

# RUSE

INSTINCTS OF THE DEN

## Reference Guide

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Players take turns, each using one available action die per turn. When no player has any action dice left, proceed to the end-of-round scoring. If it's the 4th round, proceed to the final scoring as well. The player with the most Victory Points (VP) wins.

### Round Setup:

Depending on the round, specific effects must be applied before the 1st player's turn begins:

**Round 1:** Each player draws one Ruse tile at random and places it on their player board in the dedicated slot, then gains either 2 Growth Points (GP) or one resource of their choice.

**Round 2:** All players retrieve one die from the extra dice area (bringing their total to 3 available action dice).

**Round 3:** From this round on, players who have brought at least two of their kits out of the den retrieve their 4th extra action die.

**Round 4:** Action die spaces in vital territories are restricted using action die placement tiles.

At the start of the round, activate turn order bonuses or actions, then the round effects, all indicated on the turn order tile.

**1st player:** Draws the new destiny tile, places it face up on the designated space and places the hunter (or the photographer) on its dedicated space in the vital territory corresponding to the icon at the top of the destiny tile.

**2nd player:** Rolls the destiny die, revealing whether the round takes place during the day (die values 1, 2 or 3, sun icon) or night (values 4, 5 or 6, crescent moon), and which die value will trigger the bonus from the destiny tile.

**3rd and 4th players (and 5th if present):** Gain the bonus from their turn order tile drawn during setup.



## Mechanics and turn structure:

At the start of the turn, the player rolls one available action die.

They gain GP based on the rolled value (see the help section on the top right of the player board). Also, if the value matches the destiny die, they gain the bonus of the destiny tile.

Then, they choose where to place their action die: **A** on a free space in the vital territories, or **B** on a free space in their den. In the vital territories, depending on the die's value at the moment it is placed, some gains may apply: resources 🐟 🌿 🚗 🏠, a territory tile draw 🐻 🐾 🐺 🐱, or a fox kit value increase 🏠.

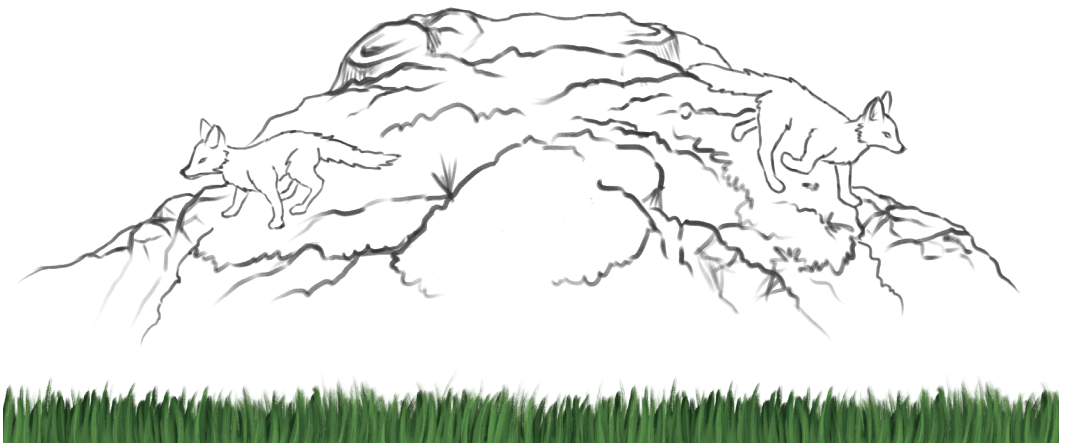
A die is always placed on the leftmost available space. If the space shows a penalty ⚠️, you must subtract the indicated value from the die before continuing your actions, but after gaining the placement bonus. If the die is then depleted (its value drops to 0), place a depleted die token 🚫 on it and gain 2 GP as compensation.

Then, the player may perform their actions:

### A) Territory:

The player places their fox at the start of the path in the territory where they placed their die, then, depending on whether it is day or night as indicated by the fate die, they may move 1 to 3 spaces. If the **Storm** obstacle is present, their daytime movement is reduced by 1. If they **pass through** a space marked by another player, they lose 1 GP and that player gains 1 GP. If they **stop** on such a space, they lose 2 GP and the other player gains 2 GP. If they pass through or stop on the **beaver dam** tile while the **beaver token** is present, they must give 2 GP to the owner of the beaver tile.

Then, they may perform each action on the destination tile once, subtracting from the die the value corresponding to the action's cost. If the die is (or becomes) depleted, the player may use GP from their supply as compensation, up to the cost of the available actions. If the **hunter** or **photographer** is present in the territory, the player **cannot mark** the territory or perform a **hunting** action. If the **Wolf** obstacle is present, the player cannot hunt or advance on the bonus territory track.



**Available actions** (vital territories: Fields, River, Forest, Farm) :

**Hunt :** The player reveals the hunting tile, gains the indicated rewards (GP and/or resources), and places the tile in a dedicated space on their board. If all spaces are full, it is discarded after gaining rewards. Failed hunting tiles are placed with no bonus. These tiles grant VP based on their quantity on the player board at the end of the game (see the chart on the main board).

**Mark a territory:** The player takes the leftmost territory marker from their board and places it on the tile where their fox is. If it's their 3rd or last marker, they gain 1 VP. Any opposing marker is returned to its owner, placed on the rightmost free space of their board.

**Advance on the bonus territory track:** the player moves their fox paw one space forward on the associated track. An effect or bonus may be triggered. If the space contains a white target icon, the hunter (or photographer) is moved one territory clockwise.

**Increase a fox kit die:** +1 to the value of a die still on one of the first 5 growth spaces. A die can no longer be increased once it is out of the den.

**Reminder:** apply the effects of any obstacles present.

**Available actions in the Mountain territory:**

Activate the effect of a **bonus tile** with a green flag (if available).

**Deplete a die** to draw, discard, or activate the exchange effect of a private objective card. Gain one **resource of your choice**.

Advance one step on a **territory track** of your choice.

Increase the value of one of your **fox kit dice**.

**B) Den:**

The player subtracts from the placed die the value corresponding to the action they wish to perform (see the chart on the den board). If the die is (or becomes) depleted, they may use GP as compensation. **WARNING:** only one action per die placed in the den. Any drawn tiles must be placed at the beginning of the path or adjacent to a tile already placed. They collect any bonus printed on the tile or on the space it covers on the board.

If a path is complete **between the starting point and one of the 5 top exits**, and the player has the required number of **validated private objectives**, and a fox kit die is present at that exit, they then develop an instinct by moving the associated cube into the chosen instinct slot.

**WARNING:** the value of the fox kit die = VP at the end of the game, as long as it is on the den board, whether or not it is connected to the starting point by a path.



## End-of-round scoring (each step is performed in turn order):

When all action dice are used:

### 1. Apply **end-of-round effects**

**Camp** : players present in the same territory as the tent gain 2 GP

**Bear** : players present in the same territory as the bear gain 1 resource of their choice

### 2. Score completed **private objectives**

3. The player who kept the **cheese** without exchanging it for GP during their turn gains 4 VP

4. Each player gains VP equal to the **remaining values** on their action dice, then dice are returned to player boards

### 5. Kit growth phase

- › Each player may spend 2/3/4 GP to advance their kits
- › They gain printed bonuses based on spaces reached (VP and kit increases)
- › They must spend one resource or hunting tile to reach the final space
- › If a private objective is completed, the kit may leave the den and develop an instinct (see the chart on the den board)
- › The 1st kit (top row) to reach the end of the track unlocks a **black die** (additional kit)
- › The 2nd does the same with the **second extra die**

**Note** : during this phase, an **increase bonus** only applies to the kit triggering the effect. Increase bonuses gained outside the den are applied to the player's choice of kit on the growth track.

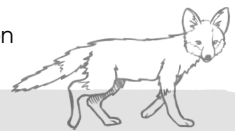
6. Return **standing foxes** to the center of the board

7. Remove **obstacles** and associated tiles

8. Refill the **hunting tile** spaces

9. Players with the fewest VP gain **2 GP for each orange space** separating them from the player with the most.

10. Players will take their turns in the next round according to the order on the VP track.



### Examples:

A value 5 die is placed in a territory. The player gains the resource.

The space imposes a -1 penalty → the die becomes 4.

The fox moves and crosses an opponent's marker → the other player gains 1 GP, they lose 1.

They perform a 2-cost action → the die becomes 2, then another costing 2 → die exhausted.

They want to do another costing 1 → must spend 1 GP.

A value 1 die is placed. Gain the resource + draw a bonus tile.

The space imposes a -1 penalty → die cannot drop to 0 → place an exhausted die tile + gain 2 GP. They may perform actions by spending GP.