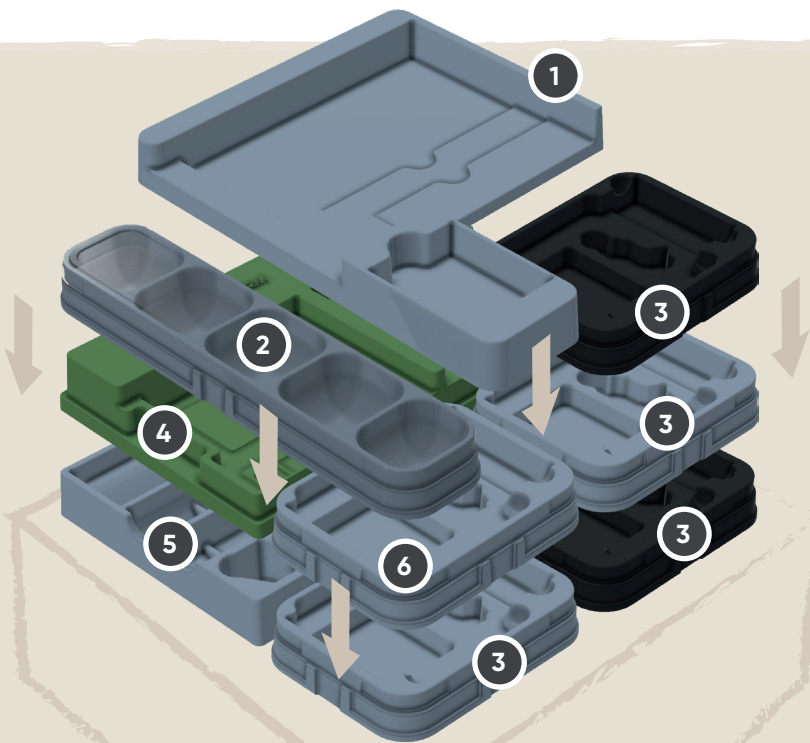


RUSE

Compartment Organization

Welcome to the world of Ruse! I'm thrilled to have you join this incredible adventure. Thank you for your support and enthusiasm for this game. As someone passionate about well-organized games and clever storage solutions, I wanted to give Ruse a storage system that reflects this passion. I collaborated with Sergio from BlackForm to create practical, thoughtfully designed storage compartments to keep all components neatly arranged. Here is an illustrated quick-start guide to help you along. Enjoy the game! – **Guime**

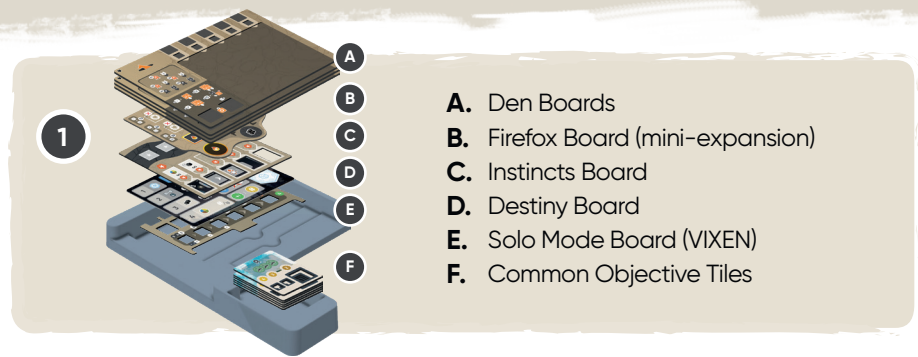
Placement of Compartments and Inserts



1. Compartment for Boards and Common Objective Tiles
2. Compartment for Resources and Empty Die Tiles
3. Compartments for Player Components
4. Compartment for Solo Mode VIXEN Components
5. Compartment for General Setup Components
6. Compartment for 5th Player Components (optional)*

* Compartment included exclusively in the 5th Player Expansion Box

Access additional
content by scanning
the QR code



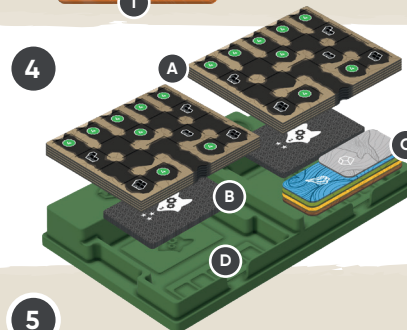
- A. Den Boards
- B. Firefox Board (mini-expansion)
- C. Instincts Board
- D. Destiny Board
- E. Solo Mode Board (VIXEN)
- F. Common Objective Tiles



- A. Resources
- B. Empty Die Tiles



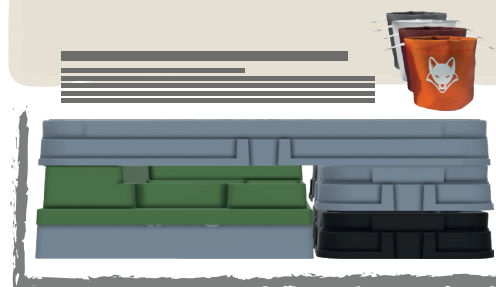
- A. Action Dice
- B. Fox Kit Dice
- C. Sitting Fox
- D. Standing Fox
- E. Territory Markers
- F. Fox Head
- G. Cubes
- H. Fox Paws
- I. Private Objective Cards



- A. Den Tiles
- B. Solo Mode Cards (VIXEN)
- C. Action Die Placement Tiles (Base Game)
- D. Action Die Placement Tiles (5th Player)



- A. Territory Tiles
- B. Exploration Tiles
- C. Wooden Pawns
- D. Hunting Tiles (Village)
- E. Hunting Tiles
- F. Ruse Tiles
- G. Instinct Tiles
- H. Destiny Tiles
- I. Turn Order Tiles and Round Marker
- J. Bonus Den Path Tiles
- K. Victory Point (VP) Tile
- L. Destiny Die and Firefox Die



Place the personal boards, the village board, the bags, the vital territories board, and the rulebook at the very end.