

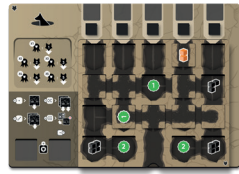
RUSE - 5th PLAYER

Exclusive Expansion

In the box



1 Personal Board



1 Den Board



13 Private Objective Cards



1 Bag



22 Den Path Tiles



6 Bonus Den Path Tiles



4 Empty Die Tiles



4 Territory Markers



5 Fox Paws



5 Fox Kit Dice (12 mm)



4 Action Dice (16 mm)



1 Sitting Fox



1 Fox Head



12 Cubes



1 Destiny Tile



8 Hunting Tiles



4 Village Hunting Tiles (mini-expansion)



2 Firefox Tiles (mini-expansion)



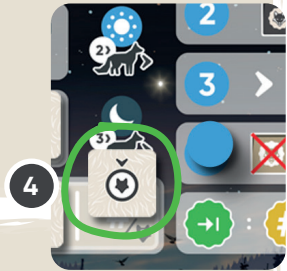
4 Additional Action Die Placement Tiles



4 Territory Tiles

Setup

1. Set up for a player according to the instructions in the base game rulebook 6
2. Place the 4 additional action die placement tiles in their respective territories, ensuring they are oriented with the side that has no restricted space
3. Shuffle the remaining tiles with the corresponding tiles from the base game, then perform the general setup 4
4. Use the 4-5 player side of the Destiny Board and add a turn order tile to the designated spot



Gameplay

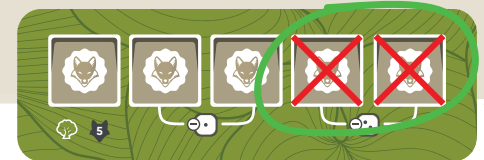
A 5-player game of Ruse plays like a standard game with 3 or 4 players, except for the instant effect that triggers at the start of the 4th round

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4th Round Effect:

In the territories, flip the 5-player action die placement tiles to their side with 2 restricted spaces to limit the available slots



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