



The Rune Market

For 2 - 5 players. From 8 years.

Market of Runes is a financial game in which ancient runes, stocks and collectors replace today's bank accounts and shares. It is a slower game than Cambio, but very interactive.

The history of the runes

Although the village had set out to walk a path without robbery and theft (unlike neighbouring villages), it was not always easy. The village went through many hard times and struggled to make ends meet. I am sure you can imagine the frustration they must have felt. As they struggled, they saw how all the other neighbouring clans held huge feasts and never seemed to lack resources because they had stolen so much from others.

One particularly harsh winter, the village leaders met to deal with the predicament. They devised a game for the next evening that not only allowed but required them to steal from each other - within the game, of course.

The frustration experienced in the game reminded and reinforced the village of the principle they are trying to implement and why the system of stealing and looting needs to be changed.

...and it was also a bit of fun to annoy the other villagers in the game without being angry afterwards...

Aim of the game

The aim of the game is to get as many red and blue runes as possible. Each of them counts as 1 rune point.

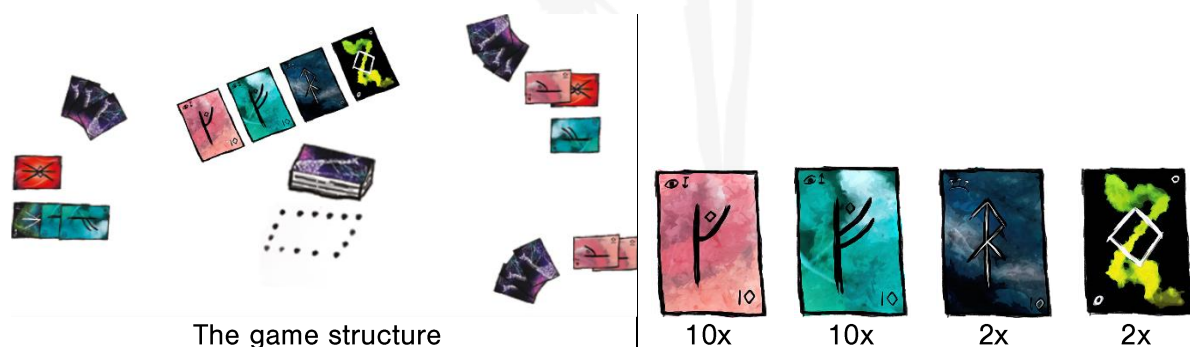
Set up the game

At the beginning of the game, all the market cards (Red and Blue Runes, Collectors and Outposts) should be taken out of the deck and placed in the middle of the table.

Once this has been done and the main pile has been shuffled, each of you receives 3 hand cards.

Each end of the game may look at their hand cards at any time.

The winner of the last round always starts. If it is your first round, the youngest player starts.





Gameplay

Each move consists of 4 phases, which must be carried out in the following order:

1: Interest

Before you use one of your hand cards, check if you are entitled to interest from the market! If you have a main or outer warehouse with at least one rune in front of you at the beginning of your turn, you can collect interest for each warehouse (one matching rune per warehouse). Remember that you can only have a maximum of one main camp of each colour, so you can never have more than two camps in total. This means: If you already own two main camps, the outer camp automatically becomes an extension of a main camp of your choice. In this case, you earn double interest for this warehouse.

Here are a few examples of interest:



2: Purchasing decision

After you have drawn your interest, you can now decide whether or not to buy an outer bearing or a collector for the price of 2 runes of the same colour. The runes used for the purchase are returned to the market.

3. Hand cards

Once you have played your first hand card, you may no longer collect interest or buy anything with runes. You must play at least 1 hand card every turn, but you can play all 3 if you want.

4. Fill up cards

To end your turn, draw new cards from the main pile until you have 3 cards in your hand. Now it is the turn of the player to your left.



Action cards

For this game, the cards are divided. There are cards that lie face up on the table and represent the market. The hand cards are the cards you can take from the draw pile.



Red Rune
Value \cong 1 rune point

These cards are placed face up in a pile on the table before the game starts and therefore count as table cards



Blue Rune
Value \cong 1 rune point

These cards are placed face up in a pile on the table before the game begins and therefore count as table cards.



Thieve
Value \cong 0 rune point

When you play the thief card, you may steal a rune or a hand card from a player of your choice.
The thief may only draw at the end of his turn.



Red Shelter
Value \cong 0 rune point

These cards allow you to get interest. You get them when the deck gives you this card. You can now decide whether you want to use it as a shelter or as a double steal. If your shelter contains at least one matching rune, you get interest.



Blue Shelter
Value \cong 0 rune point

The outpost shelter allows you to get interest twice per round in combination with a main shelter. More rules in the outpost shelter section.



Outpost Shelter
Value \cong 2 rune points

The bandit destroys enemy outpost shelters. He also always transfers a rune from the occupied shelter to its owner when it is the occupied player's turn. Further rules in the section of the bandit



Bandit
Value \cong -1 rune point



Number Cards
Value \cong 0 rune point

These cards do not count towards your rune points. You can only use these cards to buy goods from the market or attack your opponents. More rules in the number cards section.



Table cards

For this game, the score of the cards and the action symbols in the corners of the deck are to be completely disregarded. For the market, only the runes have value. The table cards lie on the table and, with the exception of the main camps, never come into the hand.

Red and Blue Runes

These are what the game is about. Whoever has the most of them at the end of the game wins. The game ends immediately when all red and blue runes have been drawn from the market. A rune can be bought on the market by discarding any amount of 5, 10 or 15 from your hand cards.

Red and Blue Shelter

The market is satisfied when it knows that its runes are well protected. If the deck gives you a main stock, it is the first card you should play face up on the table in front of you. If you have a shelter with a rune in it at the beginning of your turn, you may take a rune of the same colour as interest from the market.

- I. You may have a maximum of one Red and one Blue shelter in front of you.
- II. In the shelter there may be runes, outpost shelter and bandits.

If you already have both a Red and a Blue shelter as table cards (= maximum of shelters), you may play one shelter card as a double steal on the discard pile.

Use of the main shelter card as a double theft:

You can also play the main stock onto the discard pile, even if you don't have a main stock as table cards yet. You can also discard it from your table cards at the beginning of your turn. If you discard a total of 21 or higher from your hand cards, or if you spend 2 runes of the same colour, you can either buy an outer camp or a collector.

Bandit

When you buy this card, you must place it in any other player's shelter until the other player removes it or until the bandit has completely looted the shelter.

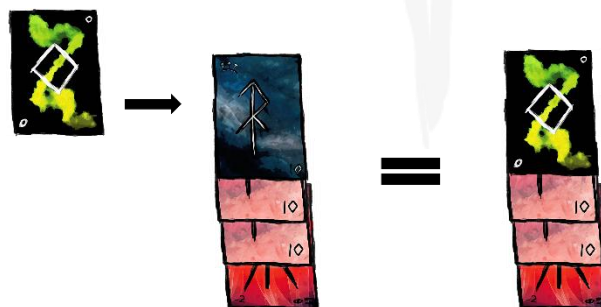
Each time it is the affected player's turn, he receives no interest for his occupied shelter.

Instead, the bandit hands over a rune from the occupied shelter to the owner of the bandit.

The runes of the occupied shelter are "frozen" and cannot be used to buy goods until the bandit is gone. However, the owner of the shelter may continue to put runes in his shelter.

If the shelter is completely emptied of runes at the beginning of the occupied player's turn and the bandit card is still in it, the shelter must be abandoned without action (placed on the discard pile) and the bandit card returned to the market.

A bandit who finds an outpost shelter automatically destroys it. This means that the outpost shelter must be put back into the market, but the bandit remains in the shelter or on the runes.





That's how you get rid of the bandit:

- I. You must pay a ransom of 21 rune points or higher by placing the respective number cards on the discard pile or
- II. You must return 3 runes to the market from outside the occupied shelter or
- III. If you buy or already own an additional outpost shelter from the market, you can use it to neutralise the bandit. Both cards go back to the market.

If you can do one of these three things on your turn, put the bandit card back on the market.

Outpost shelter

This card is always worth 2 runes.

An outpost shelter exists as a stand-alone shelter or in combination with a main shelter.

The colour of the outpost shelter is then determined by the rune placed in it.

If you have at least one main shelter, you may connect the outer shelter to it, where it remains until it is destroyed by a bandit.

If at the beginning of your turn you have a main shelter with an outer shelter and at least one rune in it, you get 2 runes of the same colour from the market as interest.

You can have a maximum of two shelters. Once you have two main shelters, you must connect your outer shelters to a main shelter of your choice. A main shelter can only have one outer shelter at a time.

Hand cards

You can hold the following cards in your hand:

Main shelter cards

Played as a table card as described above or used as a double steal.

Number cards

- I. They serve as money to buy or as a challenge ("duel"):
- II. You may buy a rune on the market by discarding any sum of 5, 10 or 15.
- III. You may challenge any other player to a duel with any number card! (1 time per player per round). No chicanery!

Duel:

Show a number card from your hand to the public and state which player you will challenge. To win, your number card must be higher than the number card chosen by the defending player.

Losing as an attacker:

If the defending player has an equal or higher card in his hand, it must be shown as evidence. In case of a successful defence, only the attacking card goes to the discard pile and nothing else happens.

Winning as an attacker:

If the defender has no card with the same or a higher number, he can simply give up without having to show his hand cards. This means that the attacker wins and the attacking number card is put on the discard pile. Now you may steal a rune or hand card from the player who has just lost the attack.

Pro-tip:

The game is more fun when you shout "Attack!" while pointing the attacking card like a sword at the defender.



Buy outpost shelter and bandits:

When you discard a sum of 21 or higher from your hand cards, or when you spend 2 runes of the same colour, you can buy either an outside stock or a collector. The price changes with different numbers of players!

- I. 2 Players: 4 runes
- II. 3 Players: 3 runes
- III. 4+ Players: 2 runes

Thieves card

When you play a Thief card by discarding it from your hand cards, you can steal a rune or a hand card from any other player. If you steal a hand card, the other player may not draw another card until the end of their next turn and now only has 2 cards (or less) for their next turn. If you like, you can play the stolen hand card immediately.

You may steal from a person several times in one turn (but not attack several times)!

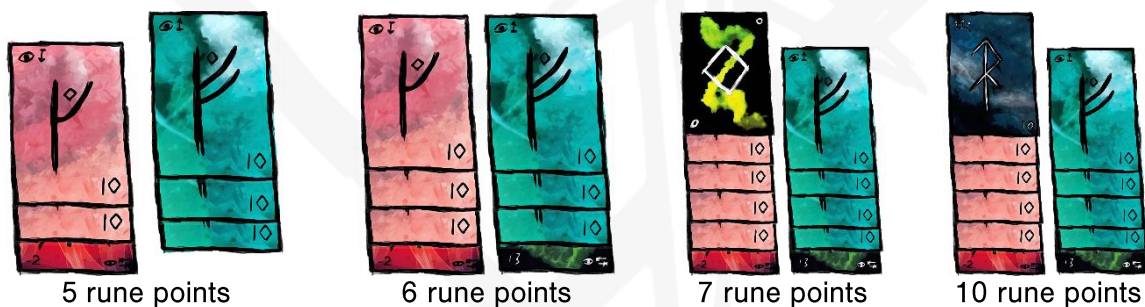
End of game

The game ends immediately as soon as the last rune has been taken from the market. Whoever has the most runes wins.

Points

At the end of the game, everyone counts their points:

- One rune \triangleq 1 rune point
- A main shelter \triangleq 0 rune points
- An outpost shelter \triangleq 2 rune points
- A bandit \triangleq -1 rune point for the occupant.



A tie?

If several players have the same highest rune score, the procedure is as follows:

- I. If a player has more outlying camps in his table cards, he wins the tie.
- II. If a player has more collectors on his table cards, he loses the tie.
- III. the player who has the highest number card in his remaining hand cards wins the tie.
- IV. Really? Play the best of 3 scissors-stone-paper duels and call it a day.

Further information

You can find more information and funny explanatory videos on [YouTube](#), [Instagram](#) & [TikTok](#).

For feedback or questions about the rules of the game, please use our [forum](#). Here we try to create an open dialogue with you in order to constantly improve ourselves.

Please take a look!