

# RUNTES &<sup>TM</sup>

## REGULATIONS

RULEBOOK



# INTRODUCTION

**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!**

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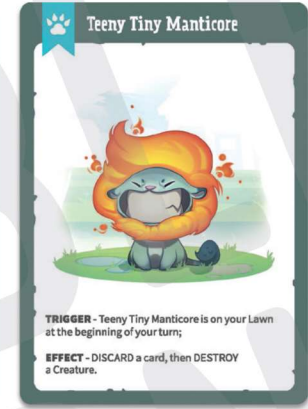
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**YAY!**

# 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**)



**4 REFERENCE CARDS**

**15 SHRUB TOKENS**

**1 SPINNER**

**4 FENCES**

# 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.



## CREATURES



## RUNES

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.





## 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.



**REGULATION CARDS:** 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**.

- 1 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.
- 2 DRAW PHASE**  
*DRAW* a card from the Main deck.
- 3 CAST PHASE**  
*CAST* a Spell from your hand **-OR-** *DRAW* a card from the Main deck.
- 4 SUMMON PHASE**  
*SUMMON* a Creature from your hand **-OR-** *DRAW* a card from the Main deck.
- 5 SPIN PHASE**  
*SPIN* the Spinner.

You may choose to skip the Beginning of Turn phase, Cast phase, or Summon phase of your turn; however, you must take the turn phases in the specified order. If you accidentally skip one of these three phases during your turn, you cannot go back to an earlier phase. For example, if you have already summoned a Creature for your Summon phase, you cannot go back and take your Cast phase if you forgot to **CAST** a spell.

You cannot skip your Draw phase or 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.



## 6 EVENT!!!

*SPIN* again for an Event.

## 5 AND...DISCARD

*DISCARD* a card.

## 4 NEW REGULATION

Flip over the top card of the Regulation deck and replace the current active Regulation.

## 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.

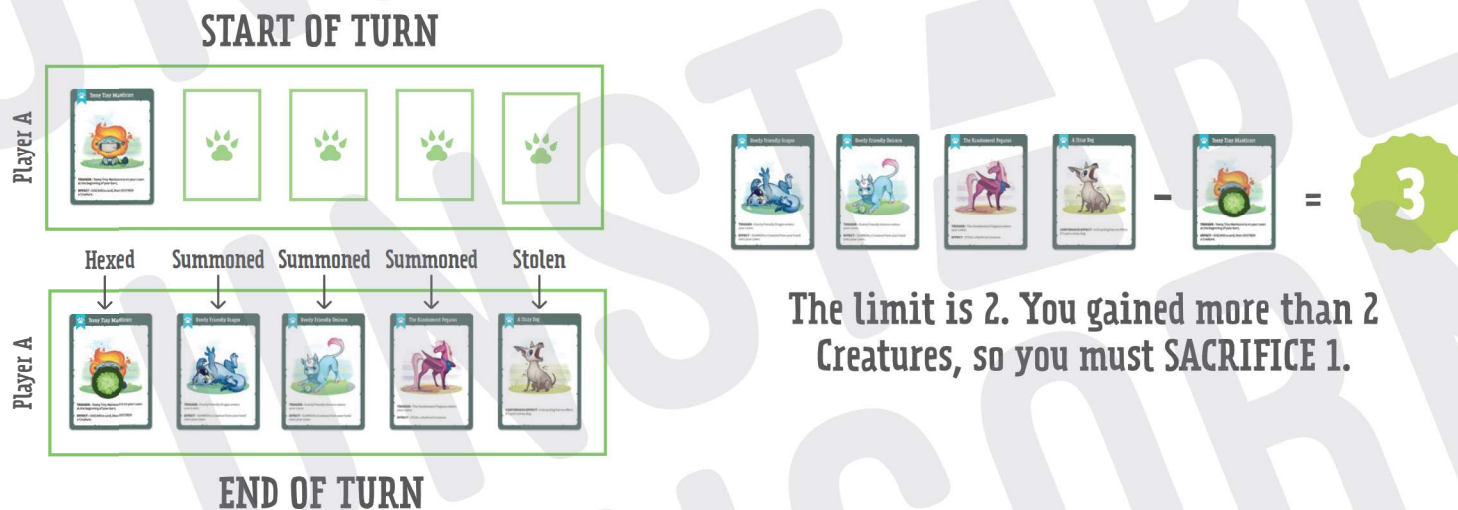
# THE LIMITS

## 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. See the diagram below for an example.





### **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.

## **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

Please note that this section of the rules starts to get quite technical. Many players prefer to dive into the game without reading this section. If you've made it this far, you know everything you need to start playing. Use this section as a resource if there is confusion when multiple players want to use effects at the same time. Most of these situations can be resolved intuitively during gameplay, but occasionally, they get a little hairy.

## 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** Just For the Hex of It, 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 This Spells Disaster. Player B **ACTIVATES** Grubby Grabber. The effect of This Spells Disaster is nullified, and Player B adds This Spells Disaster 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 This Spells Disaster. Player B wants to **ACTIVATE** Tricky Trap and Player C wants to **ACTIVATE** Salty Shaker. Because Player A played a Spell before discarding a card, Tricky Trap resolves before Salty Shaker. Since the resolution of Tricky Trap does not conflict with the resolution of Salty Shaker, 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** Gettin' Diggy With It and Player C wants to **ACTIVATE** Blo Blo Gadget. Since Gettin' Diggy With It and Blo Blo Gadget state the same trigger, resolution proceeds clockwise, starting with Gettin' Diggy With It and proceeding to Blo Blo Gadget. Since the resolution of Gettin' Diggy With It does not conflict with the resolution of Blo Blo Gadget, 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** Blo Blo Gadget. Since the effects of Rune-Eating Dragon and Blo Blo Gadget would be triggered simultaneously, resolution proceeds clockwise, starting with Rune-Eating Dragon; However, Player A cannot choose Blo Blo Gadget as the target for Rune-Eating Dragon because Blo Blo Gadget has already been triggered. After Rune-Eating Dragon's effect has been resolved, Blo Blo Gadget can resolve normally. At this point, Player B can choose Rune-Eating Dragon as the target for Blo Blo Gadget 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 This Spells Disaster. Player B wants to **ACTIVATE** Grubby Grabber and Player C wants to **ACTIVATE** Salty Shaker. Because Player A would play a Spell before discarding a card, Grubby Grabber resolves before Salty Shaker. In this case, the resolution of Grubby Grabber prevents the resolution of Salty Shaker since Player A will no longer **DISCARD** a card. As such, Salty Shaker cannot resolve successfully, so Player C must return Salty Shaker to their Fence.

Player A



Player B



Player C



Resolves First

Does Not Resolve

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**Runes & Regulations** is a 2-4 player strategic card game that combines the **aggressiveness** of a horde of **dragons** with the **passive-aggressiveness** of a suburban **unicorn**. Immerse yourself in this world of **magic** and the mundane by **summoning** mythical pets and casting **powerful spells**, all within the comfort of your own home.



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