

RUNES & REGULATIONS

Rulebook

Some people try to rule the world by using dark magic and summoning frightening beasts...

This game is not about those people.

In Runes & Regulations, you are a sorcerer in suburbia, and you're here to get new pets, disturb your neighbors, and have the best lawn on the block.

In this neighborhood, the tyrannical Homeowners Association only allows you to have 4 pets, so naturally, you need 5 to win.

Summon, Steal, Hex, Restore, Annoy, Destroy, and Passive-Aggress your way to victory!

THE BASICS

RUNES & REGULATIONS is a turn-based strategic card game with suburban flair. Players take turns casting Spells and summoning Mythical Creatures.

The first player to collect five Mythical Creatures on their Lawn wins!

THE COMPONENTS

1 Main deck (including 39 Spell cards and 50 Creature cards)

1 Rune deck (including 24 Rune cards)

1 Regulation deck (including 17 Regulation cards)

15 Shrub tokens

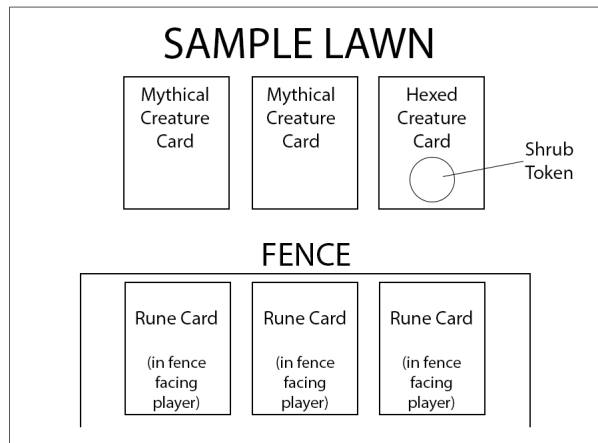
4 Fences

1 Spinner

THE SETUP

To start, each player must set up their Fence, which will hold their Runes. Good Fences make good neighbors!

The area in front of your Fence is called your Lawn. Throughout the game, you will SUMMON Creatures onto your Lawn. Your Fence and your Lawn combined make up your play area.



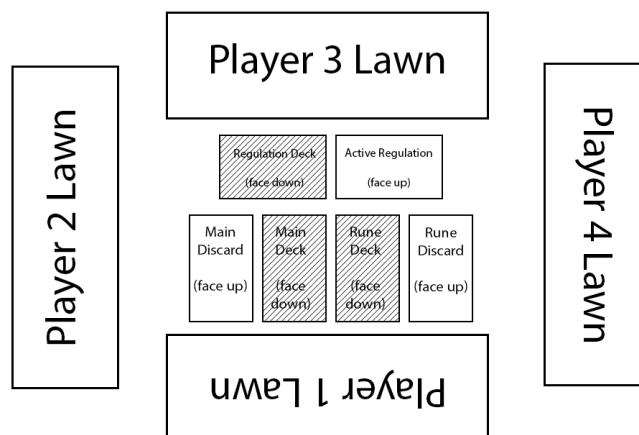
Shuffle the Main deck and deal five cards to each player. These cards are now your hand. Place the remainder of the Main deck in the center of the table. Leave space to the left of the Main deck for a Main discard pile, where you will put used Spells, destroyed Creatures, and cards discarded from your hand.

Next, shuffle the Rune deck and deal three cards to each player. Add your three Runes to your Fence to keep them hidden from your neighbors. Place the remainder of the Rune deck next to the Main deck. Leave space to the right of the Rune deck for a Rune discard pile, where you will put used and destroyed Runes.

If either of these two decks runs out of cards at any time during the game, shuffle the corresponding discard pile and turn it face down to form a new deck.

Finally, shuffle the Regulation deck and turn over the top card. Read its effect aloud, then place it face up on the table in plain sight of all players. This card is the first active Regulation. Place the remainder of the Regulation deck to the side of the other two decks.

SAMPLE TABLE SETUP



The player with the most pets goes first. If two or more players are tied for the most pets, passive aggressively say things like “no, it’s fine, you go first...” until someone actually goes first.

THE CARDS

RUNES AND REGULATIONS has four types of cards:

- **SPELL CARDS:** Despite your fearsome powers of sorcery, your Spells are primarily used to protect your Lawn and annoy your neighbors. You may CAST a Spell on your turn during your Cast phase. Spells have an immediate, one-time-use effect. To use a Spell, read its effect aloud, then move it to the Main discard pile.
- **CREATURE CARDS:** Your Creatures are your adorable (or sometimes not so adorable) pets. You may SUMMON a Creature on your turn during your Summon phase. When you SUMMON a Creature, it goes on your Lawn.* Most Creatures have an effect. A Creature’s effect can only be used when that Creature is on your Lawn and not when it is in your hand.

When you SUMMON a Creature, it is considered a Mythical Creature by default; however, certain effects can HEX your Mythical Creature and turn it into a powerless shrub. If this happens, your Creature loses its effect and you must place a shrub token on it to show it is hexed. A Hexed Creature is no longer considered a Mythical Creature.

*Technically, you can SUMMON a Creature onto a neighbor’s Lawn, but you’ll rarely want to do this.

- **RUNE CARDS:** Your Runes are everyday household items inscribed with special symbols that imbue each Rune with magical power. Each Rune states a trigger. You may choose to ACTIVATE a Rune any time its trigger occurs during the game, even if it is not your turn. To ACTIVATE a Rune, reveal it to all players and read its effect aloud, then move it to the Rune discard pile.

Always add Rune cards to your Fence and not to your hand. If at any time you have more than three Runes, you must immediately destroy one of your Runes.

- **REGULATIONS:** A Regulation is a notice from the Homeowners Association about a new bylaw for the neighborhood. Each Regulation states a new rule that is added to the game. Only one Regulation can be active at a time. If a new Regulation becomes active, move the previous active Regulation to the bottom of the Regulation deck.

THE TERMS

Here is a list of defined terms you will see in the game:

- **DRAW:** Pull a card from the top of the Main deck and add it to your hand.
- **DISCARD:** Move a card from your hand to the Main discard pile.
- **SPIN:** Spin the Spinner and apply the specified result.

- **CAST:** Use a Spell from your hand, then move it to the Main discard pile.
- **SUMMON:** Bring a Creature onto your Lawn from your hand.*
- **ACTIVATE:** Use a Rune's effect when its stated trigger occurs, then move it to the Rune discard pile.

- **HEX:** Place a Shrub token on a Mythical Creature. That Creature is now considered a Hexed Creature. A Hexed Creature is a shrub with no effect and is not considered a Mythical Creature.
- **RESTORE:** Remove a Shrub token from a Hexed Creature. That Creature's effect is restored and it is once again considered a Mythical Creature. When your Creature is restored, it re-enters your Lawn. If your Creature has an effect that is triggered upon entering your Lawn, you can use that effect when your Creature is restored.
- **DESTROY:** When destroying a Creature, move a Creature from a player's Lawn to the Main discard pile. When destroying a Rune, move a Rune from a player's Fence to the Rune discard pile. If you are destroying a Rune, you may not look at a neighbor's Runes before you DESTROY one.
- **STEAL:** When stealing a Creature, move a Creature from any neighbor's Lawn onto your Lawn. When stealing a Rune, move a Rune from any neighbor's Fence to your Fence. If you are stealing a Rune, you may not look at a neighbor's Runes before you STEAL one.
- **RETURN:** Move a Creature card from your Lawn to your hand.

*Once again, you can technically SUMMON a Creature onto a neighbor's Lawn, but why?

Card effects also use specific terminology when referring to players.

- **Any player** refers to any single player, including you.
- **Any neighbor** refers to any single player, excluding you.
- **Each player** refers to every player, including you.
- **Each neighbor** refers to every player, excluding you.

THE TURN

Each turn consists of five phases.

Beginning of Turn phase	If any Mythical Creature on your Lawn has a trigger that states "...is on your Lawn at the beginning of your turn," you may use that effect during this turn phase.
Draw phase	DRAW a card from the Main deck
Cast phase	CAST a Spell from your hand or DRAW a card from the Main deck
Summon phase	SUMMON a Creature from your hand or DRAW a card from the Main deck
Spin phase	SPIN the Spinner

You may choose to skip any of the first four phases of your turn; however, you must take the turn phases in the specified order. If you accidentally skip one of the first four phases during your turn, you cannot go back to an earlier phase. For example, if you have already CAST a Spell for your Cast phase, you cannot go back and take your Draw phase if you forgot to DRAW a card.

You cannot skip your Spin phase.

THE SPINNER

When you SPIN the Spinner, there are six possible results:

1	New Rune!	Add the top card from the Rune deck to your Fence.
2	Hex Yourself	HEX a Mythical Creature on your Lawn.
3	Pet Return	Return a Creature from your Lawn to your hand.
4	New Regulation	Flip over the top card of the Regulation deck and replace the current active Regulation.
5	And... Discard	DISCARD a card.
6	Event!!!	SPIN again for an Event

Event Spin

If your Spin result is Event, you must SPIN the Spinner a second time. An Event Spin result applies to

all players, not just the person spinning. There are six possible results:

1	Block Party!	Each player may DRAW a card from the Main deck
2	Hedge Trimming	Each player must HEX a Mythical Creature on their Lawn, then DESTROY all Hexed Creatures on their Lawn.
3	Animal Control	Each player must return a Mythical Creature from their Lawn to their hand.
4	Suburban Revitalization	Each player may RESTORE a Hexed Creature on their Lawn.
5	HOA Fee Collection	Each player must DISCARD a card.
6	Pet Adoption Day	Each player may SUMMON a Creature from their hand onto their Lawn.

THE LIMITS

Hand Limit

Your hand limit is the maximum number of cards you can keep in your hand. If at any time you have more cards in your hand than the hand limit, you must immediately DISCARD down to your hand limit. No effects can be used when a player DISCARDS to adhere to the hand limit.

By default, your hand limit is seven cards.

Rune Limit

Your Rune limit is the maximum number of Runes you can keep behind your Fence. If at any time you have more Runes behind your Fence than the Rune limit, you must immediately DESTROY one of your Runes.

By default, your Rune limit is three cards.

Summoning Limit

Although you are a mighty sorcerer, your powers have limits. If you gain three or more Mythical Creatures on your Lawn on the same turn, you must DESTROY one Mythical Creature on your Lawn at the end of your turn.

To determine how many Mythical Creatures you've gained, first add up all of the Mythical Creatures that entered your Lawn. This includes any creatures you SUMMON, STEAL, or RESTORE. Then, subtract all the creatures that were hexed, destroyed, or stolen from you. If this total number is three or more, DESTROY one Mythical Creature on your Lawn.

In other words, if you start your turn with one Mythical Creature on your Lawn and complete your Spin phase with four or more Mythical Creatures on your Lawn, you must DESTROY one of your Mythical Creatures.

Example: You start with Teeny Tiny Manticore on your Lawn. You SUMMON Overly Friendly Dragon during your Summon phase. You then use its effect to SUMMON Overly Friendly Unicorn and use that card's effect to SUMMON The Handsomest Pegasus. You then use The Handsomest Pegasus card's effect to STEAL A Stray Dog. A neighbor uses a Rune to HEX your Teeny Tiny Manticore. You have gained 4 Creatures on your Lawn this turn and one Creature was hexed, making the number of Creatures you gained on your Lawn this turn 3. You will need to SACRIFICE one more Creature at the end of your turn.

THE WIN

The first player to complete their End of Turn phase with 5 Mythical Creatures on their Lawn wins the game. That player can now walk around the room and smugly gloat while each neighbor looks on with burning envy. Yay!

A note from the creators of the game about rule-breaking:

Sometimes, a player accidentally (or purposely) doesn't follow the rules. This might come in the form of forgetting to SPIN or forgetting to follow the rule on the active Regulation card. This happened from time to time when we were play testing, so we created our own "house rule" on the matter: if you catch a cheater, you can pull a card from their hand and add it to yours.

If this happens during your game, you can choose to be merciful, you can use our rule, or you can come up with your own. And remember, cheaters never win...unless they collect 5 pets first!

ADVANCED RULES

THE EFFECTS

Triggered vs Continuous Effects

Some cards state a trigger and an effect. You can choose to use the effects of these cards at the time the trigger occurs. If you forget to use an effect at the time a trigger occurs and gameplay continues, you may not go back and use the effect later unless the trigger occurs again. You are a sorcerer, not a time-traveler.

If a card has a continuous effect, that effect is always active and does not require a trigger.

Effects with a Price

Some effects require you to pay a price in order to use them. If you cannot pay this price, you cannot use the effect. Some effects with a price include:

- EFFECT: DISCARD a card, then DESTROY a Creature. (You cannot use this effect if you do not have a card in your hand to DISCARD).
- EFFECT: SACRIFICE a Mythical Creature, then SUMMON a Creature from the discard pile onto your Lawn. (You cannot use this effect if you do not have a Mythical Creature on your Lawn to SACRIFICE).
- EFFECT: Each player must RETURN a Creature to their hand. (You cannot use this effect if one or more players does not have a Creature on their Lawn to RETURN).

Impossible Actions

Sometimes the effect of a card already on your Lawn or a Spin result may require you to perform an impossible action. If this situation occurs, disregard that action. Some impossible actions include:

- DISCARD a card when you have no cards in your hand
- RETURN a Mythical Creature when you have no Mythical Creatures on your Lawn

Rule-Modifying Effects

Some card effects modify the rules of the game. In these cases, always follow the rules stated on the card rather than the printed rules of the game. Some rule-modifying effects include:

- CONTINUOUS EFFECT: Your hand limit is increased by 2.
- EFFECT: Skip your Spin phase.

THE ORDER OF RESOLUTION

Sometimes, the effect of a card is triggered by the effect of another card. When this happens, an effect chain is formed. Each effect is considered its own link in an effect chain. You must resolve the effect of the first link before moving on to the next link in the chain. All links in the effect chain must resolve before gameplay continues.

- Example: You SUMMON The Handsomest Pegasus during your Summon phase and use its effect to STEAL Sparkly Dragon. When Sparkly Dragon enters your Lawn, you use its effect to CAST [SPELL 4], choosing to HEX Teeny Tiny Manticore in a neighbor's Lawn. After Teeny Tiny Manticore has been hexed, gameplay continues and you may proceed to your Spin phase.

There are times when multiple effects may be triggered simultaneously, such as during your Beginning of Turn phase. All of these effects are considered to be a single link in the effect chain. Any targets of these effects must be chosen before this link in the effect chain resolves.

- Example: Bratty Dragon and Tail-Chasing Unicorn are on your Lawn during your Beginning of Turn phase. You must choose targets for both effects before either effect resolves.

If you resolve an effect which is triggered when another action "would happen," the effect of that action is nullified.

- Example: Player A plays [SPELL 5]. Player B ACTIVATES [RUNE 1]. The effect of [SPELL 5] is nullified, and Player B adds [SPELL 5] to their hand.

If multiple effects are triggered during the same turn phase, those effects are resolved in the order in which their triggers occurred.

- Example: Player A plays [SPELL 5]. Player B wants to ACTIVATE [RUNE 2] and Player C wants to ACTIVATE [Rune 13]. Because Player A played a Spell before discarding a card, [Rune 2] resolves before [Rune 13]. Since the resolution of [Rune 2] does not conflict with the resolution of [Rune 13], both of these Runes can resolve successfully.

If two or more effects are triggered simultaneously, resolution proceeds clockwise from the player who is currently taking their turn.

- Example: Player A plays [GRIFFIN WITH A TINY HEAD]. Player B wants to ACTIVATE [RUNE 8] and Player C wants to ACTIVATE [RUNE 9]. Since [RUNE 8] and [RUNE 9] state the same trigger, resolution proceeds clockwise, starting with [Rune 8] and proceeding to [Rune 9]. Since the resolution of [RUNE 8] does not conflict with the resolution of [RUNE 9], both of these Runes can successfully resolve.

If a card's effect has been triggered but has not yet been resolved, that card cannot be chosen as the target of a different card's effect.

- Example: Player A plays [RUNE-EATING DRAGON]. Player B wants to ACTIVATE [Rune 9]. Since the effects of [RUNE-EATING DRAGON] and [Rune 9] would be triggered simultaneously, resolution proceeds clockwise, starting with [RUNE-EATING DRAGON]; However, Player A cannot choose [Rune 9] as the target for [RUNE-EATING DRAGON] because [Rune 9] has already been triggered. After [RUNE-EATING DRAGON]'s effect has been resolved, [Rune 9] can resolve normally. At this point, Player B can choose [RUNE-EATING DRAGON] as the target for [Rune 9] because [RUNE-EATING DRAGON]'s effect has already resolved.

If a player tries to ACTIVATE a Rune but it does not resolve, that player must add their Rune back to their Fence.

- Example: Player A plays [SPELL 5]. Player B wants to ACTIVATE [RUNE 1] and Player C wants to ACTIVATE [Rune 13]. Because Player A would play a Spell before discarding a card, [Rune 1] resolves before [Rune 13]. In this case, the resolution of [Rune 1] prevents the resolution of [Rune 13] since Player A will no longer DISCARD a card. As such, [Rune 13] cannot resolve successfully, so Player C must return [Rune 13] to their Fence.