
Matthew Dunstan
RELIC
RUNNERS
The ancient relics had lain dormant in the darkest reaches of the jungle since time immemorial. But once word of their discovery broke out, all manner of would-be archeologists rushed in... The retired university professor, the bombastic explorer, the lithe (but daring) heiress, and a shadowy Former Army captain - all wanted to be First to lay their hands on the precious loot!
In Relic Runners you are a fearless Explorer, traveling the jungle in search of lost temples full of forgotten treasures and relics. Armed with nothing more than your trusty Pith Helmet and a nose for rare antiquities, you'll explore Temple Ruins and Shrines and undertake Expeditions in a race to unearth the most treasure!
DAYS OF WONDER
2-5
10+
40-80'

COMPONENTS

- 1 Board Map representing the Explorers' Base Camp and surrounding Jungle
- 5 Explorer Sets - red, green, blue, yellow and black - each including:



An Explorer Miniature



An Explorer Chart, featuring a male character on one side, a female on the other



10 Pathways



3 Toolboxes

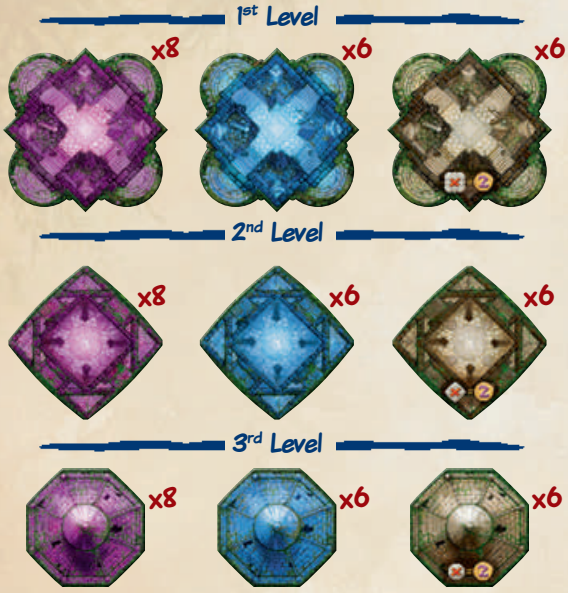


Board Map

- 24 green round Ruin Tiles
- 20 colored Temple Tile Sets: 8 purple, 6 blue & 6 ivory; each set is made of 3 tiles of the same color: 1 large (1st level), 1 medium (2nd level) and 1 small (3rd level)



Ruin



- 20 Relics:



8 Emerald Sacred Toads



4 White Crystal Skulls



4 Blue Birds of Paradise



4 Purple Grimacing Jujus

- 25 Ration Packs
- 10 Toolbox Tokens



Ration Pack



Toolbox Token

- 79 Victory Coins (14 "10"s, 18 "5"s, 18 "3"s and 29 "1"s) - each time you score Victory Points throughout the game, take the corresponding value in Victory Coins, making change when necessary. Keep these coins face down, so that their value remains hidden from other players until the end of the game.



Victory Coins





SETTING UP THE GAME

If this is the first game you play, punch out all the pieces from the game's punchboards. Rather than discarding the empty frames, insert them under the vacuum tray inside your game box; this will help your tray stay flush with your game's box top, preventing pieces inside from spilling over when storing your game.

- Place the Board Map in the center of the table, and set it up per the illustration.
- Lay the Ruins 1. Form 8 stacks of 3 Ruin Tiles each, placing one on each of the designated Ruin spots on the board. *In a two-player game, stack 2 Ruin Tiles in each spot, instead of 3 and place the remaining Ruin Tiles away in the game box - they won't be needed.*
- Now set up the ivory, blue and purple temples 2:
  - Randomly draw 4 large, 4 medium and 4 small Temple Tiles of each color without looking at their effect, and place all remaining unused tiles back in the game box without looking at them. This will ensure a different Temple setup for each game.
  - Lay the large Temple Tiles on the board first, face down, randomly placing each on a remaining empty spot on the board.
  - Repeat this operation with the medium-sized tiles, randomly placing them face down on the larger tiles of the same color. In 3, 4 and 5 Player games, repeat this operation once more, placing the smallest tiles atop the medium ones of matching color. *In a two-player game, place all the small Temple Tiles away in the game box - they won't be needed.*

You should now have a nice set of colored temples emerging from the jungle.

- Now place a Toolbox Token, colored-side facing up, on each Toolbox spot along the River Trails 3.
- Place all the Victory Coins within easy reach of the players next to the board 4.
- Each player takes an Explorer Set of the color of his choice, that includes 1 Explorer Miniature, 1 Explorer Chart, 3 Toolboxes and 10 Pathways of matching color.
- For your first few games, we recommend sticking to the side of the Chart (male or female) that does not list a special power. Once you've gained some experience, feel free to play with some - or all - of the Explorers with special powers. Place each Explorer's Miniature on Base Camp, at the center of the board, where they will all start the game 5.
- The players then place one of their three Toolboxes at the bottom of the Progression Table on their Explorer Chart 6. The remaining Toolboxes and the Pathways are placed on the designated spots on their Chart 7.
- Each player also takes 3 Ration Packs, placing them on their Chart 8. An additional 2 Ration Packs for each player are positioned in Base Camp, at the center of the board 9.
- The player who last saw a Relic (or visited a shrine or temple, if no one in your game group ever saw a relic!) is the starting player. The game then proceeds clockwise, from player to player.
- Once you have determined the starting player, turn over the top tile of every Purple Temple on the board, to reveal its power. In later turns, as soon as a player takes the upper tile of a Purple Temple, flip over the tile immediately below so that all players see its power. See *Purple Temples* on page 5 for more information.

FIRST GAME SETUP

For your first game, do not use any of the Ivory and Purple Temples marked with a red gem symbol; they have more advanced effects we recommend keeping for later. Follow all other setup instructions, placing colored temples as shown on the illustration.

STANDARD SETUP

In future games, you can try a semi-random setup, randomly trying to place approximately 1 Temple of each color in each quadrant of the board. As the Temple layout on the board is not symmetrical, your quadrants will be intentionally slightly unbalanced.

RANDOM SETUP

Seasoned explorers may even choose a fully randomized setup with no restrictions on Temple placement, and several Temples of the same color in the same quadrant. Always keep 4 Temples of each color on the board though.





OBJECT OF THE GAME

In Relic Runners, you play the role of an intrepid explorer running through the jungle to be the first to lay your hands on precious relics hidden in the depths of long-forgotten temples. At the end of the game, the player with the most Victory Points wins.

You can score Victory Points by:

- exploring some Temples;
- skillfully using your Progression Table;
- and capturing Relics during well thought-out Expeditions.

Earned Victory Points are placed face down (so that the exact amount remains secret from other players) until the end of the game.

GAME TURN

On your turn, you must do the following actions:

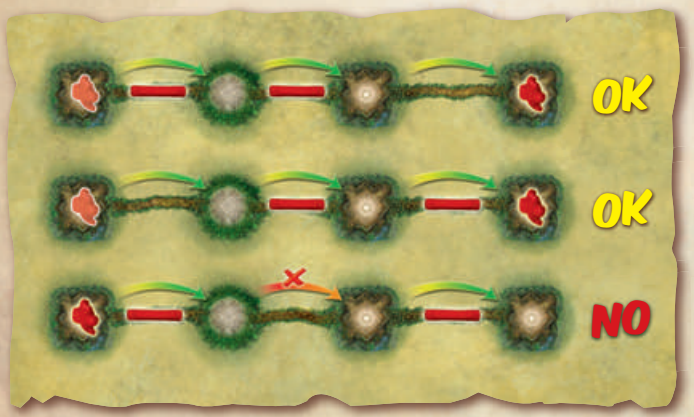
1. MOVE

Each turn, you **must** move your Explorer along a Trail. You cannot stay in the same spot from one turn to the next, nor end a move on the same location you started your turn in.

There are two types of Trails on the map: Jungle Trails, linking two adjacent locations (Base Camp, Ruins or Temple) on the map; and River Trails, which are similar to Jungle Trails in every respect except for visual appearance and the fact that when traveling along a River Trail you must flip over the Toolbox Token placed along the River, if that token is face up. See *Flipping Toolbox Tokens over*, on page 7. Whenever we mention Trails we refer to both Jungle and River Trails - except for the Rivers' Toolbox Tokens, they play exactly the same way.

Each turn your Explorer **may** move once along a single, unfamiliar Trail (i.e. a Trail with no Pathways of your own color on it).

In addition, your Explorer **may** begin or extend his move along that unfamiliar Trail by freely moving along any continuous chain of Pathways of his own color (either before, or after, that move, but not both!). The player's Pathways mark his Explorer's familiarity with particular Trails, hence the free move along them.



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 (provided you have enough Pathways set up to reach that location again without moving over the same Trails).

However, you are never allowed to move through Base Camp: the moment you reach Base Camp during one of your moves, you must stop.

2. EXPLORE

Once you have finished your move, you **may** choose to spend a Ration Pack to Explore the location you are now standing in.

If you have no Rations left to spend, you cannot Explore anything this turn - skip this phase, unless you are back in Base Camp; see *Ending your Move in Base Camp*, on page 6.

If you have a Ration left to spend and decide to use it, discard your Ration from your Explorer's Chart onto the Rations pile in Base Camp and take the action corresponding to the location (Ruin or colored Temple) you just moved onto:

RUINS



Discard the top tile of the Ruin you just moved onto, and place one of your Pathways (provided you have not run out of them) along a Trail adjacent to that location. A single Trail may never have two Pathways from the same player on it; Pathways of different players may co-exist along the same Trail, but only benefit their respective owners.



The red explorer spends a Ration to explore the Ruin.
He removes the top tile, and does the corresponding action, placing one of his Pathways on an adjacent Trail.

IVORY TEMPLES

Take the top tile of the Ivory Temple you just moved onto. Flip it over and read its power aloud. Then, place that tile with the text face-up in front of your Explorer's Chart, for all players to see.

Important: You can never keep 2 Ivory Tiles of the same level (i.e. of same size) in front of you; but you may keep Ivory Tiles of different levels (1 small and 1 medium, for instance).

If you pick an Ivory Tile with the same level as one already in front of you, you must decide which of the two to keep, and discard the other. When applicable, you may still use the power of the Ivory Tile you're discarding, before discarding it and keeping the other.

When choosing between 2 Ivory Tiles of the same level, immediately take 2 VP (Victory Points) from the Victory Coins pile in compensation for the tile you're forced to discard.





The green explorer spends a Ration to explore the Ivory Temple.
He picks up the last (large) ivory tile. Since he already has a large ivory tile in front of him, he must choose which one to keep, discard the other and take 2 VPs worth of Victory Coins in compensation.

LIST OF IVORY TEMPLES

Ivory Temple, 1st Level



All Ivory Tiles on the 1st level give their owner a bonus (or bonus turn) at game end.



1 • At game end, collect 3 points for each Ivory Tile in front of you, including this one.



2 • At game end, collect 2 points for each unused Ration Pack still on your Chart.



3 • At game end, collect 5 points for each extra Relic of the same color in your possession.



4 • At game end, collect 1 point for each Pathway you have on the board.



5 • At game end, collect 4 points for each Toolbox on your Progression Table, including any Toolbox at the bottom of that Table.



6 • At game end, discard this tile to play 1 extra turn after the last player finishes his turn.

Ivory Temple, 2nd Level



All Ivory Tiles on the 2nd level are single-use only tiles; **they must be discarded immediately upon use**. If you use the tile, you do not score 2 VP in compensation, unlike when forced to choose between two 2nd level tiles (i.e. the one you just picked and one collected during an earlier turn).

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 two 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. However, you cannot teleport yourself directly onto the location of a Relic.

Ivory Temple, 3rd Level



All Ivory Tiles on the 3rd level are permanent-effect tiles, which only come into play when performing a specific action.



1 • Each time you place a Pathway, immediately 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 max 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 happen to flip the last Toolbox on the map face down - see *Flipping Toolbox Tokens over*, on page 7.

BLUE TEMPLES

Take the top tile of the Blue Temple you moved onto. Look at its value in secret, and place it face down next your Explorer's Chart, its value hidden from other players until game end. Each Blue Tile will grant you anywhere from +2 to +5 VPs, depending on the tile - tiles closer to the ground usually earn more points.



The black explorer spends a Ration to explore the Blue Temple. He picks up the top tile, secretly looks at it, and places it next to his Explorer's Chart – this tile will be worth 3 extra VPs at the end of the game.

PURPLE TEMPLES

Take the top tile of the Purple Temple you moved onto. Apply its effects and immediately discard the tile. Then flip the Purple Tile below it (if any), so that its Power becomes visible to all players. Purple Tiles have the following effects:

LIST OF PURPLE TEMPLES



1 • Immediately score 3 VPs.



2 • Immediately 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 (you still cannot exceed 5 in total on your Chart).



4 • Place a new Toolbox on the bottom of your Progression Table.



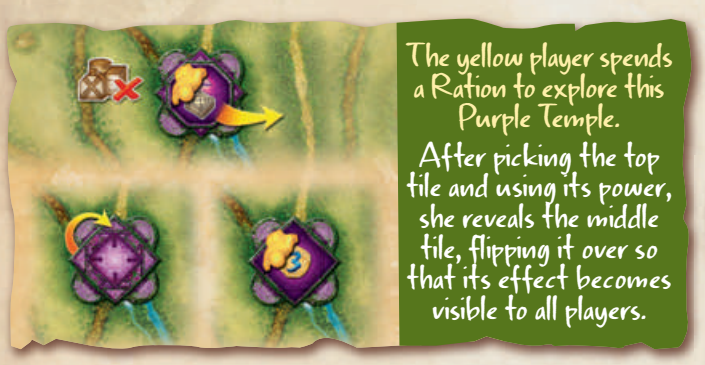
5 • Immediately teleport to Base Camp and take 3 Ration Packs.



6 • Move one of your Pathways that is 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 (but not Base Camp) as if it was your current location. Make sure to remove both the top Purple Tile AND the top tile on that adjacent location. If this action lets you build a Pathway, you must build it adjacent to the Purple Temple location you're standing on. Towards game end, you may have no Temple or Ruin left adjacent to the Purple Temple location you're standing on. In this case, 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 of them either up or down, your choice. These 2 flips do NOT cause any of your Toolboxes to move up on your Progression Table. If you happen to flip the last face-up Toolbox Token on the board as part of these 2 flips, then move one of your Toolboxes one step up on your Progression Table, as described in *Flipping the last Toolbox Token over*, on p 7.



The yellow player spends a Ration to explore this Purple Temple.

After picking the top tile and using its power, she reveals the middle tile, flipping it over so that its effect becomes visible to all players.

Important: Always keep in mind to reveal the following tile after having explored a Purple Temple!

ENDING YOUR MOVE IN BASE CAMP

When you reach Base Camp, take 3 Ration Packs from there and place them on your Explorer's Chart. This free action (it costs no Rations to perform) ends your turn. Remember that if you go to Base Camp, you must immediately end your move there!

Note: You can never store more than 5 Ration Packs on your Explorer's Chart at any given time.

SHRINES

When the last tile of a Ruin or Temple is removed from the board (usually after it has been explored 3 times, or twice in a two-player game), the Explorers uncover a Shrine, and the hidden Relic that lies beneath. The player taking the last tile performs the corresponding Ruin or Temple action, THEN places a Relic of the matching color directly onto the Shrine's location on the board.

Once a Relic appears, the (now fully-explored) Ruin or Temple that was above it can no longer be used for any action. However, this location may still be used as a starting or arrival point for a Relic Expedition, one of the most lucrative ways to score Victory Points in the game. You can also still move through, or stop on, this spot as normal.

RELIC EXPEDITIONS

When an Explorer begins his turn on a Shrine containing a Relic, and ends his move on another Shrine containing another Relic of the same color, he successfully completes a Relic Expedition.

This successful Expedition lets him take the Relic of the Shrine he ended his move on and place it on his Explorer's Chart. **The player immediately scores the number of Victory Points equal to twice the number of Trails he moved along during this turn.**

Note: Unlike Ruins and Temples, when you finish your move on a Shrine, there is no need to spend Rations to do the corresponding action (i.e. grab a Relic).

At the end of the game, each Relic of a different color in the Player's possession is worth 5 bonus Victory Points.



The red explorer starts from a blue Shrine that contains a Bird of Paradise and moves along one unfamiliar Trail and 3 Pathways to reach a second blue Shrine with an identical Bird Relic on it.

As a result of this Relic expedition, the red explorer now scores 4x2=8 points and gets the Bird that was on this 2nd Shrine; it will be worth 5 extra points at game end.

Reminder: Even during a Relic Expedition, you cannot move through Base Camp.

THE TOOLBOX PROGRESSION TABLE



During the course of the game, when moving along Trails featuring a face-up Toolbox Token, Toolboxes will move up an Explorer's Toolbox Progression Table, giving the Explorer a chance to use them to perform certain actions.

Toolboxes on:

- the **Machete** branch will help you explore and resupply;
- the **Compass** branch will ease your way through the jungle;
- the **Shovel** branch will give you additional actions or bonuses.

Each player starts the game with one Toolbox at the bottom of his Progression Table. The other 2 Toolboxes are set aside, away from the Progression Table, on the Explorer's Chart and may only come into play later in the game (using a specific Purple Temple action or when using another Toolbox already on the Chart to perform the corresponding 1st level Shovel action).

Once a Toolbox begins moving up a branch, it must stay on that branch, until you decide to use that Toolbox. Several Toolboxes may ascend the same branch at one time, or may even occupy an identical spot on a branch.

FLIPPING TOOLBOX TOKENS OVER



When an Explorer moves along Trails with unused (i.e. colored side face-up) Toolbox Tokens on them, he flips these over to their gray side upon completion of his Move, revealing the empty Toolboxes and immediately moving one (or possibly more) of his plastic Toolboxes up the corresponding number of spaces on his Progression Table.

Only Toolboxes that are already on the Progression Table or at its bottom may move up the Table, not those still left in reserve off the Table. When a Toolbox is at the bottom of the Table, you may move it onto the branch of your choice.



The blue explorer moves to the Ruin.

She travels along a Trail with a face-up Toolbox Token. After finishing her move, she must flip over that Toolbox Token and move 1 Toolbox on her Progression Table one step up, if possible.

If an Explorer moves along multiple Trails with unused (face-up) Toolbox Tokens on them, he MUST flip all these tokens over, using them to move the Toolbox(es) on his Progression Table as much as possible. The player can decide to use all these tokens to move a single Toolbox several steps up on the Progression Table, or split them to move multiple Toolboxes up, if he already has more than 1 Toolbox on his Progression Table.



The red explorer moves to the temple.

Using his Pathways, he travels along several Trails, passing over 2 face-up and 1 face down Toolbox Tokens. His move finished, he must flip the 2 face-up Toolbox Tokens over, leaving the other one unchanged, and move the Toolbox on his Progression Table two spaces upwards (all at once).

Flipping the last face-up Toolbox Token over:
When you flip over the last Toolbox Token still face-up on the board (so that its empty gray side now becomes visible), this automatically resets all Toolbox Tokens. Set them all back, so that their colored side is facing up, and move 1 one of your Toolboxes up 1 additional space on the Progression Table.

If this last token flip occurred during a normal Move, you must move one 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

During your turn, you may choose to use one of your Toolboxes to perform the corresponding action on the Progression Table. You may perform this action anytime during your turn, but it cannot interrupt another action (move, expedition, etc.).

When moving your Explorer triggers multiple Toolbox Tokens to flip, these must all be done at once. When flipping 2 Toolbox Tokens face down, for instance, you CANNOT choose to move a Toolbox 1 space up, then use that Toolbox's action before moving that Toolbox back up another space on your Progression Table.

When taking an Action, move the Toolbox associated with that action to the bottom of your Progression Table. Then perform the corresponding Toolbox action, all at once and in its entirety; if this action lets you to move 2 Pathways, for example, then you must move 2 Pathways, not just 1! The moved Pathways must occupy new Trails, and one Pathway cannot be moved to the Trail where the other Pathway previously was.



The blue explorer uses this Toolbox to move two of his Pathways anywhere on the board. Once done, she must move that Toolbox back down to the bottom of the Progression Table.

You can only use a maximum of one Toolbox per turn, no matter how many Toolboxes you may have set up on your Progression Table. So beware: if you have several Toolboxes on your Progression Table in the final turn of the game, you won't be able to use them all before the game ends!

THE 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 Victory Points for every Relic on your Explorer's Chart, even those of same colors.

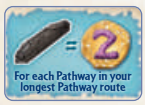
Compass



- 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 two 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.



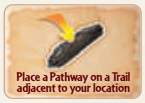
- Immediately score 2 VP for each Pathway in your longest continuous Pathway route. A continuous pathway route cannot go through Base Camp.

Shovel





- Move a Toolbox from your reserve to the bottom of the Table OR score 2 Victory Points.



- Place a Pathway from your reserve along a Trail adjacent to your Explorer.



- Double all Victory Points 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.

Important Note: Some Temple powers grant Victory Points for Toolboxes that are "in the Progression Table". As long as a Toolbox is no longer in the reserve off the Table, it is considered in the Progression Table, even if 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 amount varies with the number of players as follows:

Number of players	2	3	4	5
Number of Relics to collect to trigger end of the game	7	8	9	10

Once this condition is met, each player plays one final time up to, but not including, the player that collected the 10th (or 7th, 8th or 9th) Relic and triggered the last turn. It is still possible to collect Relics during this final turn.

Victory Points (on Coins and Blue Temple Tiles in front of the players) are then revealed and counted. Each player scores 5 bonus points for each different colored Relic in his possession and any other bonuses (1st level Ivory Temple Tiles, etc.) they may have.

The player with the most Victory Points wins. In the case of a tie, the player with the most Relics among the tied players wins. If players are still tied, the player with the most different Relics wins.



CREDITS

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Days of Wonder Online

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You can also learn about other Days of Wonder games or visit us at:

WWW.DAYSOFWONDER.COM

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DAYS OF WONDER

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