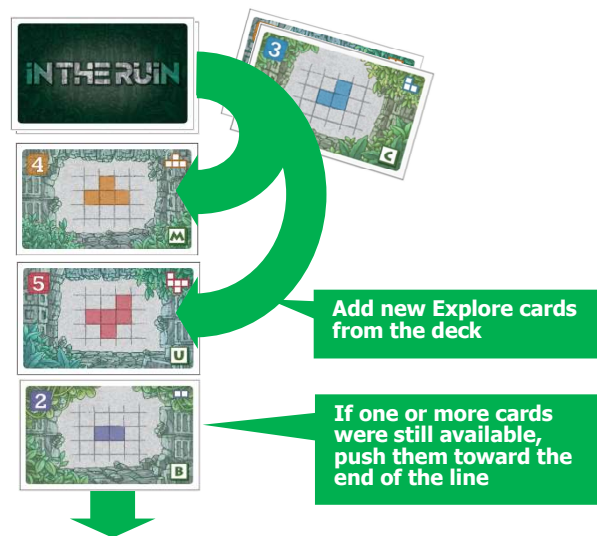
Before discarding those cards, check the Objective letter printed on them and add them as a new Objective for your Adventurers on your Map sheet. If this Objective letter has been announced during previous rounds or during set-up, don't add them again.

If your Adventurer pawn is already on the newly announced Objective Letter, lucky you!, you get a Treasure for free, and have to repeat the whole process.





Once everybody is sure no more Treasure can be found, add 3 new Explore cards face up in the middle of the table.  
If the Explore deck is depleted, skip this step.



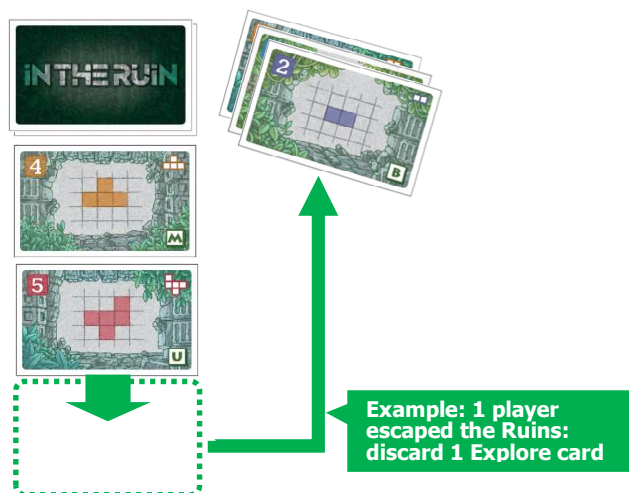
### Step 3 The Ruins are collapsing

This step happens if one or more players escaped from the Ruins during this round, or a previous round.

Check how many players escaped the Ruins. For each of them, remove an Explore card from the ones still available face up and add them to the discard pile. If you have to remove more than the ones available face up, remove the rest from the deck of Explore cards. If the deck of Explore cards is depleted, skip this step.

None of the discarded Explore card becomes a new Objective during Step 3.

Once you removed Explore cards for each escaping player, add 3 new Explore cards face up in the center of the table.  
If the Explore deck is depleted, skip this step.



### End of Phase 1

If no Explore cards are left face up in the middle of the table at the end of a round, Phase 1 ends. (Phase 1 does not end if there is at least 1 Explore card available, even if the deck of Explore cards is depleted.)

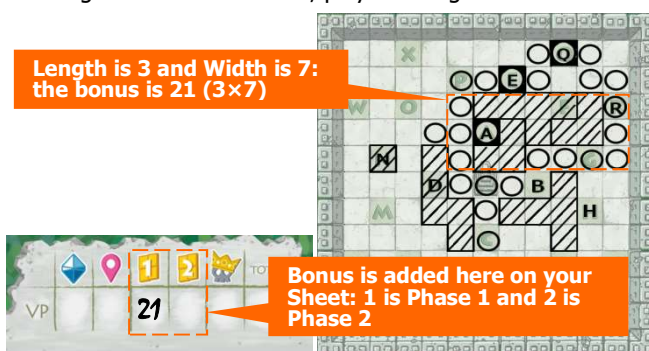
Players will now look at their Sheet and check what is the biggest rectangular surface they created when drawing Roads and Walls.

Now that the players know the surface, they calculate how many VP they earn: width multiplied by length (check example below).

Combine the discarded Explore cards and shuffle them together.

Like during set-up, put 3 Explore cards face up in the middle of the table.

Starting with the next round, players will go on to Phase 2.



### End of the game (and end of Phase 2)

Like for Phase 1, if no Explore cards are left face up in the middle of the table at the end of a round, Phase 2 ends. Another way of ending the game is when all players have escaped the Ruins.

Again, players check their biggest rectangular area made of Roads and Walls and calculate the Bonus VP they earn. Add this number to the yellow 2 space of your Map sheet.

1. Players get VP with Treasures: multiply by 10 the number you have reached on your Treasure track.

2. It is time to check how many Honor VP you receive. The Honor VP combines the minus VP you get from the Penalty track and the VP you receive for escaping the Ruins successfully.

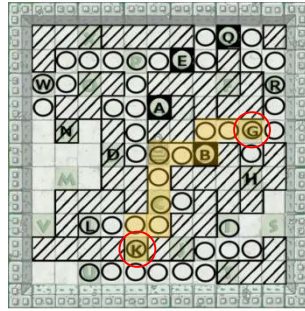
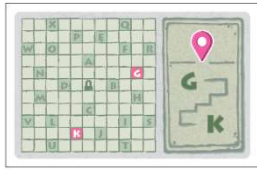
Players will first lose VP for the number of penalties they received during the game. Each Penalty is worth minus 10 VP. Next, check how many VP you get for escaping the Ruins.

Depending on when you escaped compared to the other players, you will get a different number of VP: 30 for the first, 10 for the second, and 0 for the third and fourth player. If you did not escape before reaching a game ending condition, you lose 20 VP.

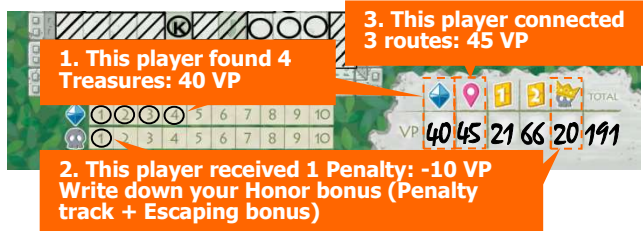
If two or more players escaped the Ruins during the same round, they get the VP corresponding to the next rank (2nd for 1st...).

3. Now check if the 2 Coordinates indicated on each Objective card you received during the game are connected through Roads. For each fulfilled Objective card, you receive 15 VP.

Example of a successfully connected route



Add all these VP to your Sheet and check who is the winner! If there is a tie, the player with the most ○ wins the game. In case of another tie, the players involved all win the game.



### Special actions

If you discard one of your Objective cards during Step 1, you can perform one Special action. There are 2 different Special actions.

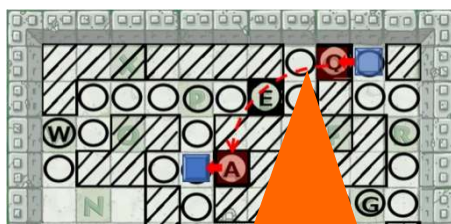
[+ 1 ○ or ■]

During Step 1.1, you can draw an extra ○ or ■. This extra ○ or ■ must be adjacent to a space already containing one of your ○ or ■ anywhere on your Map sheet. This action is different from action C, so you do not have to check a space on your Penalty track.

[Warp action]

During step 1.2, you can move your Adventurer from one Gate to another anywhere on your Map sheet. You can only move once through Gates. You can use a Gate even if there is no Road linked to it. This Gate can be one of your opponents' Treasure Gate. A Warp action only counts as 1 movement.

Example of the Warp action



A Warp action only counts as 1 movement

### A piece of advice

- You can check at any time what shapes are available in the deck of Explore cards by looking at the right side of your Map sheet.
- Even if you have to draw a Wall due to an opponent finding a Treasure, you can still draw ○ or ■ adjacent to it during Step 1...
- If at any point during the game you notice that you have a 2×2 area only made of Roads, check 2 spaces on your Penalty track.
- If the deck of Objective cards is depleted before the end of the game, shuffle the discard pile and create a new deck.
- There is no limit to the Treasure and Penalty tracks!

### Solo play

Changes during set-up:

- Get 4 Explore cards instead of 2.
- Use 2 to draw ○ and 2 for the ■.
- When you are done drawing these starting spaces, check the Objective letters on all 4 cards and indicate them on your Sheet using your pencil.

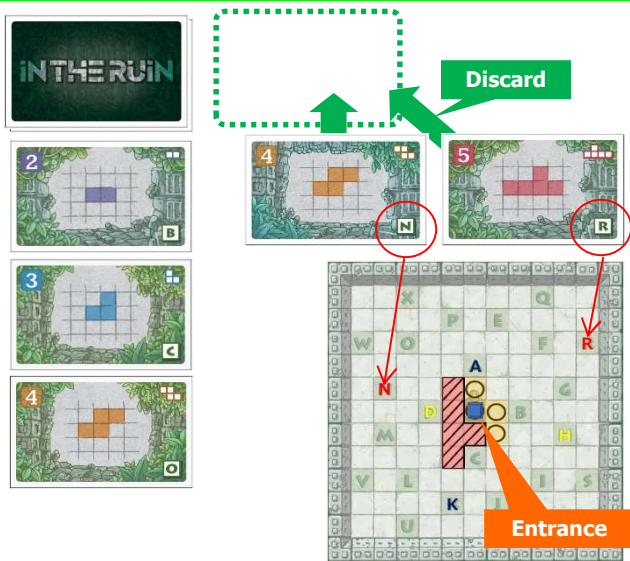
You are considered to be leaving the Ruins first (30 VP).

As a decent objective during solo play, try to improve your score every time or, for an even better challenge, try to reach 300 VP! Easier said than done, believe me!

## Example of Set-Up and How to play

Explanation of play from set-up to the end of the 1st round

### Game set-up



3 player game.

Player 1 received Objective cards with coordinates for N and R.

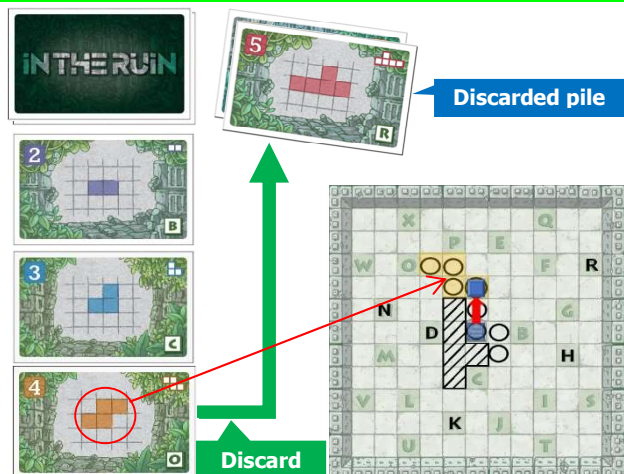
Player 1 uses the first piece to write ○ and the second one to write ■. Once that player has finished going through this process, he/she announces it to the other players.

Once all the players are done, they announce the coordinates indicated on both their cards.

Player 1 announces coordinates N and R, player 2 coordinates A and K and the last player, player 3 announces D and H. Everybody indicates these coordinates on their personal sheet. These coordinates are Objective spots.

The last step during set-up is done simultaneously: every player places their Adventurer token on the Entrance.

### Step 1.1&1.2 Creating the Map & Moving your Pawn



Players will use the card at the end of the line (coordinate O) and write the same piece on their Map Sheet.

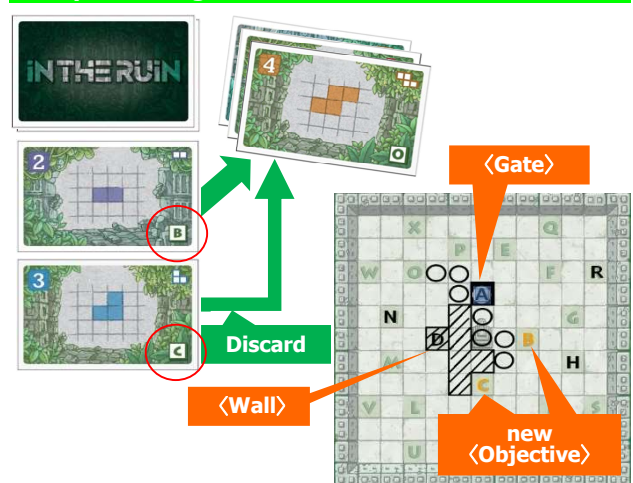
Player 1 will add ○ using this piece.

The number [4] indicated on the card is the number of spots every player's Adventurer can move.

Player 1 moves his/her Adventurer 2 spaces and stops on A. At this moment, he/she does not announce yet that he or she is done to the other players.

Once everybody has moved his or her Adventurer, the card used is discarded. The game continues with Step 2.

## Step 2 Finding a Treasure



Player 1 reached A and announces it.

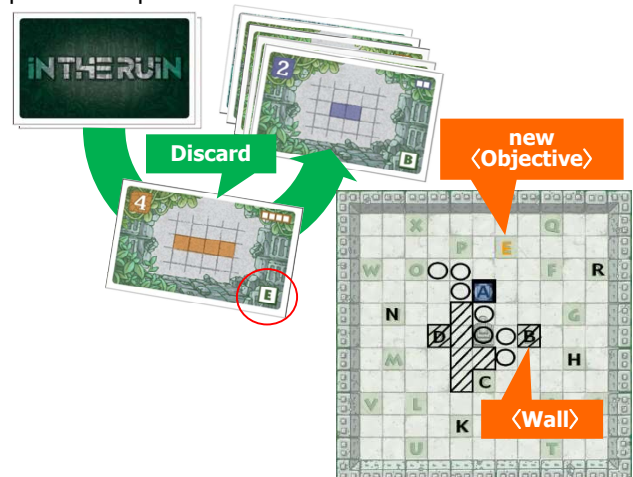
Player 2 reached D and also announces it.

Player 3 does not announce anything.

Player 1 has a Road on A and transforms this Objective into a Gate. Unfortunately, D is not a Road, so Player 1 must turn this spot into a Wall.

2 Objectives have been announced (A and D). These 2 Objectives are different, so 2 Explore cards from the line are discarded (C and B).

Coordinates C and B become new Objectives and every player has to report these two new coordinates on their personal Map Sheet.



At this exact moment, Player 3 already has his/her Adventurer on B. Player 3 announces that he/she is on B. Player 1 does not have a Road on B and must turn this spot into a Wall.

Only 1 Objective has been reached this time, so 1 Explore card is discarded. Since there is no card on the line, the first card of the Explore cards deck is discarded instead.

The discarded card had coordinate E printed on it. E becomes a new Objective and all the players must add it to their personal Map Sheet.

Nobody has his/her Adventurer on that spot at this exact moment. Step 2 is now over.

Before continuing the game, 3 Explore cards are added in a line next to the Explore cards deck.

If you have questions about the game or its gameplay, contact us at [info@fudacoma.jp](mailto:info@fudacoma.jp).

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