

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
- 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

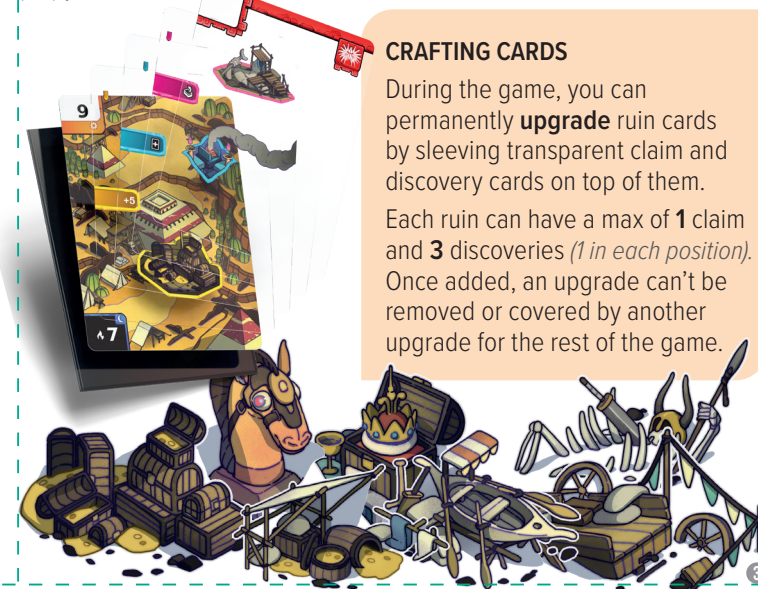
FIRST GAME: Insert all 50 game cards into sleeves with the **day side** ☀️ faceup. An extra 10 sleeves are included.

- Shuffle all **discovery cards** and place the deck facedown in the middle. Place the 4 market tokens to the right of the deck, as shown. Deal 1 discovery faceup under 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** 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. Add **upgrades** to 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. 5*). It keeps all previously added upgrades.



PLAYER TURNS

The first player takes the first turn of the round. They must **lead** by playing any **1** ruin card or any **set** of 2 or more ruin cards of the same rank from their hand.

The next player clockwise then decides whether to **follow** or **pass**. To follow, they must play the **exact same number** of ruin cards of a single equal or higher rank. If they can't or don't want to follow, they must pass.

Players continue taking turns to follow or pass clockwise until **all players but 1** pass consecutively. When this happens, gather all faceup ruins and shuffle them back into the **deck**.

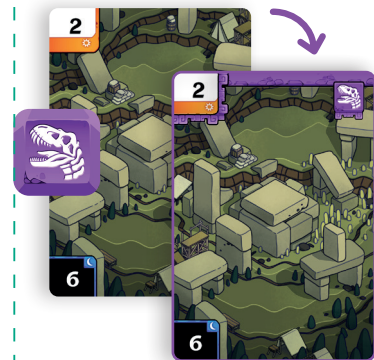
The player who did **not** pass then **leads** a new ruin or set. Players continue to follow or pass clockwise, as before.

UPGRADING RUINS

Whenever you play 1 or more ruin cards, you may **upgrade** any number of them with claims and/or discoveries. You may only upgrade ruins you **play**, not ruins left in your hand.

A ADD CLAIM

You may claim up to 2 ruins during the game by adding your **claim cards** to them. Once you've claimed a ruin, any opponent who is dealt that ruin at the start of a round must give it to you (*see pg. 7*).



B ADD DISCOVERIES

You may spend **lit torches** to take 1 or more discovery cards from the market and add them to your ruins. Each discovery's market token shows its cost. Flip the torches you spend to the extinguished side and immediately add the chosen discoveries to ruins you played.



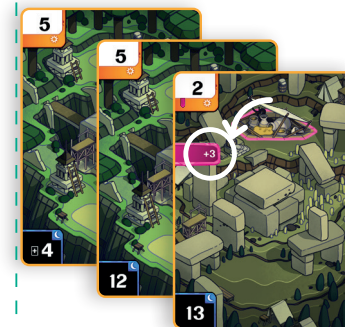
At the end of your turn, slide the discoveries in the market right to fill any gaps, then refill it up to 4 cards from the deck.

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DISCOVERY EFFECTS

Each discovery added to a ruin gives it a new **permanent effect**. These effects are listed on your player aid.

All discovery effects are active immediately. Adding certain discoveries can allow you to play ruins or sets that otherwise wouldn't be legal.



Playing these ruins and adding a +3 rank discovery makes a set of three 5s.

SKIPPING AN OPPONENT'S TURN

When you follow with a ruin or set of the **exact same rank** that was last played, the next player in turn order **must** pass (*even if they could follow*).

GOING OUT

When you play the **last card** in your hand, you are **out!** Score the VP shown at the top of the scoreboard based on whether you went out 1st, 2nd, etc. If there are at least **2 players** still in the round, they continue playing. They may follow the last ruin or set you played. If no one follows, the **lead** passes to the player closest to you clockwise who has cards left.

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ROUND END

When only **1 player** has cards left, the round ends. The remaining player scores VP for **last place**.

Take these steps to set up the next round:

- 1 All players flip all extinguished torches to the **lit** side.
- 2 Shuffle all ruin cards 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!

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 **first**, you immediately win! *Other players do not finish the round.*
- **Showdown:** If no one has won by the end of round 4, the player(s) with the **most VP** and the player who went out **first** in round 4 play 1 more round together. Whoever goes out **first** in round 5 wins (*regardless of score*).

THE SCORE TRACK

If you have **0 VP**, ignore any negative VP for going out last. If you have **10 VP**, you can't gain any more — you have to go out first and win!

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CLARIFICATIONS & TIPS

- ◆ You can add **multiple** discoveries to the same ruin in one turn (*if you can afford them, and there's space*).
- ◆ You can use **both** of your claims in one turn (*on different ruins*).
- ◆ Effects that change a ruin's **rank** are mandatory. Ruins you play as a set must have the same rank **after** you add discoveries to them.
- ◆ When you play a **wild rank** ruin with other ruins, ignore any added ranks it has. When you play it **alone**, use its printed rank plus added ranks.
- ◆ If a ruin has multiple discoveries of the same type, they **stack** together. There is no upper limit to a ruin's rank or the number of cards in a set.
- ◆ When you force opponents to **draw ruins**, if there aren't enough in the deck, they draw in clockwise order (*starting from your left*).
- ◆ When you use a single discovery to light **2 torches**, you must light both at once (*you can't light 1 torch, use it, and light it again*).

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