

Reign & Ruin

The Rules

2–4 players

Summary

In *Reign & Ruin* you draft a hand of cards. You then play these cards, one at a time, either to add to your army or to use their abilities.



When the game ends, if you have the highest army total, you win!

Playing the game

To play a game of *Reign & Ruin* follow the steps below.

1. Setup

Shuffle all the cards into a deck. Deal seven cards, face down, to each player. Form the remaining cards into a face down pile on the table. This is the *draw pile*. Reserve a space near the draw pile for discarded cards (the *discard pile*).

Place the  and  tokens into separate piles within easy reach of all players.

2. Draft your hand of cards

Look at the cards you have been dealt and **choose two cards** to keep. Put these cards, face down, to one side and give the remaining cards to the player on your left.

You then choose two cards from the ones you got from the player on your right and put these together with the cards you chose before. Give the remaining cards to the player on your left and continue in this fashion until all of you have a new pile of seven cards each.

Pick up the pile and look at them. This is your *hand*.

3. Determine starting player

The winner of the previous game of *Reign & Ruin* is the starting player. If this is your first game, randomly determine the starting player.

4. Play cards

Starting with the starting player, take turns playing a single card from your hand. **You may not pass!**

A card can be played in one of two ways:

A. Place the card, face up, in front of you as a *fighter* in your *army*, adding its value to your *army total*...

B. ... **or** use the card's *ability* (see explanations on the right).

After you have played your last card, your opponents **have to play** one last card after which the game ends. Proceed to "Determine Winner".

Card Abilities

The cards come in different *factions*. Each faction has a special *ability*:



Alfenghast (purple) – Destroy a Fighter

Discard this card and select a fighter from any army on the table. Discard that fighter.




Hexen (blue) – Draw a card

Discard this card and draw the top card from the draw pile and put it into your hand. If the draw pile is empty, this ability cannot be used.




Kurgoz (red) – Double a Fighter's value

Discard this card and place a  token on a fighter from any army. The targeted fighter's value is doubled. A fighter's value may be doubled this way more than once. If the targeted fighter is later discarded, also discard any tokens on it.



Cognitz (orange) – Protect a fighter

Discard this card to place a  token on a fighter in any army. That fighter is now immune to all ability effects, including your own.



Crou (teal) – Swap with a fighter

Play this card as a fighter in an opposing army. Then move any fighter from that army to your own army or add it to your hand. Remove any counters on it. This does **not** allow you to ignore the Cognitz ability.



Nomora (green) – Revive a fighter


Discard to play any card from the discard pile as a fighter in any army or add it to your hand.

5. Determine winner

Sum up the values of all fighters in your army, doubling the value, one or more times, of any fighter that has been effected by the Kurgoz' ability. If you have **three or more** fighters of the same faction, you **double the sum of their values** (this is called a *faction series*). The total sum is your *army total*.

If you have the highest army total, you win the game!

In the event of a draw – the player with the highest value faction series is the winner. If there is still a draw, the player with the most fighters in their army wins. Otherwise the game is a draw.

Example: Lisa has three Alfenghast fighters with the values 3, 5 and 6 in her army. The 6-value fighter has a  token placed on it so it's value is doubled, making it worth 12 points. She also has a Hexen fighter with a value of 4.

$$6 \times 2 = 12.$$

$$12 + 5 + 3 = 20.$$

$$20 \times 2 = 40.$$

$$40 + 4 = 44.$$

For the doubled Alfenghast fighter.

Adding the other Alfenghasts.

Doubling because of faction series.

Adding the Hexen fighter, Lisas'

army total is 44!