Another game aid by **Universal Head**

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Game: **RELIC RUNNERS** Publisher: **Days of Wonder (2013)**	**v1.2** **Jan 2014**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

Matthias Bruntar

RELIC RUNNERS

SETUP

Place 8 stacks of 3 **ruin tiles** each on each of the ruin spots on the board.

Randomly draw 4 large, 4 medium and 4 small **temple tiles** of each color without looking at their effect (place unused tiles back in the box without looking at them. Lay the large tiles facedown on the board first, randomly placing each on a remaining empty spot. Then randomly place the medium-sized tiles on the larger tiles of the same color. Repeat this process with the smallest tiles.

In a 2 player game, place ruin tile stacks of only 2 tiles, and only place the large and medium Temple tiles.

Place a **toolbox token** colored-side up on each Toolbox spot along the river trails.

Each player takes an **explorer set** in the color of his choice: 1 **explorer miniature**, 1 **explorer chart**, 3 **toolboxes** and 10 **pathways**. Choose a side of your explorer chart (with or without the special power).

Place your miniature on **base camp** in the board center. Place one of your 3 toolboxes at the bottom of the progression table on your explorer chart, and the remaining toolboxes and your pathways on the designated spots.

Place **3 ration packs** on your chart. An additional 2 ration packs for each player are placed in base camp.

The player who last saw a relic (or visited a shrine or temple) is the starting player. Play then proceeds clockwise.

Turn over the top tile of every purple temple on the board, revealing its power.

GAME TURN

On your turn, you must do the following actions:

1. MOVE

Jungle trails and **river trails** link adjacent locations on the map. **Each turn, you must move your explorer along a trail**. You cannot stay in the same spot or end a move on your starting location.

You may move once along a single **unfamiliar trail** (one with no pathways of your own color on it). In addition, you *may* begin or extend your move along that unfamiliar trail by freely moving along any continuous chain of pathways of your own color (before or after that move, but not both).

You may only move on a given trail or pathway once per turn, though you may pass through the same ruins or temple location multiple times.

You must stop if you reach base camp. End your move and **take 3 ration packs** from there, placing them on your explorer's chart. This free action ends your turn. **You can never store more than 5 ration packs on your explorer's chart at any given time**.

2. EXPLORE

After your move, you may **spend a ration pack to explore the location**. Discard the pack onto the base camp pile and take the action corresponding to your location.

If you have no rations left to spend, you cannot explore and you skip this phase (unless you are in base camp).

Ruins

Discard the top ruin tile and **place one of your pathways** (if you have one) **along an adjacent trail**. A single trail may never have 2 pathways from the same player on it; pathways of different players may be on the same trail, but only benefit their respective owners.

Ivory temples

Flip the top ivory temple tile, read its power aloud, then place it (text faceup) in front of your explorer's chart.

You can never keep 2 ivory tiles of the same level/size. If you pick an ivory tile with the same level as one you already have, you must discard one. When applicable, you may still use the power of the tile you're discarding. When choosing between 2 ivory tiles of the same level, take 2 VP from the victory coins pile in compensation for the tile you're forced to discard.

Blue temples

Take the top blue temple tile, look at its value in secret, and place it facedown next your explorer's chart. Its value stays hidden from other players until game end. **Each blue tile gives you from +2 to +5 VPs**.

Purple temples

Take the top purple temple tile, apply its effects and immediately discard it. Then **flip the purple tile below** it (if any), so that its power is visible.

SHRINES

When the last ruin or temple tile is removed from the board, a **shrine** and its hidden **relic** is uncovered. The player taking the last tile performs the corresponding ruin or temple action, *then* places a relic of the matching color on the shrine's location.

Once a relic appears, the (fully-explored) ruin or temple can no longer be used for any action. However, it may still be used as a starting or arrival point for a **relic expedition**, and you can also still move through, or stop on, this location as normal.

RELIC EXPEDITIONS

You successfully complete a **relic expedition** if you begin your turn on a shrine containing a relic, and end your move on another shrine containing another relic of the same color. You may then take the latter relic (you do not have to spend rations) and place it on your chart, scoring **VP equal to twice the number of trails** you moved along during this turn.

THE TOOLBOX PROGRESSION TABLE

You start the game with 1 **toolbox** at the bottom of your **progression table**. The other 2 are set aside on your chart. Once a toolbox begins moving up a branch, it must stay on that branch until you decide to use it. Several toolboxes may ascend the same branch or occupy the same spot.

Flipping toolbox tokens over

When you move along trails with unused (colored side faceup) **toolbox tokens** on them, flip them over to their gray side upon completion of your move, revealing the empty toolboxes and immediately moving 1 (or more) of your toolboxes up the corresponding number of spaces on your progression table.

Only toolboxes already on the progression table or at its bottom may move up the table. A toolbox at the bottom may be moved onto the branch of your choice.

If you move along multiple trails with unused toolbox tokens on them, you *must* flip all of them over, using them to move the toolbox(es) on your progression table as much as possible. In this case you can move a single toolbox several steps up, or move multiple toolboxes if you already have more than one on your table.

Flipping the last toolbox token over

When you flip over the last toolbox token still faceup on the board, reset all toolbox tokens to their colored sides faceup, and move 1 of your toolboxes up 1 additional space on your progression table.

If this last token flip occurred during a normal move, you must move 1 of your toolboxes 2 spaces upwards, or 2 toolboxes 1 space upwards each (one for the toolbox flipped during the move, and one for flipping the last toolbox token over).

Using a toolbox

Anytime during your turn (but without interrupting any other action), **you may choose to use one of your toolboxes to perform the corresponding action** on your progression table.

When moving your explorer triggers multiple toolbox tokens to flip, these must all be done at once.

When taking an action, move the toolbox associated with that action to the bottom of your progression table. Then perform the corresponding action, all at once and in its entirety.

You can only use a maximum of 1 toolbox per turn, no matter how many you may have on your table.

As long as a toolbox is no longer in the reserve off the table, it is considered in the progression table, even if it is at the bottom of it.

END OF THE GAME

The last turn of the game occurs when a certain number of relics have been collected by all the players—this is marked on the board.

Once this condition is met, **each player plays one final turn** up to, but not including, the player that collected the final relic and triggered the last turn.

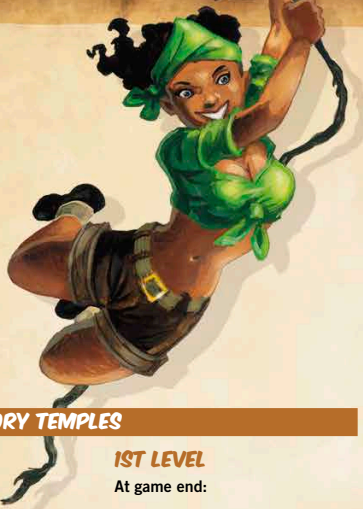
It is still possible to collect relics during this final turn.

VP (on coins and blue temple tiles in front of the players) are then revealed and counted.

You score 5 bonus points for each different colored Relic in your possession. Add any other bonuses.

The player with the most VP wins.

On a tie, the tied player with the most relics wins. On a further tie the player with the most different relics wins.



Matthew Dunstan

RELIC RUNNERS

IVORY TEMPLES

1ST LEVEL

At game end:

1. Collect 3 points for each ivory tile in front of you, including this one.
2. Collect 2 points for each unused ration pack still on your chart.
3. Collect 5 points for each extra relic of the same color you have.
4. Collect 1 point for each pathway you have on the board.
5. Collect 4 points for each toolbox on your progression table (including at the bottom).
6. Discard this tile to play 1 extra turn after the last player finishes his turn.

2ND LEVEL

Single-use: discard immediately after use (if used, you do not score 2 VP in compensation).

1. You may move on an unfamiliar trail in the middle of your move through your chain of pathways, rather than only before or after.
2. When exploring a temple, you may secretly look at its remaining levels and select the tile that you want, instead of the top one.
3. At the beginning of your turn, replenish your food reserves up to 5 ration packs, taking rations from base camp.
4. When placing a pathway, place 2 instead of one, both adjacent to your location.
5. When placing a pathway, place it anywhere on the board, not necessarily adjacent to your current location.
6. Instead of moving, directly teleport yourself to a temple of the same color as the one you currently occupy. You cannot teleport yourself directly onto the location of a relic.

3RD LEVEL

Permanent: only come into play after this action:

1. Each time you place a pathway, score 1 VP.
2. Each time you are the first player to explore a ruin or temple, immediately score 1 VP.
3. Each time you score VPs while exploring a temple (but not a ruin or shrine), score 1 bonus VP. When you explore a blue temple, you gain a bonus 1 VP coin, but don't have to reveal the value of the tile.
4. Each time an opponent moves a pathway already on the board to a different trail, take 1 rations pack from base camp (up to 5 on your chart).
5. Each time you're back in base camp, take 1 more ration pack than normal (up to 5 max on your chart).
6. Each time you leave base camp, flip 1 toolbox token over, in either direction, anywhere on the board. This flip has no effect on the toolboxes on your chart—they do not move up, unless you flip the last toolbox on the map face down.

PURPLE TEMPLES

1. Score 3 VPs.
2. Move 1 of your toolboxes 1 additional step up on your progression table. If you have no toolbox left to move, nothing happens.
3. Take 2 ration packs from base camp and place them on your explorer's chart (5 max).
4. Place a new toolbox on the bottom of your progression table.
5. Immediately teleport to base camp and take 3 ration packs.
6. Move one of your pathways already on the board onto a different trail, anywhere on the board.
7. You must take the action of an adjacent ruin or temple location (not base camp) as if it was your current location. Remove both the top purple tile *and* the top tile on that location. If this action lets you build a pathway, you must build it adjacent to the purple temple location you're on. If you have no temple or ruin adjacent to your location, you still pay a ration to discard the top purple tile, but nothing else happens.
8. Flip up to 2 toolbox tokens anywhere on the board, each either up or down. This does *not* cause any of your toolboxes to move up on your progression table. If you flip the last faceup toolbox token, move one of your toolboxes 1 step up on your progression table.

EXPLORER'S CHART

MACHETE

Perform the temple action of your location without spending a ration. You may not use this on a ruin or a shrine.

Take 2 ration packs from base camp (up to 5 max on your chart).

Immediately score 4 VP for every relic on your explorer's chart, even those of same colors.

COMPASS

Move one of your pathways onto any trail of your choice (except for those where you already have a pathway). It does not need to be adjacent to your current location.

Move 2 of your pathways onto trails of your choice (except for those where you already have a pathway). These do not need to be adjacent to your current location.

Immediately score 2 VP for each pathway in your longest continuous pathway route. A continuous pathway route cannot go through base camp.

SHOVEL

Move a toolbox from your reserve to the bottom of the table *or* score 2 VP.

Place a pathway from your reserve along a trail adjacent to your explorer.

Double all VP you score during this turn. When used on a blue temple, reveal the tile you want to double to all players and take the corresponding amount of VP from the reserve.