

RUM RUN



RULES OF PLAY



RUM RUN



2-4 PLAYERS



AGES 12+



30-120 MINS

It's the 1920s. There's prohibition and... sadness. The townspeople cry out for an unsobering savior! You don't know the first thing about making moonshine, but there's rumor of secret stills deep in the forest. If you could find and transport their barrels of liquid joy, you would become the pride of the town. That is, if other would-be heroes don't get to them first. Do you have what it takes to outsmart the competition and claim the coveted crown of rum royalty?

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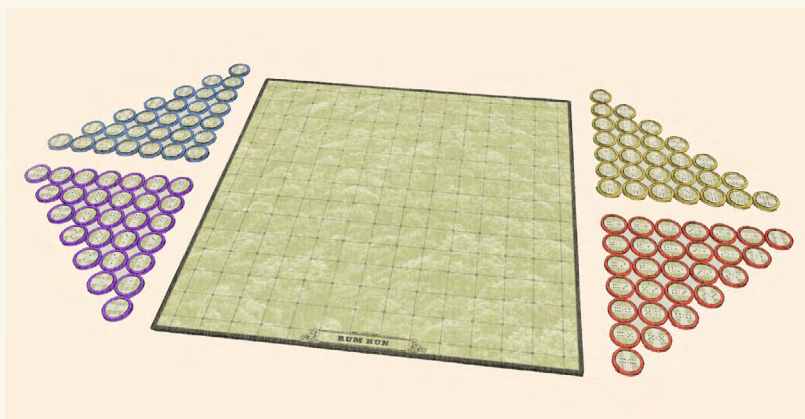
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COMPONENTS

Basic Game



1 Game Board

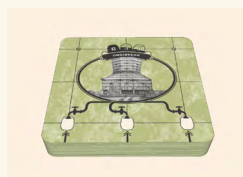
28 Player Road Tokens in Each of 4 Different Colors



25 Wooden Barrels



1 White Town Center Token
1 White Pawn



12 Distillery Cards

Extended Game



15 Fog Tokens of
6 Different Varieties



Cards: 10 Objectives
20 Events
6 Double-Sided Obstacles

Before you play your first game, apply the road, Town Center, and fog symbol stickers to their corresponding tokens. The white Town Center token receives the patterned black-and-white sticker. Each black Fog Token gets one green or red symbol sticker and one "?" on the opposite side. Every other colored token should have 1 of each of the 28 domino-like road stickers applied to one side. To keep track, start at 1-1 and count up to 1-2 and so on to 6-6.

SETUP

Rum Run has a highly flexible setup designed to maximize its replay value. The number and starting placement of the Town Center, Distilleries, Obstacles, and Fog Tokens may all be varied to suit the desires of the players and create an array of new challenges.

Until you are comfortable with the basic rules and strategies of Rum Run, you may want to arrange the board using the sample game setups included in the handy pull-out Quick Start Guide, which offers suggestions on playing your first game as well as a standard setup for later games.

When you are ready to begin creating your own unique starting conditions, follow the steps below:

- 1** Place the Town Center token at any grid intersection on the board.
- 2** Each player should lay out all of their road tokens so they are clearly visible. Players begin with all of their road tokens available for play. If desired, a scrabble rack or book with a hard cover may be used to shield your tokens as you plot your brilliant maneuvers. Determine whether or not you will play using the wild “Forest Folk” tokens (for more information, see page 6).
- 3** Select and place Distilleries so they align with the board grid. You may either place distillery cards face up or face down, depending on whether you want their values to be known at the start of the game (see page 14).
- 4** If you are playing with Obstacles, select and place the Obstacle Cards you wish to use so that they align with the board grid (see page 14).
- 5** If you are playing with Fog Tokens, select those you wish to use and mix them together face down. Then place each token at any grid intersection on the board (see page 15).
- 6** If you are playing with Events, you should select those you wish to use during setup, shuffle them, and place them face down in a draw pile next to the board (see page 16).
- 7** If you are playing with Objectives, shuffle the deck, select 6, and lay them out next to the board, face up in view of all players (see page 17).

GAME PLAY

Objective

The objective of the game is to build roads from the Town Center to distilleries in the forest, retrieve barrels, and transport them back to the Town Center. Every turn you perform one of two actions: **Roadbuilding** or **Caravanning**. These options are summarized in the following pages and in the handy pull-out Turn Summary flowchart.

Determining Player Order

To determine play order, each player selects the first road token they would like to play. The players then reveal their choices by simultaneously placing a finger on their starting token. The player who picks the token with the lowest sum total plays first, and all other bids are ignored. Selecting a 'double' token does not require you to include the value of the second road you will also be required to play during your first turn. Ties are broken by selecting new tokens. The starting player places their bid-winning token at any of the four adjacent locations to the Town Center (plus a second token if they played a double). Play continues clockwise from them.

Roadbuilding



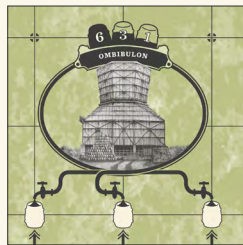
Town Center Token

All roads must begin at the Town Center, and barrels must make their way back to it to be scored.



Road Tokens

The dots on a road token represent the "gangs" you have recruited to protect it. The value of a token is the sum of its gangs.



Distilleries

The player's first task is to build roads connecting the Town Center to distilleries in the forest, which yield varying numbers of barrels.

Roadbuilding (continued)

Wild Forest Folk *These tokens represent groups of untrained forest dwellers that you have recruited to aid you. Although they may look frightening from a distance, they have little loyalty to your organization and will flee at the slightest opposition, never to return.*



*"Forest Folk" tokens have one or more "wild" sides marked by an asterisk, whose value will match up with the adjacent road token (for Roadbuilding purposes). The * | * token's two sides must always represent the same number, and other wild tokens may never be treated as doubles. Note that the value an asterisk emulates will change during the course of the game if the adjacent road token changes.*



For road-breaking, Forest Folk's value only equals the number of black dots on their face; the asterisk has no inherent value. Thus, these tokens offer more flexibility but are easily broken. Most importantly, they are one-time use. Once you have placed one on the board, it may never be returned to your inventory, and may never be moved as a loose road. If a Forest Folk token is broken by an opponent or even yourself, it is removed from the game. You may choose to use Forest Folk in your games, or play with only the basic road tokens.

There are a few cardinal rules of Roadbuilding:

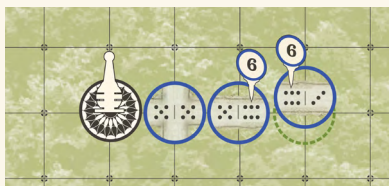
- 1 Roads must begin at the Town Center.**
- 2 Roads must continue sequentially, with each new token matching the number on the nearest side of the previous token.**
- 3 If you place a double, immediately place a second token off of it.**
- 4 Loose roads may be picked up, placed somewhere new on the board, or swapped with another available road token.**

Starting from any side of the Town Center token, you may place one road token on any adjacent, orthogonal board intersection with a node at the center. Road tokens may not be placed diagonally along the board grid. Each subsequent token placed must have one numbered side corresponding to the last number of the last token that forms part of the road.

A double token has crossroads pictured (instead of a straight road) and all four branches are equal. In order to place a double, you must immediately place a second token with a matching number adjacent to one of the three remaining branches; this is the only instance in the basic game where more than one token is placed in a single action, and it is the only way to change a road's direction. Road tokens may only be placed as long as it is possible for these rules to be followed. Thus, it is possible to end the game with leftover road tokens that cannot be legally played.

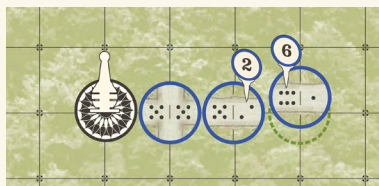
In lieu of placing roads from your inventory, you may elect to move, return to inventory, or swap with inventory 'loose roads' already on the board. A loose road is a road token that has one or zero connections to other road tokens, and does not hold any barrels. A road connected to a distillery entrance, a paved road (p. 15), or connected only to the Town Center is still considered to be loose.

Roadbuilding Examples:



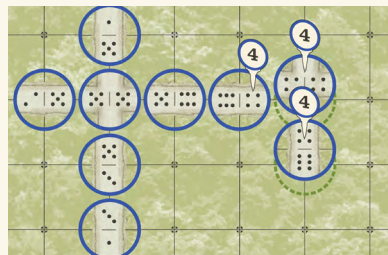
Correct Road Placement

6 equals 6



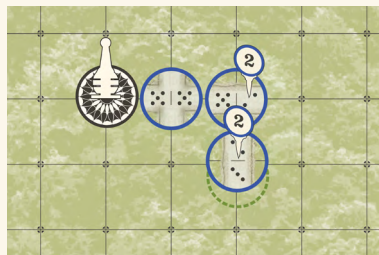
Incorrect Road Placement

2 does not equal 6



Correct Road Placement

Multiple branches are permitted



Incorrect Road Placement

A change in direction requires a double



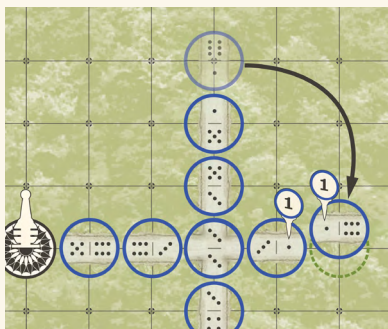
Correct Forest Folk Placement

** | 4 can legally substitute for a 6 | 4*



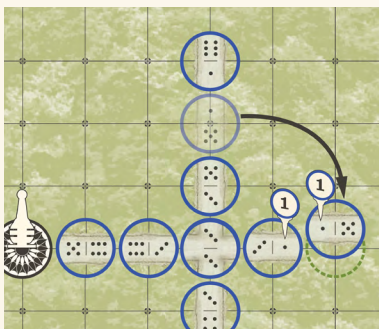
Incorrect Forest Folk Placement

*Only * | * can act as a double*



Correct Movement of a Loose Road

The 1 | 6 token is attached on only one side



Incorrect Movement of a Loose Road

Roads attached on two sides are not loose

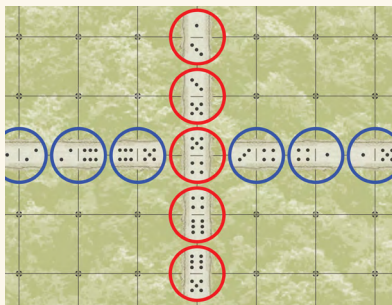
Road Breaking

You may also 'break' an opponent's road if the total number of dots on the road token you are placing (0 thru 12) is higher than the total on the token occupying the space you wish to play it on. If you are breaking your own road, dot values do not matter; your gangs are perfectly happy to be relieved of duty.

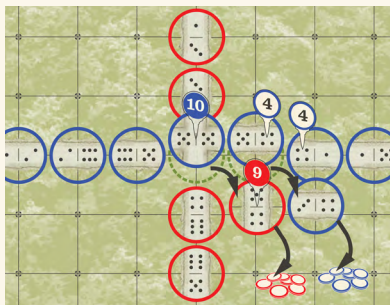
Whenever a new basic road token takes the place of one previously in play, the displaced road is returned to that player's inventory. Wild road tokens are removed from the game (see page 6). If you break a road holding barrels, those barrels are "stolen" and remain on your newly placed road for you to control.

Repairing Roads

If a player's road has been broken, it is possible to repair it by placing a matching double along with the needed token to link it back to their road.



5/3 Blue road broken by a stronger Red token



Blue road repaired using a stronger double and the needed bridging second road token

Distilleries

There are 12 different distilleries of varying capacities included with your copy of Rum Run. The choice and placement of distilleries may vary from game to game as the players see fit. For information on playing with the distilleries hidden at the start of the game, see page 14.

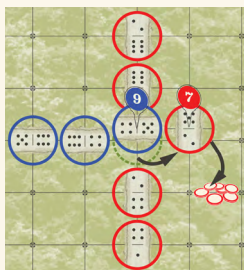
Tapping a Distillery

Once your road has reached an entrance to a distillery, the next queued barrels from the supply counter of that distillery are immediately transferred onto your connected token. You may now start Caravanning! Each player may claim barrels once for each distillery connection, until its supply is fully depleted. Note that if multiple players tap a distillery from the same entrance, the distillery will be empty before one or more of its other entrances are ever used.

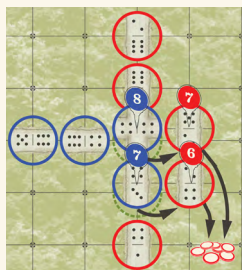
GAME PLAY

Road Breaking

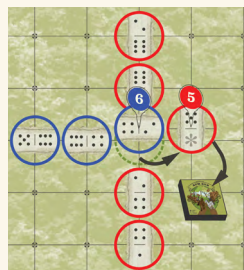
Examples:



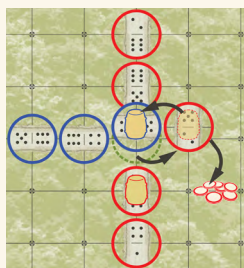
Blue Player uses a stronger token to break the Red Road



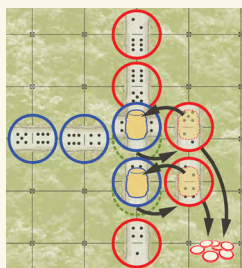
A double may be used to break multiple roads at once



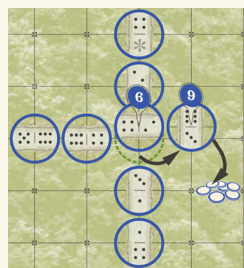
When a wild token is broken, it is removed from the game



If there's a barrel on a road being broken, it is stolen



Great use of roadbreaking: +2 barrels and -2 opposing road tokens



Blue Player does not need a stronger token to break their own road

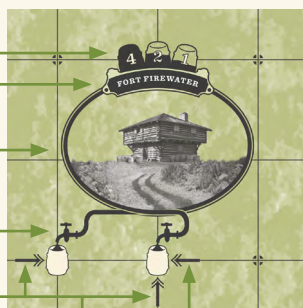
Supply Counter

Name

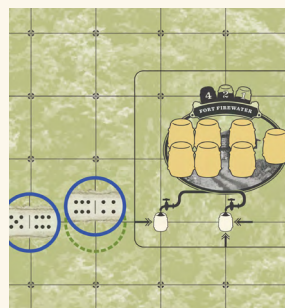
Image

Taps

Distillery Entrances



Distillery Breakdown



Connect to a Distillery Entrance

GAME PLAY

Distillery Tapping Example:



The Blue Player is the first to reach the distillery, and claims 4 barrels



The Red Player is second to reach the distillery, and claims 2 barrels



The Orange Player is third to tap the distillery for 1 barrel. The supply is now empty.

Caravanning

There are a few cardinal rules of Caravanning. These are:

- 1 You must pick up and move all barrels on a road token at the same time, placing one on each of your subsequent road tokens.**
- 2 You must move barrels toward the Town Center if connected.**
- 3 If a road token holds enough barrels that performing a Caravanning action will overshoot the Town Center, you must perform that action as soon as possible.**

Once barrels are placed on your road, you control them and may use further turns to move them back toward the Town Center in order to score. Do this by picking up all barrels on a single token and placing one barrel at a time on each of your road tokens as you progress back to the Town Center. However, if your barrels are on a road not connected to the Town Center, you may Caravan them in any direction you please; they collect on loose roads/dead ends. Each time a barrel from your road lands on the Town Center, you add it to your score pile and immediately take a free action (Roadbuilding or Caravanning).

If a road token holds enough barrels that performing a Caravanning action will overshoot the Town Center, you must Caravan them during your next action. When you overshoot, score the barrel that lands on the Town Center then continue placing barrel(s) in order onto an opposing road of your choice. If the opponent's token your last barrel lands on is empty, your opponent gains control of all barrels you have placed on their road. However, if the final road token is already occupied, then you have ambushed your opponent and immediately claim and score all barrels on that final token (including the one just placed).

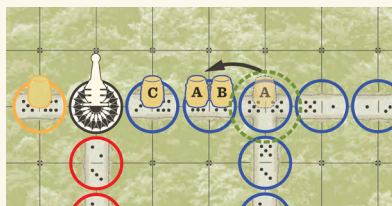
GAME PLAY

Caravanning Example:

Follow along with the 3 different outcomes these Caravanning scenarios yield over several actions, based on Turns 1 and 2 below. Note that the player must move toward the Town Center, and that after Turn 2, each of these scenarios occurs within a single turn thanks to the free actions gained by scoring barrels.



Turn 1 - Action I



Turn 1 - Action 2

Scenario I - Turn 2



Action I



Action 2

Outcome:
Blue Player scores
2 Barrels
Red Player controls
1 new Barrel

Scenario II - Turn 2



Action I



Action 2



Action 3

Outcome:
Blue Player scores
3 Barrels

Scenario III - Turn 2



Action I



Action 2

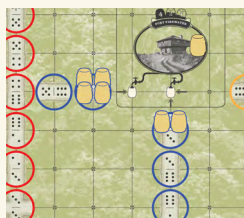
Outcome:
Blue Player scores
4 Barrels, including
1 extra Barrel that
belonged to the Orange
Player

Thus, the Blue Player's best course of action is to follow Scenario III.

GAME PLAY

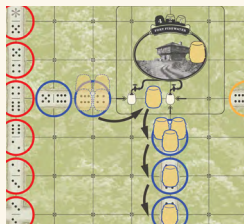
Advanced Action: Using a Distillery as a Crossroad

If you own more than one connection point to the same distillery at the same time, you may transport barrels through that distillery, but not without risk.



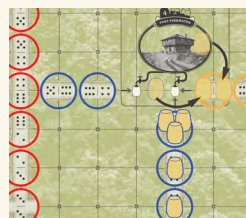
Part 1 - Uh Oh.

Red Player has broken a Blue road leading out of the distillery



Part 2 - Phew...

Blue Player uses the distillery as a crossroad during Caravanning action



Part 3 - Oh No!

Orange Player taps the final entrance and claims a bonus: Blue Player's barrel!

Two-Player Variant

Each player may use 2 road token colors instead of just 1. This allows for more than 1 U-turn and faster Roadbuilding, since players may play doubles off of doubles. In this variant, forest-folk tokens should not be used.



Blue and Orange tokens used by the same player

Team-Play Variant

As mentioned in the Quick-Start Guide, a great way to play less competitively and more cooperatively is by dividing a four-player game into teams. This is essentially a normal game--players cannot share roads or barrels--but the win condition changes: rather than striving to be the first *player* to score a set number of barrels, you strive to be the first *team* to collectively score them.

Winning the Game

The first player to claim and score a set number of barrels wins.

This number may vary with the number of players and the game's variants:

4-Player Game (1 vs 1 vs 1 vs 1)	4-Player Game (2 vs 2)	3-Player Game	2-Player Game (2 Colors)	2-Player Game (4 Colors)
6 Barrels	10 Team Barrels	7 Barrels	8 Barrels	12 Barrels

The winner is declared the oh-so magnificent Regent of Rum!



Obstacles



Fog Tokens



Events



Objectives

EXTENDED GAME

OBSTACLES

Hidden Distilleries



Distillery Card Back

All distilleries have identical “?” symbols on their reverse side. As an optional variant, the game may begin with random or selected and shuffled distilleries placed face-down on the board, so that the value of a distillery is not known until the first player attempts to tap its supply. The card should be revealed when a player’s token is placed directly adjacent to any of the distillery card’s edges.

Remember that a distillery’s entrances will always be below it, and that road tokens may only be placed on locations with a node (⋈).

Obstacles



Obstacle Cards are an optional addition to the basic game, adding complexity to the game board. They block off one or more spaces on the board, so players are forced to find more inventive routes to get where they seek to go.

Since Obstacles are stationary, players may also use them to their advantage to provide a barrier between opponents and themselves.

Players may place their road tokens on Obstacle Cards that have nodes at the grid intersections, as Obstacle Cards only block off as many spaces as the photograph covers.



Certain Obstacles have images spanning multiple cards. These may be placed side-by-side on the board to create longer obstructed areas for unique scenarios, not to mention a scenic board.

Enjoy crafting multiple map scenarios, perhaps forcing distilleries to only be accessible through a single route, or breaking the board in two with a great river! The fewer the players, the more Obstacles are encouraged to be used.

FOG TOKENS



Fog Tokens are mysterious locations in the forest offering the chance to discover hidden benefits, but may also conceal hidden perils. They are an optional chance-based addition to the basic game (see **SETUP** for placement instructions). Fog Tokens are triggered when a player places a road token on top of its location, at which point it is flipped over and its effects are resolved according to the rules below:



Hooray! You've discovered one or more abandoned barrels. Place the road token in your hand where the Fog Token was, then hold the Fog Token in your inventory. Place 1 (or 2) barrels from the game box on the road token just placed, as if you had acquired it by breaking an opponent's road.



*Hooray! You've discovered an unbreakable paved road. Rotate it in position however you wish, then place the road token in your hand off of your newly owned paved road, which behaves like an unbreakable *|* crossroad, except that road tokens connected to your paved road are considered 'loose.' Ownership is held as long as you are connected to the paved road, so if you abandon it, the paved road may be claimed by another player who connects to it.*



Oh no! Your road token is now stuck in the mud. Place your road on top of this Fog Token. This road token may not be moved for the rest of the game unless it is broken (at which point your road token is returned to your inventory and the new road token becomes stuck).



Oh no! Your road token's gang got caught in a bear trap. The road token in your hand returns to your inventory, along with this Fog Token (for tracking). Your turn is now over. But you are welcome to try again next turn.

Would you like to play a game with more Fog Tokens? They may be acquired in the *Rum Run: Absinthe on Fire* expansion pack, available soon from The Game Crafter. This expansion pack also adds an auctioning element with new 'Power-Up Tokens,' granting players special abilities and upgrades.

EVENTS

Event Cards are an optional addition to the basic Rum Run game, representing chance occurrences that produce unanticipated effects on game play.



Event Card Back



Event Card Front

Title

Flavor text
Does not affect game play

Action text
Explains the action the player takes

Events are triggered whenever a player taps a distillery. After moving barrels onto their road, the tapping player must draw an Event Card and immediately resolve its effect to the best of their ability. If the Event Card results in no effect for any player, immediately draw and resolve once more. Event Cards carrying a ⚡ symbol are specific to distilleries which may or may not be in play.

Card Clarifications

Lightening What's Mine: Players may move barrels toward the Mine instead of the Town Center. Their road token connecting to the Mine acts as a dead end where barrels may collect. When a player is ready to score, they pick up all barrels on that connecting road and immediately score them, -1 (For example, 4 barrels = 3, 3 barrels = 2, 1 barrel=0) Lost barrels return to the game box.

No Honor Among Thieves: Since events must be resolved if possible, you may find yourself moving barrels around on other players' roads. That's fine.

O'er the Ramparts We Scorch'd: 'Immediately adjacent' is defined as road tokens on the nodes that are as orthogonally close to Fort Firewater as possible.

Rosie's Diner: Note that placing a double and a road token off the double only counts as one Roadbuilding action.

Superior Scotch: Note that whichever distillery is affected by Superior Scotch will lose its ability to be tapped a final time.

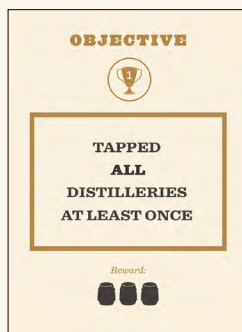
You Let Who Drive the Wagon: If the game box doesn't hold enough barrels, precedence goes to the player(s) with the lowest score.

OBJECTIVES

Objective cards are an optional addition to the basic Rum Run game, offering additional paths to victory by rewarding barrels for specific achievements.



Objective Card Back



Objective Card Front

Type

Achievement

The task required to claim this objective's reward

Reward

The number of barrels counted toward victory

There are two types of Objectives, (1) and (Circulating).

(1) Objectives may be claimed by the first player to achieve the requirements and they remain theirs throughout the game.

(Circulating) Objectives may be claimed by the first player to achieve the requirements, but remain in their possession only as long as they maintain their lead. Each subsequent player whom reaches a higher level of achievement may claim the Objective.



The moment a player achieves the requirements listed on an Objective Card (whether it is their turn or not), the player may take that card and treat its reward amount as an immediate addition to their total scored barrels. Do not take physical barrels from the game box. If the game ever runs short on physical barrels, out-of-play Objective Cards may be used in lieu of scored barrels.

It is up to a player to notice when they have met these requirements, and they must remain vigilant to seize an Objective before another player. For example, if Ezekial has just scored the very first barrel of the game and neglects to take the “Scored First Barrel at Town Center” card, then on a later turn Bertha scores a barrel, Bertha may take that Objective, and Ezekial may not retroactively claim it on the grounds that he had already fulfilled its requirement.

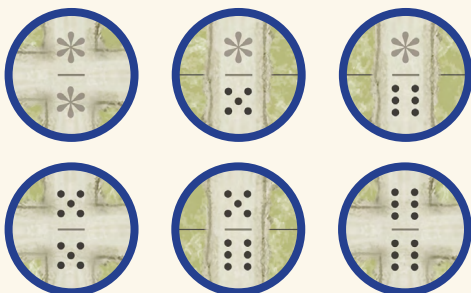
When playing with Objectives, players are encouraged to increase the win condition to add duration to the game. +2 barrels is a good place to start.

Important: A game cannot be won through Objective Cards alone. At least one barrel must be scored at the Town Center through Caravanning.

Rum Run Solo Training Camp

Remove the 6 tokens on the right from the game and place them in front of you.

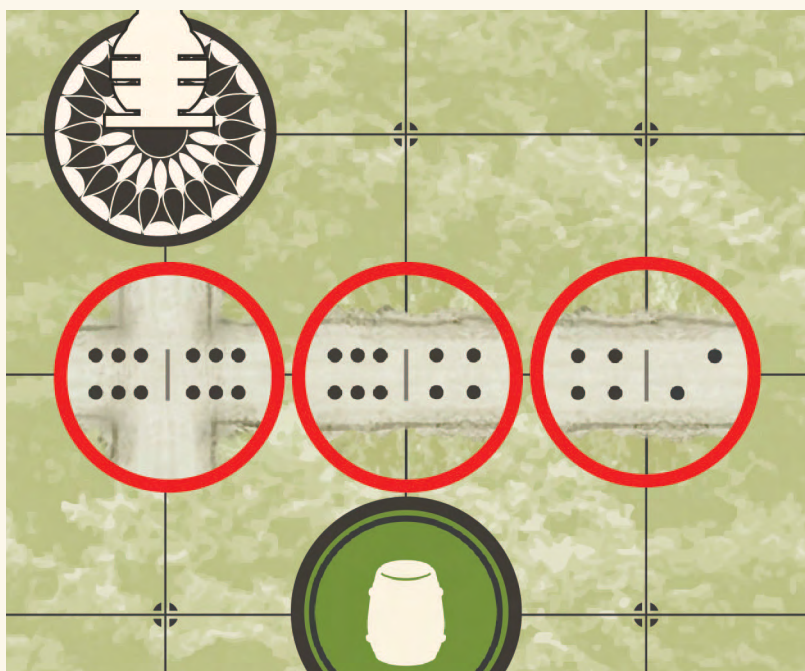
On the following pages, see if you can place your tokens on this pamphlet to figure out how to start from the Town Center, overcome the red player, and land on that luscious barrel to claim it.



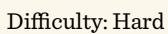
To check your answers and find additional puzzles, visit:
www.alexcoulombe.com/gamedesign/rumrun-singleplayer/

Puzzle 1

Difficulty: Easy



Difficulty: Medium



Be sure to check out all editions of Rum Run!



Basic Edition

The core gameplay without the deluxe elements make a great gift for a friend



Paper Edition

Inexpensive and portable version that includes various deluxe elements



Credits

Concept and Rules

Alex Coulombe

Art Direction

Morgan Shaw

Graphic Design

Morgan Shaw and Alex Coulombe

Box Illustration

Lindsay Davis

Additional Design

Daniel King of Reluctant Pirate Games

Thanks to: playtesters Elizabeth Coulombe, Beth Higbee, Daniel King, Ian Nicholson, Danton Spina, Paolo Unger-Dvorchik, and Andy Zickler.

Special Thanks to: The Game Crafter; Chris Geggus, the winner of our distillery naming competition for his entry “Spirits of the Forest”, and David Ells for his suggestion for the ‘Graveyard Giveaway’ Event Card

We'd love to hear from you! Share your questions, comments, or ideas for scenarios and variants at www.alexcoutombe.com/gamesdesign. Thank you for purchasing Rum Run!

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