

RULES



DON'T PANIC! Learning a new game can be confusing,
so we have links to videos at gobico.com

THE RULES OF ZUN

Objective

Defeat all opponents

Requirements

- Play cards (60)
- Hit point (HP) tracker cards (one for each player; 2 to 4 players)
- A tracking token for each player to mark their current HP

Setup

1. Decide turn order (e.g., whoever was defeated last game, or whoever exercised last, goes first; then, go clockwise)
2. Place an HP tracker with the numbers face-up and a tracking token on 12 for each player
3. Shuffle the deck of play cards (the runes)
4. Deal 5 play cards face-down to each player, then stack the remaining play cards face-down on the table as a draw pile



Alex



Billy

*Each player has their own
HP tracker*

*Deck
face-down*



*Discards
face-up*

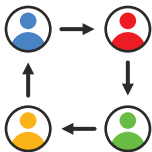
*Take turns going clockwise
from the first player*



Chris

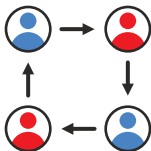


Drew



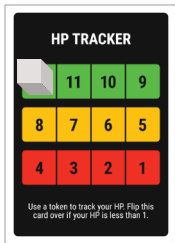
You can play 2-4 players in a battle royale. Take turns going clockwise around the table. Each player is out for themselves! Alliances can be forged... and broken. The last player standing wins!

OR you can play 2v2. Partner up and face off, one team against another. The turn order is important, though. For fairness, you have to alternate turns between teams. The team with the last player standing wins!



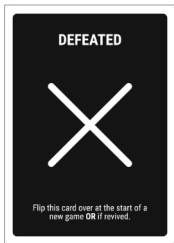
Other modes of play may be available in the future. The basic rules and gameplay will still apply.

Every player gets an HP tracker card. Use a token to keep track of your HP (hit points) during the game. Start the game with 12 HP and go down or up as the game progresses.



There are 3 HP zones. You may not move back up a zone. For example, if you have 8 or less, you may not climb back above 8.

When you have no more HP, you are defeated. Flip your HP card over, discard any cards you control, and cancel their effects. Only a revive effect can bring you back into the game.



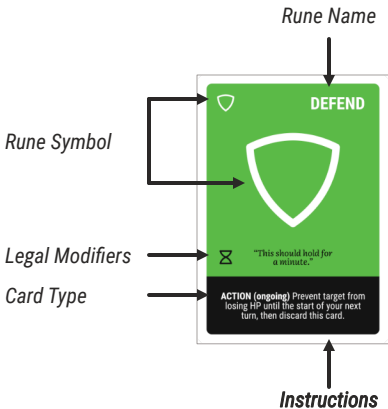
Every player starts with a hand of 5 cards. Unless Expose is played on you, keep your hand hidden from the other players. You can see your cards of course.



You can have more than 5 cards in your hand. Some Actions and combinations will let you fill your hand with more cards. This can give you more options, but be careful...

...You can overload on cards! You lose 1 HP each time you draw a card when you have 10 or more cards in your hand. This damage is instant and cannot be mitigated with Defend or Banish. So you can have a giant hand of cards, but at a price.

Each card tells you how it works. There are Actions, Reactions and Modifiers. They all follow this layout:



Before you start, take a quick look through the cards in the deck; note the different types and what they do.

Play an Action card from your hand to start your turn. If you don't have any Action cards at the *start* of your turn, you may discard your hand and draw 3 cards (only once per turn).



Attack deals 1 HP damage and allows Boost, Reserve, and Share Modifier cards

You may add Modifiers that match. Check the charms on the left side of your Action card to see which are legal.



Attack + Boost + Boost = 3 HP damage

Declare a target (player) for your Action and its Modifiers. If you added any Share modifiers, declare the order for *additional* targets – these can't be the same player.



"First...

then...

then..."



Billy



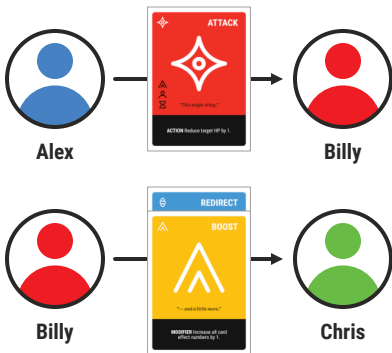
Chris



Drew

Resolve your action for the first target. Then, repeat for the rest in the order you declared.

A player may play a Reaction card if they're targeted. Here, Alex attacks Billy, but they react with a Redirect card, changing the target to Chris.

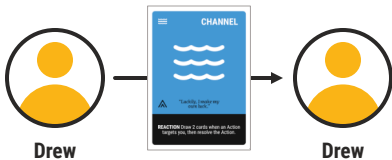


Some Reaction cards may be modified. Notice Billy played a Boost on their Redirect, increasing the effect of Alex's Attack to 2 HP damage to Chris.

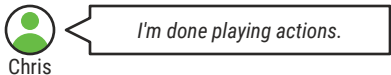
You may target yourself. You may play any Action, good or bad, against any player. Here, Drew is restoring 1 of their HP.



You may react to your own Actions. If you target yourself, you may react accordingly. Here, Drew reacts to their own Restore to draw 2 more cards!

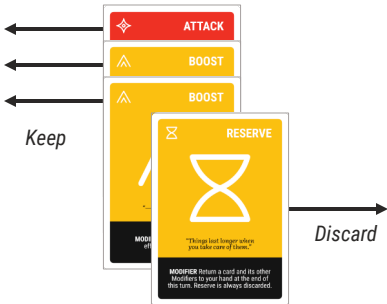


Play as many Action cards from your hand on your turn as you want. Play each Action, one at a time, and resolve each of them completely before moving to the next.



Declare when you're done, then re-fill your hand. After you're done playing Actions, you may discard one or more cards from your hand. If you have less than 5 cards, you must draw up to 5.

Return any cards affected by Reserve back into your hand. Except the Reserve card itself (it gets discarded).



Then discard any cards left on the table that aren't marked "ongoing." Unless the card tells you otherwise, such as "at the start of your next turn," discard every card placed this turn.

Your turn is done! Hopefully, you'll have many more before the game is over.

AN EXAMPLE TURN

Alex plays Expose and Billy shows their hand



then Alex plays Attack, Boost, and Reserve, dealing 2 HP damage to Billy



Alex is done and draws their hand back up



then returns reserved cards back to hand



and discards from the table



Alex now has 7 cards in hand
and plots their next turn



DETAILED RULES

Play

- Take turns following these Turn Phases for each player:
 1. Start of Turn
 2. Action
 3. Recovery
 4. End of Turn
- A player is defeated when their HP is gone
- A player wins after defeating all opponents

Start of Turn Phase

1. In any order, follow and resolve card effects that state “at the start of your next turn” (typically, this means discarding them)
2. If you have no Action cards in your hand at the start of your turn, you may reveal and discard your hand, then draw 3 new cards; this can only be done once per turn

Action Phase

1. You may pick an Action card from your hand. If you do so, then:
 - A. Play the Action by placing it in the play area (such as in the middle of the table)
 - B. You may play legal Modifiers by placing them with the Action in step A; legal Modifiers are shown in black on the left side of the Action card
 - C. Declare a target; if additional targets are added (such as with Share), then declare an order for the rest
 - D. For each target, one at a time, allow for Reactions to be played, then resolve the Action; move on to the next target after each resolution in the declared order
2. After all cards involved in step 1 have resolved, leave them on the table until the End of Turn phase unless directed otherwise
3. You may repeat step 1 for more Actions
4. Declare your Action Phase is done

Recovery Phase

1. Choose any number of undesired cards from your hand and discard them
2. If your hand contains fewer than 5 cards, you must draw until you have 5

End of Turn Phase

1. Resolve all cards that state “at the end of your turn” (such as Reserve)
2. Discard all cards on the table unless they state otherwise (such as ongoing cards)
3. End your turn: Play continues with the next player’s turn

The Overload Rule

Drawing a card after you already have 10 cards in your hand will always cause you to reduce your HP by 1 for every card past 10, one at a time each time. This effect can never be prevented, altered, affected by card effects, or allow other card effects to occur based on HP reduction

CLARIFICATIONS

Drawing cards

- Draw only from the top of the face-down “draw pile” (the deck)
- When a player needs to draw a card, and no cards remain in the draw pile, shuffle the discard pile, set the shuffled cards face-down as a new draw pile, then resume drawing
- Cards may not be viewed from the deck—only drawn
- Keep in mind the Overload Rule

Discarding cards

- Discard cards into a face-up “discard pile”
- Cards may be viewed from the face-up discard pile at any time; after viewing, return all discarded cards back together into a face-up pile as before
- As soon as a card is discarded, its effects are nullified and end immediately

Changing your HP

- When your HP changes, move your tracker token to mark the new amount
- There are three zones of HP (Green, Yellow, and Red)
- HP can't go up a zone (such as from Yellow to Green)—only down (such as from Green to Yellow)
- When your HP reaches 0 (drops below 1), you are immediately defeated

If you're defeated

1. Immediately nullify and discard all cards you played and all cards affecting you without resolving them
2. Discard your hand but leave your HP tracker
3. Flip your HP tracker over to represent your defeated state
4. You can flip your HP tracker back when either starting a new game or another player brings you back to play, such as with the Revive card

Rule Priority (when two rules conflict)

1. Overload Rule
2. Card effects that have the word “ignore”
3. HP tracker rules
4. Other card text
5. Everything else

Share

- Each Share should be treated as if a copy of the Action card and its other non-Share Modifier cards. Reactions adding Modifiers (such as Redirect) do not affect the other targets added with Share, however
- Share cannot target the same player twice without other card effects (such as Redirect)

Reserve

Always return cards to your hand after drawing up in the Recovery Phase; always leave Reserve on the table when returning reserved cards; discard Reserve when clearing the table

DEFINITIONS

“(ongoing)” refers to any card that lasts beyond the end of the turn it is played. The duration will always be described in the text, such as “Discard at the start of your next turn.”

“(forced)” this means no Reaction cards can be played in response to this card.

“ignore” when you see this text, this card’s effects will take priority over whatever it tells you to ignore (aka Rule #2).

“all players” means all non-defeated players. When “all players” is used, this means that no player is targeted. Instead, all players are affected by the following text on the card without having a chance to use a Reaction card because they aren’t being targeted.

“defeated” this means that player has reached 0 HP (been reduced below 1 HP), so they can no longer play unless told otherwise by a card effect, such as with the Revive card.

“draw” this means taking cards and placing them into your hand.

CREDITS

Designed and developed by
Dave Balmer, Alex Inoue, and Eric Trimble

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Rules, cards, box designs for Runes of Zun
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CARD DISTRIBUTION

Channel



4

Redirect



4

Trap



2

Defend



2

Restore



4

Revive



2

Boost



10

Reserve



6

Share



6

Expose



2

Scramble



2

Steal



2

Attack



10

Banish



2

Daze



2