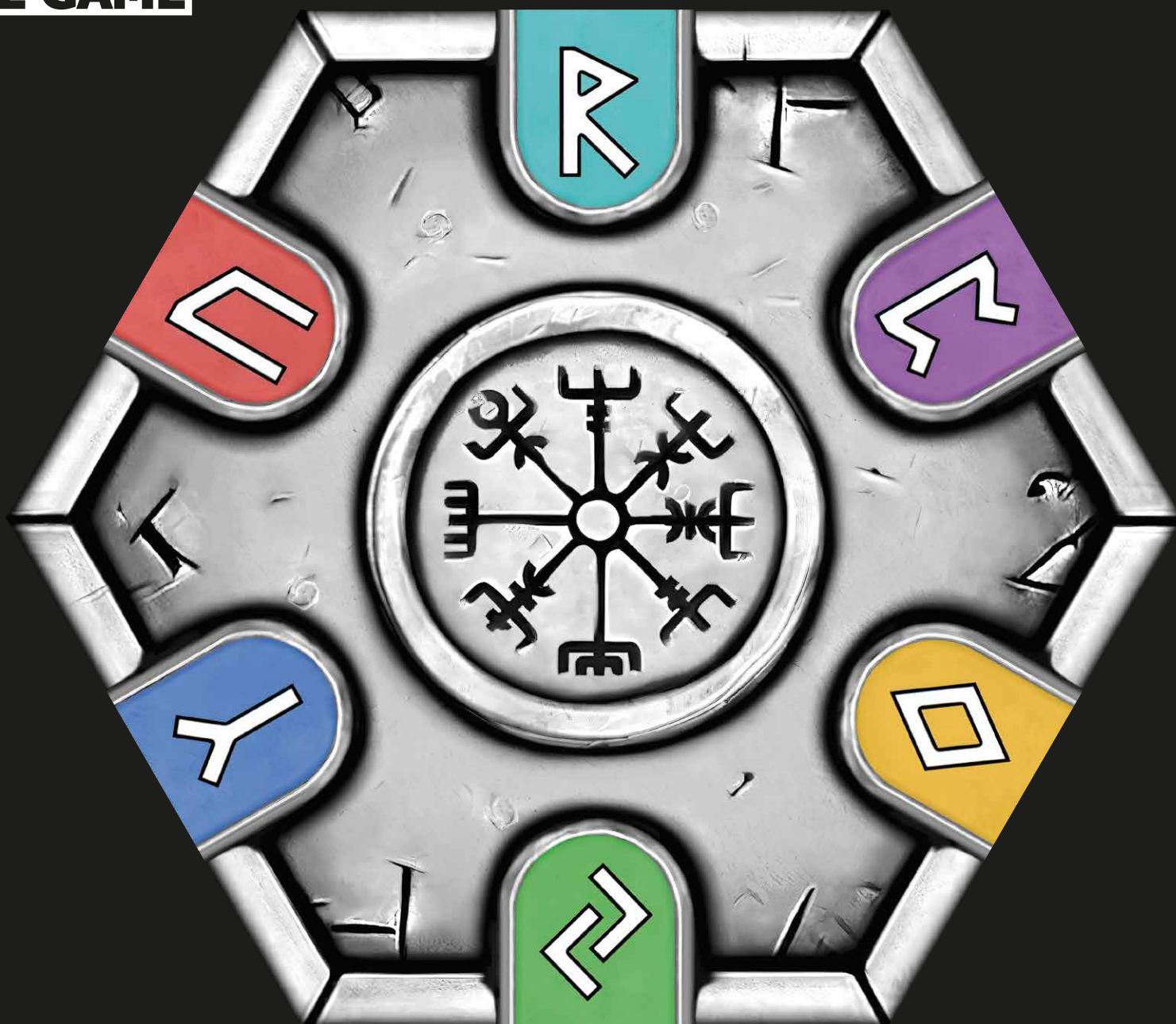


RUNKS

THE GAME

GAME INSTRUCTIONS



RUNES

THE GAME

Only the bravest Vikings open this mysterious black box. Inside, you will find ancient, mystical rune stones and powerful rituals. Place the rune stones wisely and use the black rituals to your advantage.



QUICK START

The goal is to be the first to place all your coins on the hexagonal rune stones. Match the rune stones as best as you can! For each matching rune symbol, you may place 1 coin in the center of the stone – on golden stones, 2 coins per symbol. Black stones grant powerful rituals, which you can play at any time. If you form lines or circles, you may place 5 extra coins!

But beware: opponents can cover your stones if theirs fit better – and the already placed coins are returned to you!

GAME PREPARATION

1 Shuffle all rune stones and place them face down in three or more draw piles.

2 Shuffle all ritual cards and place them face down in a draw pile.

3 Each player takes a coin tray and places it face up in front of them.

4 Each player chooses a coin color. The colors are only used to distinguish players.

5 Depending on the number of players, each player receives a certain number of coins. Place them in stacks of 5 on your coin tray.

2 players = 40
3 players = 35
4 players = 30
5 players = 25

Example: With 4 players, place 30 coins in stacks of 5 on each coin tray.

6 Each player draws 3 rune stones and places them face up in front of them. These unplaced rune stones are called **HAND STONES** – only they may be placed during the game.

RUNES STONES

Each rune stone shows 6 rune symbols. There are 6 different rune symbols and 1 star, which can be used as a joker.

6 rune symbols



The star can be placed anywhere

For each matching rune, the player may place 1 coin from their coin tray in the center of the rune stone. On a golden rune stone, 2 coins may be placed.



When a **gray** rune stone is placed, **1 coin** may be placed for each matching rune.



When a **black** rune stone is placed, 1 coin may be placed for each matching rune, and **1 ritual** card may also be drawn (see page 4 for details).

RITUAL



When a **golden** rune stone is placed, **2 coins** may be placed for each matching rune, up to a **MAXIMUM** of **6 coins** per stone!

GAME PLAY

Goal Be the first to place all your coins on the rune stones.

1 Who Starts the Game?

The youngest player begins. If another game is played immediately afterward, the player with the most coins on their coin tray at the end of the previous game goes first.

2 The First Turn

The first player places 1 of their 3 hand stones anywhere on the table. Then, place 1 coin from your coin tray in the center of the rune stone (on a golden rune stone, 2 coins may be placed).

IMPORTANT: A player only draws 3 new hand stones when they have none left. The draw happens immediately after placing the last hand stone.



Example: The red player starts and places 1 red coin on the rune stone.

Once a rune stone has been placed and **RELEASED**, your turn is over! It may not be moved again!

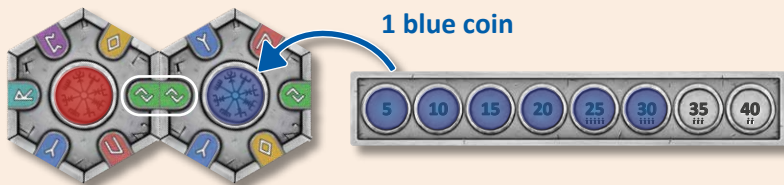
RULE 1

A player draws 3 new hand stones from the draw pile only after placing **ALL** of their hand stones.

RULE 2

3 The Second Player's Turn

The game is played clockwise. On each turn, a player may place 1 hand stone. The second player may now place one of their 3 hand stones if at least 1 rune matches.



Example: The blue player places one of their hand stones so that the runes match.

If a player **CANNOT** place a hand stone, the next player takes their turn!

Rule 3

4 The Next Player's Turn

The next player also chooses a hand stone that matches. The more runes match, the more coins may be placed.



Example: The green player places their rune stone so that the rune matches and matches.

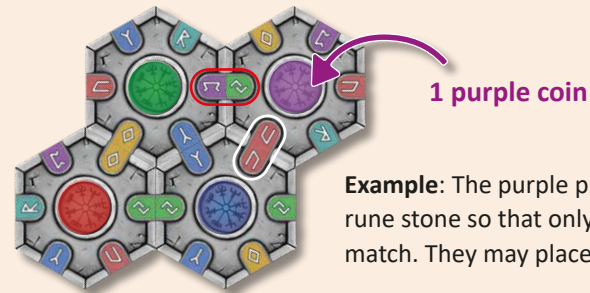
They may place 2 green coins.

Place 1 coin in the center of the rune stone for each **MATCHING** rune! (Golden stones: see Rule 6)

Rule 4

5 What if not all runes match?

When placing a rune stone, at least 1 rune must match. Only matching runes are counted!



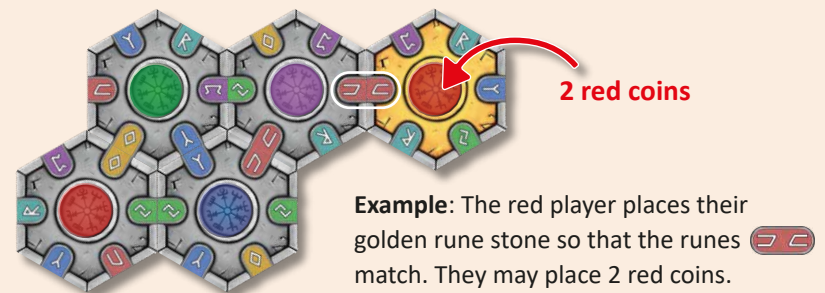
Example: The purple player places their rune stone so that only the runes match. They may place 1 purple coin.

Not all runes need to match when placing a rune stone! It's enough if at **LEAST 1** rune matches!

Rule 5

6 What's different with golden rune stones?

On golden rune stones, you may place twice as many coins, but no more than 6 coins on a single rune stone!



Example: The red player places their golden rune stone so that the runes match. They may place 2 red coins.

On a golden rune stone, **2 COINS** may be placed for each matching rune, but only a **MAXIMUM** of 6 coins in total!

Rule 6

7 What's Special about Black Rune Stones?

When placing a black rune stone, the same placement rules as for a gray rune stone apply. Additionally, the player may draw 1 ritual card, which grants special abilities. Ritual cards are explained in detail on page 4.



Example: The blue player places their black rune stone so that the runes match (the star fits everywhere). They may place 2 blue coins and draw 1 ritual card.

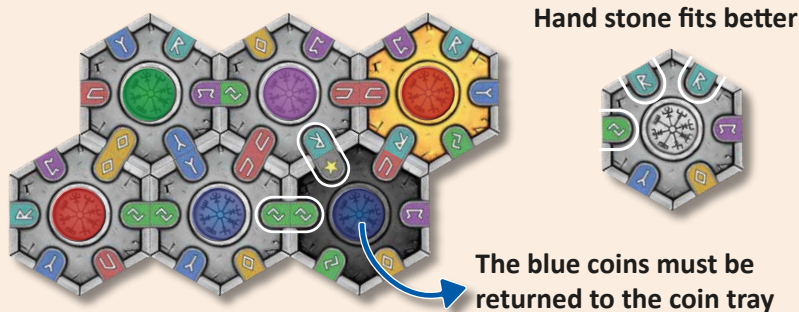
For each black rune stone placed, the player draws 1 RITUAL card that can be played at any time!

Rule 7

8 Overbuilding Rune Stones

Already placed rune stones can be overbuilt if a hand stone fits better! The new stone must match more runes than the previous stone at that moment. **IMPORTANT:** The number of coins does not matter!

Any coins on the rune stone being overbuilt are returned to the player's coin tray first. Then the new rune stone is placed on top of the old one. For each matching rune, the player may place the corresponding number of coins on the new rune stone.



Example: The black rune stone, with 2 matching runes, is overbuilt. The new hand stone matches all 3 runes, so 1 more rune matches!



Example: The green player places the new rune stone with 3 matching runes on **top** of the black rune stone. Now 3 runes match, so they may place 3 green coins.

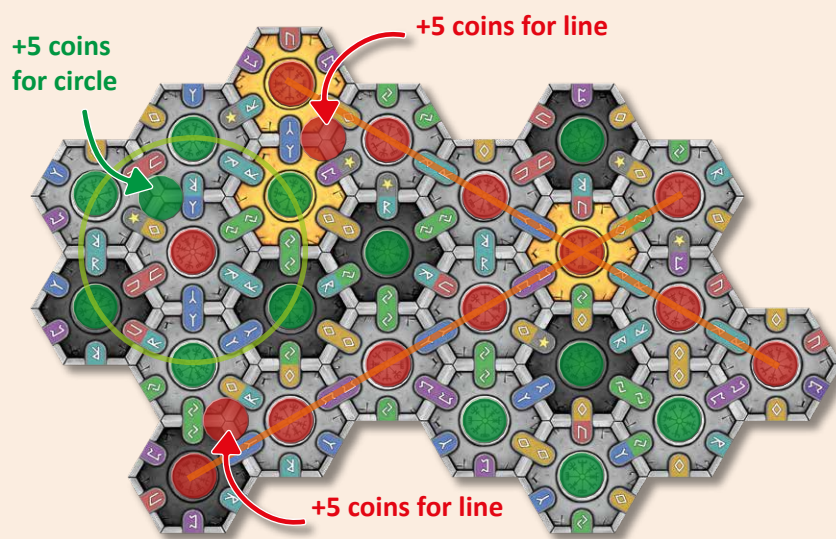
Already placed rune stones (including your own) can be **OVERBUILT** if a hand stone fits **BETTER!**

Rule 8

9 Extra Coins for Lines and Circles

If a player creates a line of at least 6 rune stones or a closed circle, they may place 5 extra coins **between** the rune stones. These coins remain there as long as the formation is fully under the player's control. If a rune stone is overbuilt or stolen and the formation is broken, the 5 coins are returned to the player's coin tray.

Note: Lines and circles may overlap!



For a line of at least 6 rune stones or a closed circle, 5 EXTRA coins may be placed!

Rule 9



When you are the **FIRST** to place all your coins on your rune stones, you win **RUNES!**

RITUAL CARDS

When a black rune stone is placed, the corresponding player may draw 1 ritual card. Only that player may look at the card and then either place it face down in front of them or play it immediately.



Draw 1 **RITUAL CARD** for each black rune stone you place!

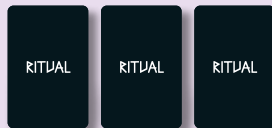
RULE 1

Rituals give an advantage to the player who plays them or cause a disadvantage to an opponent. That means, they can be used either for yourself or against another player. They may be played at any time, even outside your turn.

Rituals may be played at **ANY TIME**, even outside your turn!

RULE 2

Each player may hold a **maximum** of 3 ritual cards. If another black rune stone is placed, a new ritual card may only be drawn if one of the collected rituals is immediately played or removed from the game.



A **MAXIMUM** of 3 ritual cards may be collected!

RULE 3

A ritual is played by revealing the card. The card is read aloud and the instructions of the ritual are followed. After the ritual is resolved, the card is placed face up on the discard pile.



1. Reveal the card
2. Resolve the ritual
3. Discard the card face up



When a ritual card is **REVEALED**, it is played **IMMEDIATELY** and then placed **FACE UP** for everyone to see!

RULE 4

When a ritual is played, the normal game flow is paused: No hand stones may be placed, and no new ritual cards may be revealed (except defensive rituals). After the ritual is resolved, the game continues with the player whose turn it was before.

When a ritual is played, the normal game flow **PAUSES**. After the ritual, play resumes with the **INTERRUPTED** player.

RULE 5

Structure of a Ritual Card

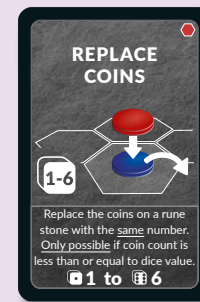
Ritual Name



Die Symbol
(die is needed)



Die Instructions



Ritual Strength
(is especially strong)

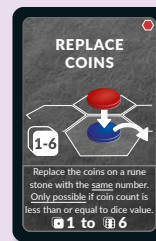


Ritual Symbol



Description

Below is a detailed description of selected rituals:



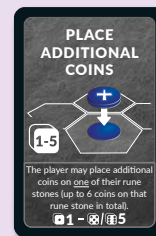
REPLACE COINS

Roll the die and choose a rune stone of another player that has no more coins than the number rolled. Then replace the player's coins with the same number of your own coins. The replaced coins are returned to the player's coin tray.



STEAL RUNE STONE

With this ritual, you can overbuild a placed rune stone even outside your turn. The number of matching runes can be the same and does not have to be higher, unlike normal overbuilding.



PLACE ADDITIONAL COINS

The player rolls the die and places that many extra coins on one of their already placed rune stones. **Important:** A rune stone may hold a maximum of 6 coins. If the roll would cause the total to exceed 6 coins, the number of coins placed is reduced accordingly.



STEAL HAND STONES

Take a gray hand stone from another player and add it to your hand stones. If you roll a 4, 5 or 6, you may also take a black hand stone from any player, if available.

Overview of Rituals

🔴 especially powerful rituals, see game variants



2x Skip Turn



2x Place Ritual Stone



2x Place Additional Coins



2x Draw New Hand Stones



2x Ward Off Ritual



2x Refill Hand Stones



2x Reverse Ritual



2x Reverse Direction



1x Copy Ritual



1x Fast Turn



2x Replace Coins



2x Steal Rune Stone



2x Steal Hand Stones



2x Exchange Hand Stones



2x Steal Golden Hand Stone

GAME VARIANTS

Recommendation

Adventurer

Who it's for

For everyone who wants to experience maximum enjoyment.

Rule changes

None (played according to the instructions).

Description

Experience a fantastic tile-placement adventure that offers the perfect mix of fun, excitement and strategy.

Explorer

Who it's for

For children under 10. Also great as an introduction to the first game!

Rule changes

1. Rituals with 🔴 are not used.
2. Rune stones cannot be stolen, see page 3 | point 8.

Description

This variant offers a more relaxed gaming experience and focuses on shared enjoyment.

Little Explorer

Who it's for

For children under 8 who cannot yet read.

Rule changes

1. Play without rituals
2. Rune stones cannot be stolen, see page 3 | point 8.

Description

A simple tile-placement game that gives children their first experience with the game.

Author/Design: Clemens von Bank

Co-Author: Nina von Bank

Supporters: Ben von Bank

Finn von Bank

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WARNING!

Not suitable for children under 3 years old. Choking hazard due to small parts that can be swallowed or inhaled!



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Contents 200 Coins
72 Rune Stones
28 Ritual Cards
5 Coin Trays
1 Die
1 Rulebook

info@cbservice.de
www.cbgame.de

Made in China

