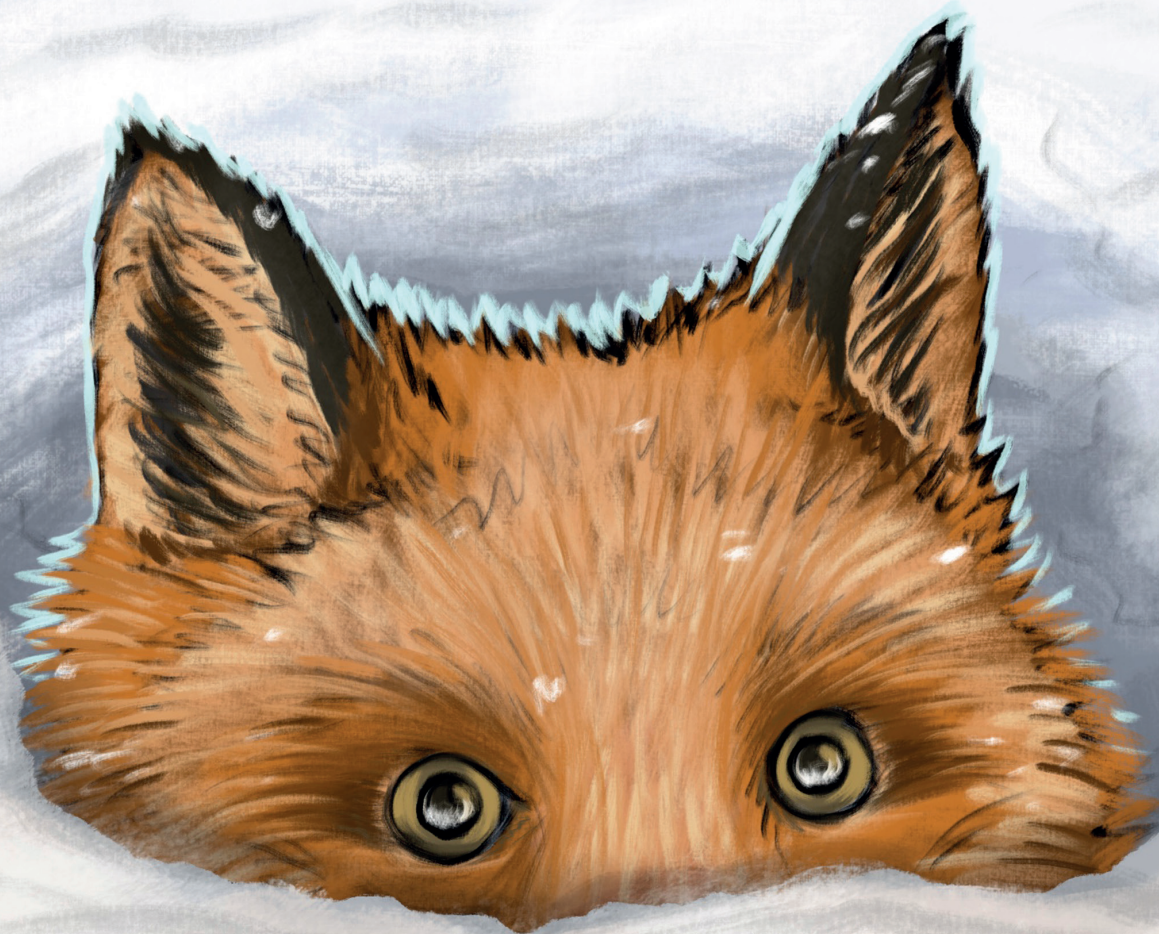


RUSE

PREMICES
Simplified introduction version



RUSE • PREMICES



Guime



General Setup

Prémices

Premises is a base mode allowing you to introduce Ruse to less experienced players

The PREMISES mode cannot be used with the 5th player extension, the Firefox extension, the Village extension, or the solo VIXEN mode

Remove the following elements from the general setup:

1. All components marked with a **fox head**, a **fox head with the number 5** (5th player extension), a **small flame** (Firefox extension), or a **small house** (Village extension)
2. All **territory exploration tiles** (the game is played only with the base spaces of the global board)
3. The **destiny board**, **destiny tiles**, **destiny die**, and **turn order tiles**
4. The **sitting foxes** serving as turn order markers
5. The **territory track tiles**
6. The **instincts board**, **instinct tiles**, and **den path bonus tiles**
7. All **dice action placement tiles**



Use the following elements during the general setup:

The **Beaver pawn** becomes the first player pawn.

The **round marker**

Use the **common objective tiles** with a starting icon 

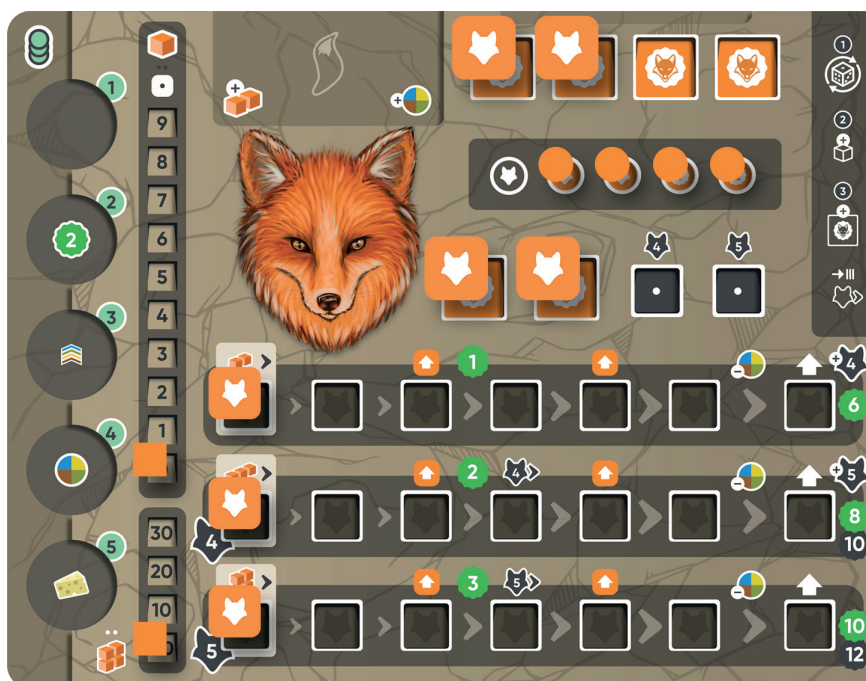
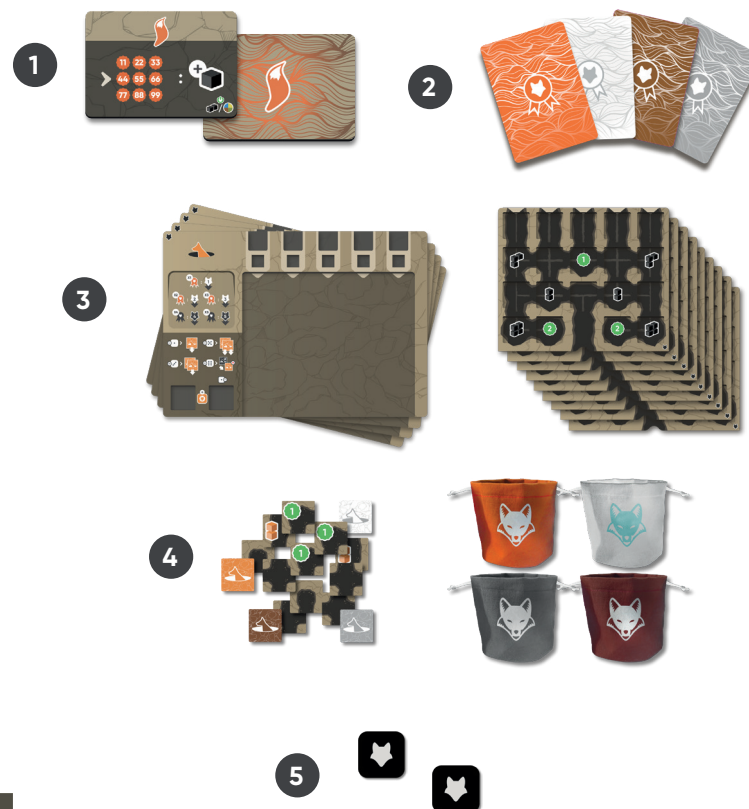


Remove the following elements from the player setup:

1. The Ruse tiles
2. Private objective cards
3. Den boards and den tiles
4. Den path tiles and bags
5. Additional black kit dice

Use the following elements during the player setup:

Private objective cards with a starting icon 



Gameplay

Turn Order

The first player is determined by rolling dice in the first round, and according to the order on the victory point track in subsequent rounds. The catch-up mechanism for orange spaces remains active in the Premises mode



Starting location of the hunter or the photographer

The photographer (or hunter) starts the game in the farm territory



Movement and Territory Exploration

Foxes can only move 2 spaces within territories during an action, unless the storm obstacle is present in a territory, which reduces movement to 1 space for the current round



Scoring

Movement and Territory Exploration



The end-of-game scoring remains unchanged



At the start of each round:

Round 1: Each player chooses a resource and gains 2 growth points

Round 2: Each player adds a 3rd action die

Round 3: Each player adds a 4th action die

Round 4: Action dice placement spaces are restricted by using 4 empty dice tiles. Add 1 tile in each territory on the last action dice placement slot

Fox Cub Growth:

When you reach the end of a growth track, the fox cub die remains at the end of that track. Fox cub dice at the end of a track can no longer increase in value for the rest of the game

4th round:

At the beginning of the 4th round, add empty dice tiles on the last action dice placement spaces to limit the available slots

Additional Notes

The Beaver becomes the first player pawn

Territories pay and cost 2 PC

Movement within territories is limited to 2 spaces at all times, except for the player with the Lucky Star, who removes this limitation

The star is discarded at the end of the round

Players have 3 fox cub dice

Fox cubs remain at the end of their tracks

Only fox cubs at the end of their tracks grant victory points at the end of the game

Cheese and the Star are worth 4 VP at the end of the game

The mountain area cannot be used for private objective cards



Overview - Complete Setup

