

RUSH OUT!



Thirsty for adventure and fame, a few intrepid adventurers plunge into an underground maze. Just as they get their hands on the treasure, a powerful sorcerer emerges from his torpor and begins to hunt them down. The only chance the adventurers have for survival is to flee toward the exit while thwarting the terrible spells he casts upon them.

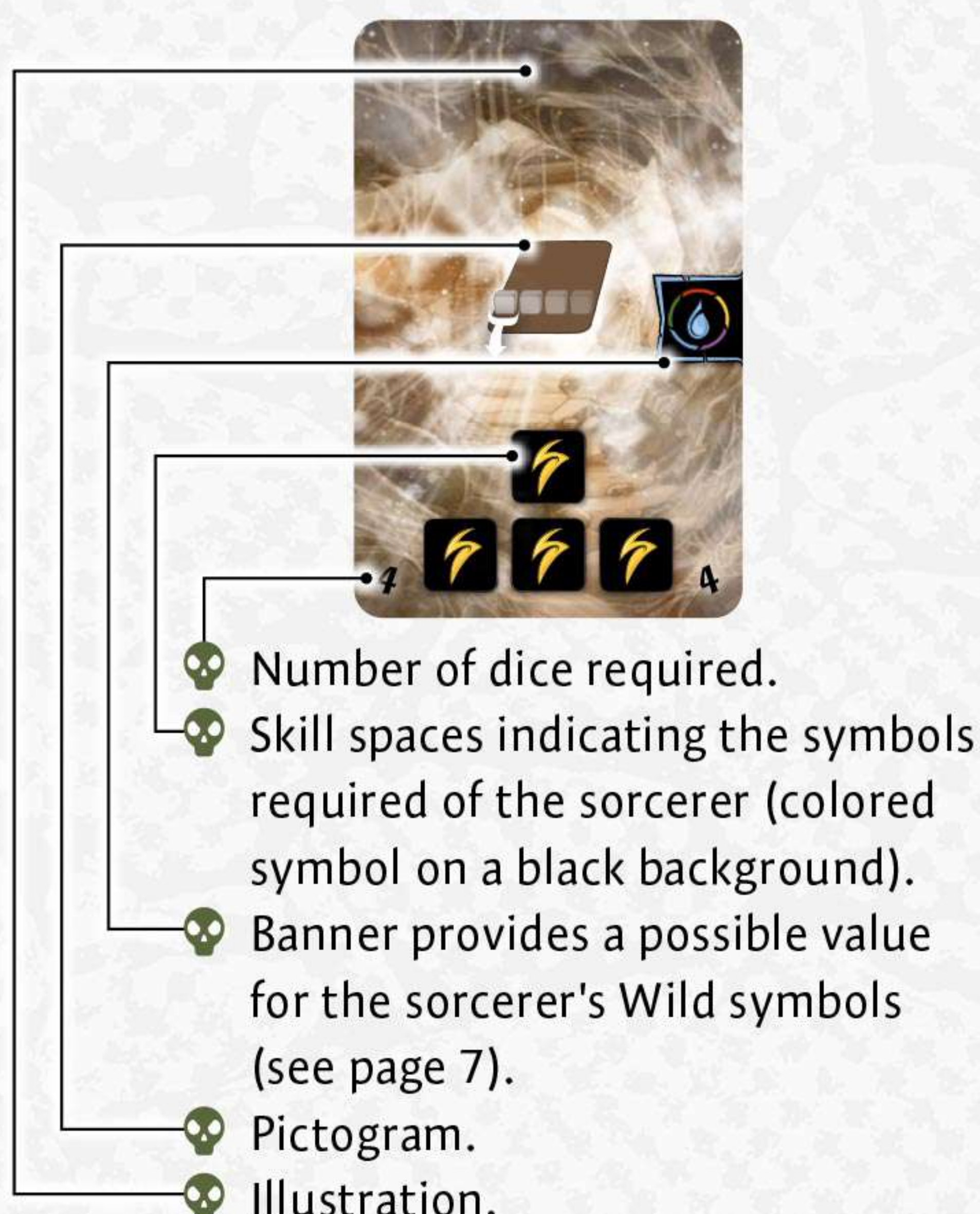
COMPONENTS

Contents

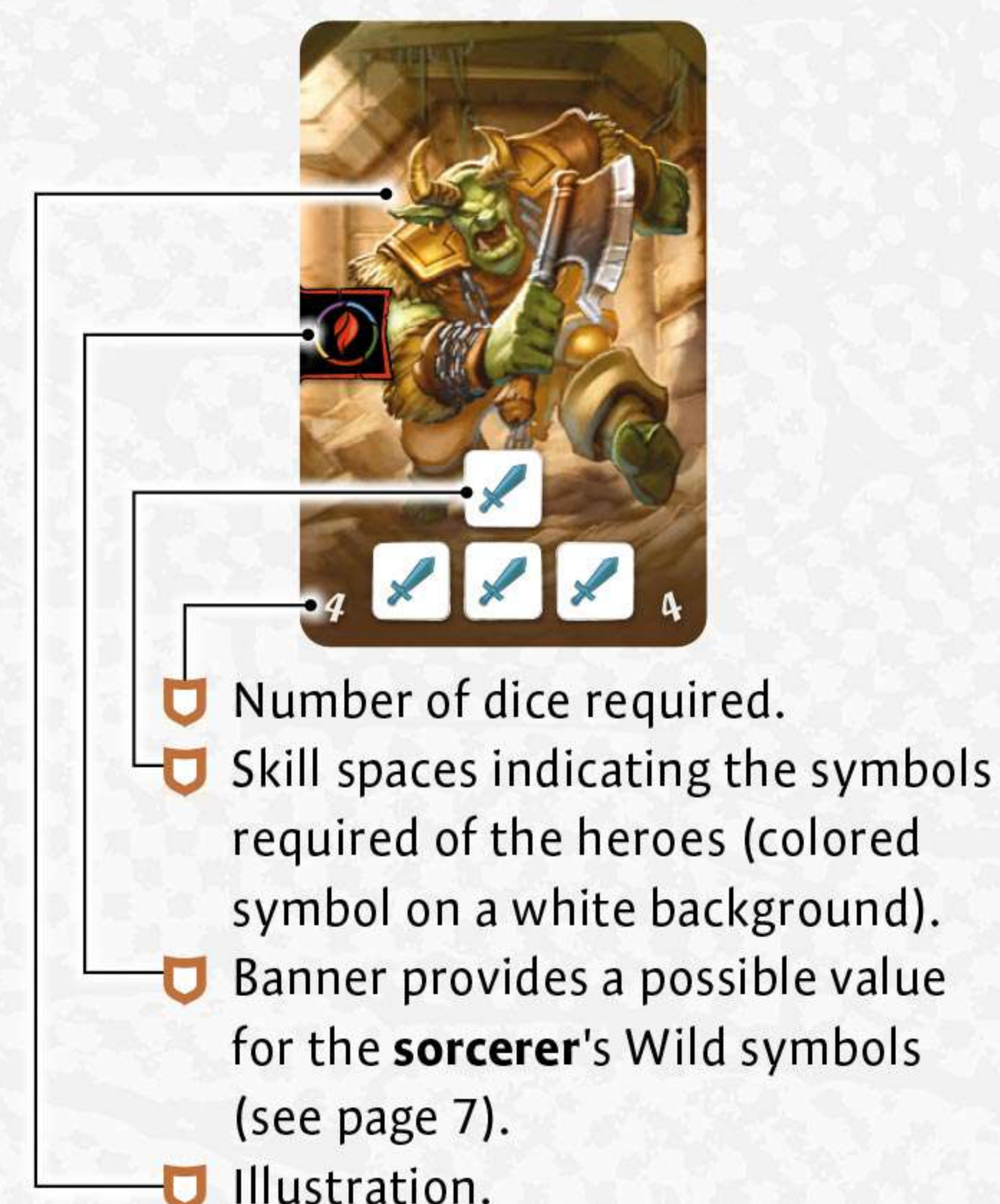
- 1 rulebook**
- 17 dice:**
 - 12 Hero dice (3 green, 3 brown, 3 blue, 3 white)
 - 5 Sorcerer dice (black)
- 94 cards:**
 - 47 Spell cards:
 - 8 Confusion Spell cards
 - 7 Summoning Spell cards
 - 7 Dracology Spell cards
 - 6 Dissipation Spell cards
 - 6 Curse Spell cards
 - 7 Damnation Spell cards
 - 6 Regression Spell cards
 - 29 Ordeal cards:
 - 20 Standard Ordeal cards
 - 4 Coin Ordeal cards
 - 5 Confrontation Ordeal cards
 - 10 Equipment cards
 - 8 Scroll cards
- 1 gameboard**
- 1 wooden Dragon pawn**
- 31 cardboard components:**
 - 4 Hero tiles
 - 4 Player tokens
 - 1 Dragon tile
 - 3 Trophy tokens
 - 1 Coin token
 - 8 Soul tokens
 - 6 Life tokens
 - 4 Ability tiles

Anatomy Lesson

SPELL CARD



ORDEAL CARD



HERO TILE



GAME OVERVIEW

Rush Out! is a game of speed, in which one player plays the sorcerer, trying to retrieve his treasure from the other players, the heroes. The first team to empty their deck of cards wins the game.

There are no turns. All players roll their own dice as quickly as possible, as often as they like, without waiting for the other players, to complete the cards of which they need to discard in front of them. This is true for both the sorcerer and the heroes; everyone plays simultaneously!

Communication could be the key to success for the heroes.

DEFINITIONS

 **COMPLETE:** As soon as each and every Skill space on a card/tile has a die, that card/tile is considered **complete**.

 **COLOR OF A DIE:** When we refer to the color of a die, we mean the color of body of the die, not the color of the icon.

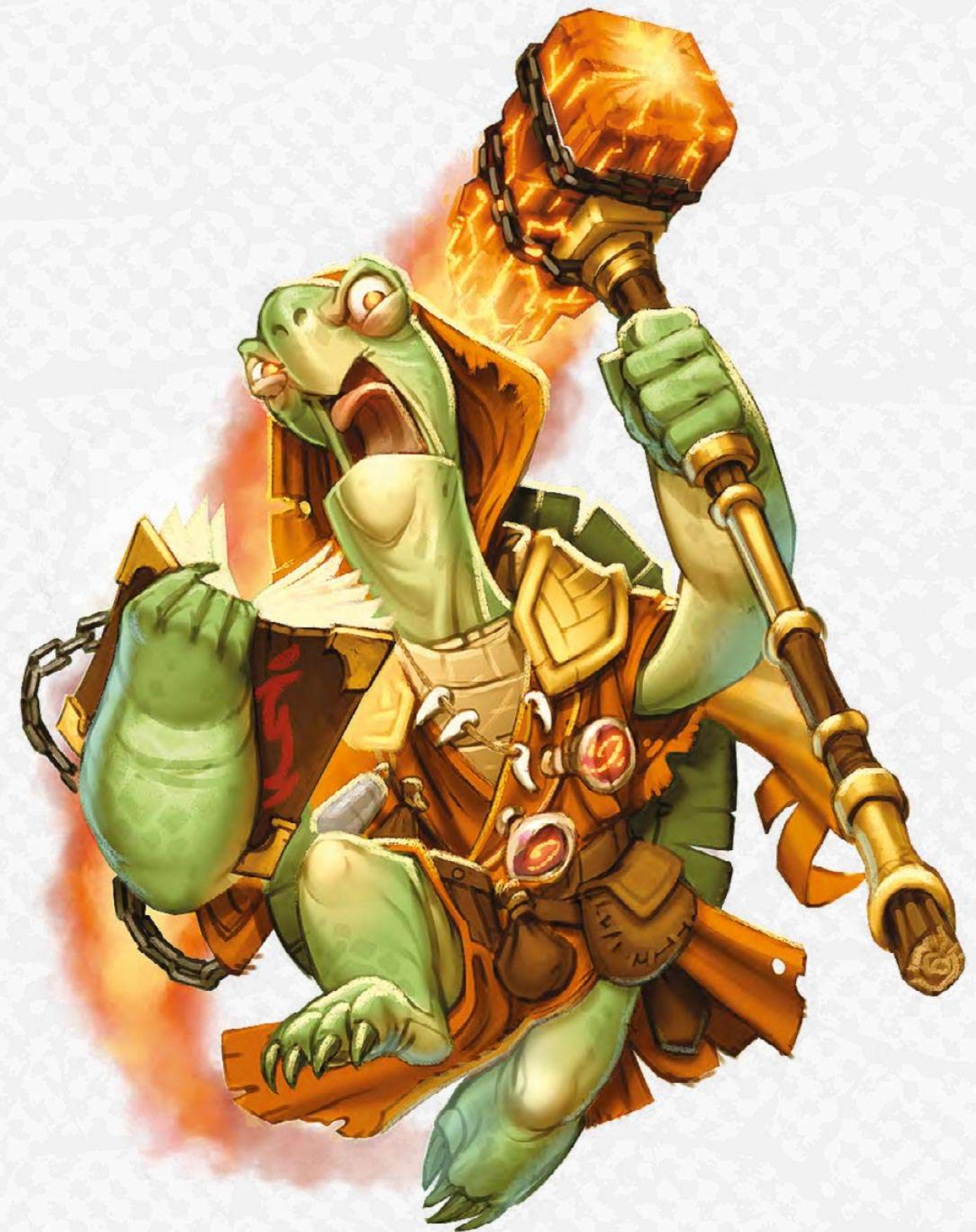
IMPORTANT

During the game, discarded cards and cards in decks can neither be looked at nor counted.

GOAL OF THE GAME

Your goal is to reveal the last card of your deck before the other team. Depending on the scenario you choose, there may be other victory conditions, as well; however, you **only** need to meet **one** victory condition to end the game.

The sorcerer confronts all the heroes alone. The heroes win or lose as a group.



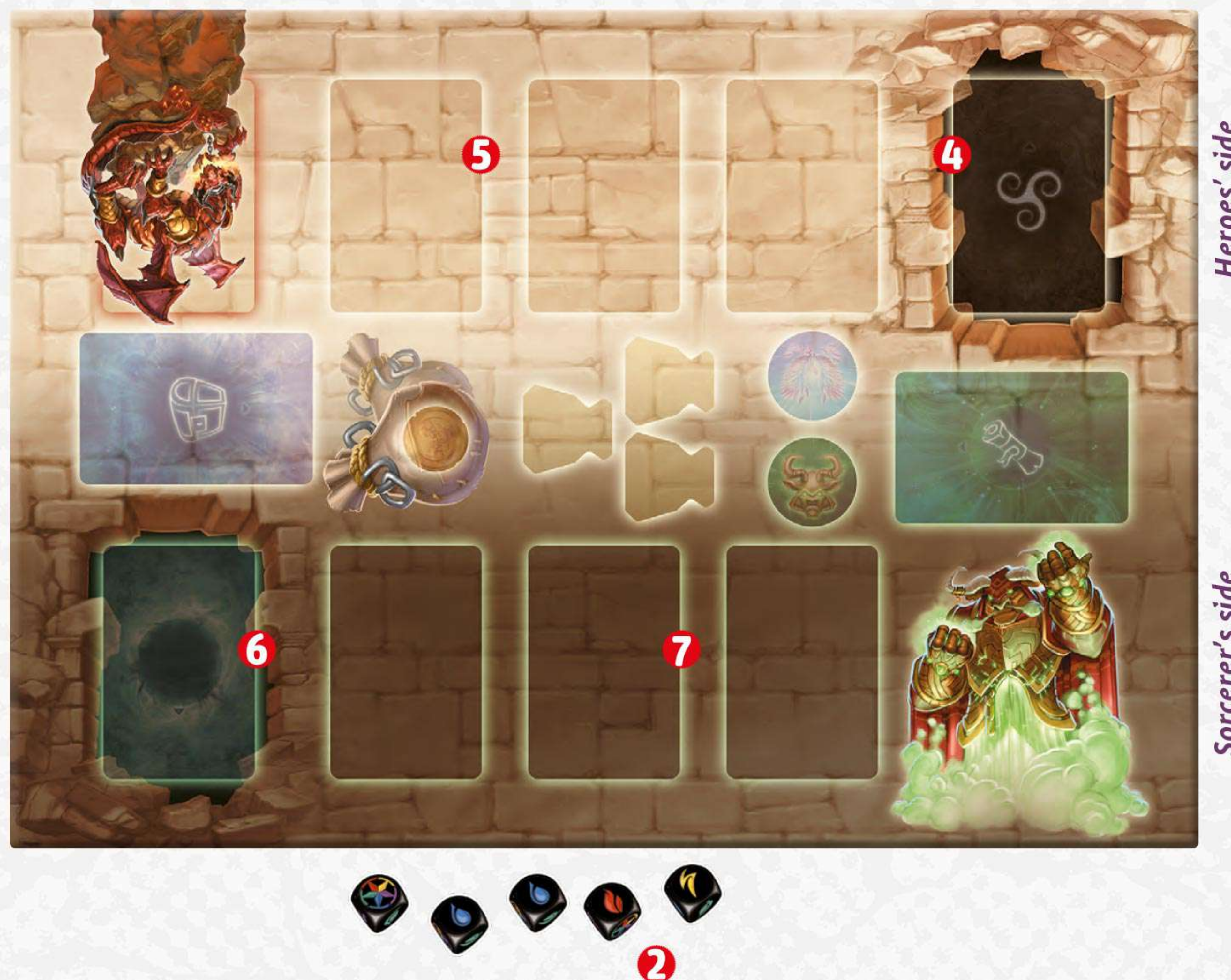
SETUP

IMPORTANT

In the following rules, do not confuse the **number of players** with the **number of heroes**. The number of players is always 1 more (the sorcerer) than the number of heroes! For example, in a 4-player game, there are 3 heroes and 1 sorcerer.

Place the gameboard so it is accessible for everyone, and so the sorcerer is facing the heroes. Choose a training exercise or a scenario (see page 8 and later).

Each player chooses a character: either a hero (and takes the corresponding Hero tile **1**, and places it Unharmd side up), or the sorcerer (whose illustration is printed on the board). The sorcerer takes the 5 black dice **2** while each hero chooses a player color and takes 3 dice and a Player token of that color **3**. Reserve some table space on the other side of the board to discard cards.



HEROES' SIDE

- Shuffle all of the Ordeal cards required by the training exercise or the scenario that you have selected (see page 8 and later). Each training exercise and scenario tells you the types of cards you need.
- Place the Ordeal deck face down on its space **4**.
- Lay out the first 3 Ordeal cards face up on their spaces beside the deck **5**. We call these the "available" cards. These three spaces indicate which cards the heroes can access during the game.

SORCERER'S SIDE

- Shuffle all of the Spell cards required by the training exercise or the scenario that you have selected (see page 8 and later). Each training exercise and scenario tells you the types and numbers of cards you need according to the player count.
- Place the Spell deck, thus constructed, face down on its space **6**.
- Lay out the first 3 Spell cards face up on their spaces beside the deck **7**. We call these the "available" cards. These three spaces indicate which cards the sorcerer can access during the game.

NOTES

- Certain elements visible in the illustration above were deliberately not explained. The setup described above will be completed later in this rulebook; but it relies on adding elements for the training exercises and scenarios which follow.
- If the Sorcerer is experienced, and is facing novice heroes, remove 2 random Ordeal cards without looking at them. This makes things easier for the heroes.

PLAYING THE GAME

Playing as a Hero

You play together against the sorcerer. Your team has its own cards (Ordeal cards), the number of which depends on the number of players (which is the number of heroes + the sorcerer). You will try to complete these cards as quickly as possible.

Remember, everyone plays simultaneously without waiting, so the rules below apply to each hero, all at the same time, and not necessarily in sync with each other (*for example, the brown player could be placing dice at the same time the blue player is rerolling*)!

During the game, you will perform the following actions: **Roll your dice**, **Place dice on an Ordeal card**, **Complete an Ordeal card**

ROLL YOUR DICE

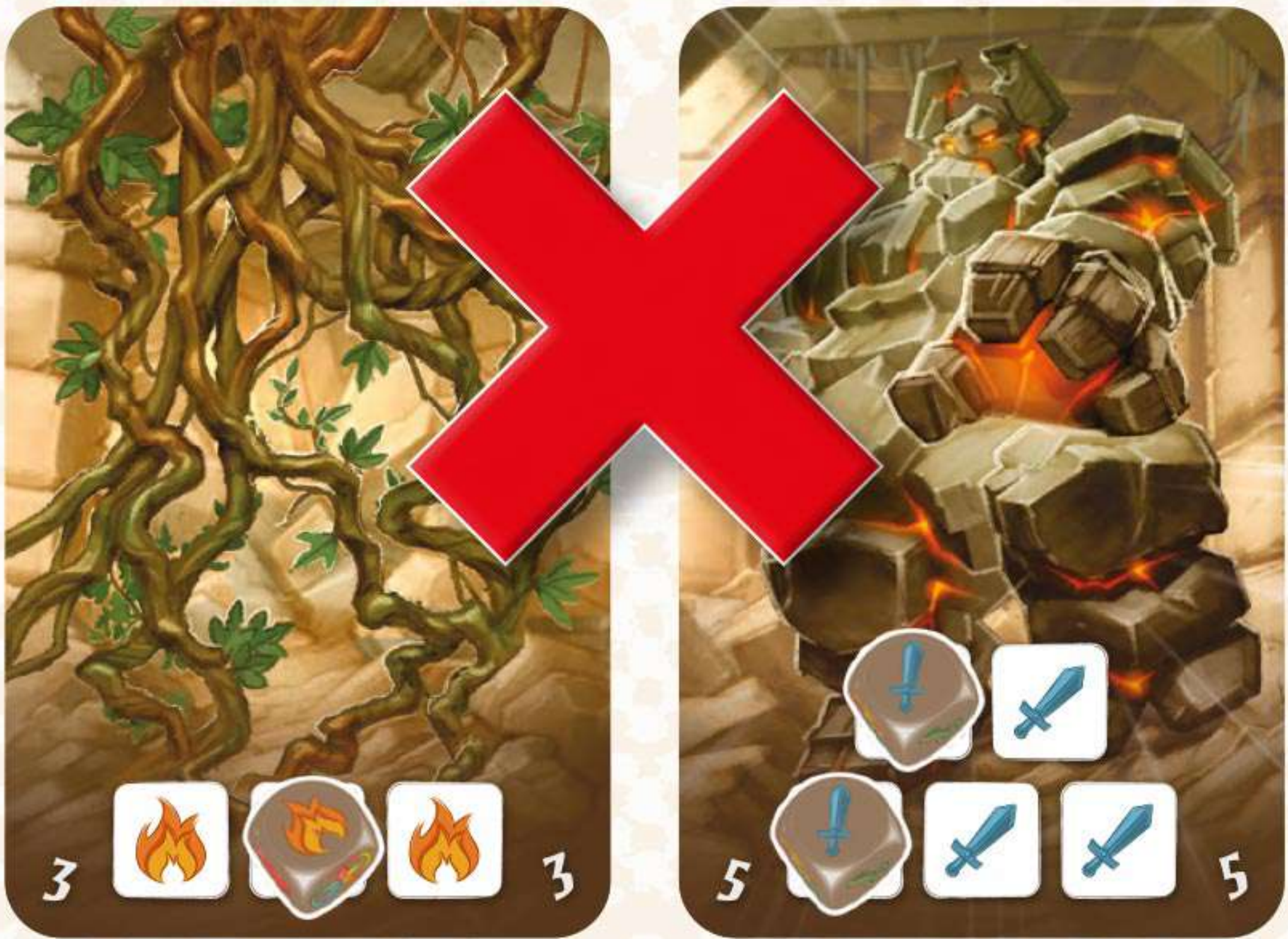
As soon as the sorcerer has begun to play, you can roll your dice, which you can then reroll as many times as you wish. Before each new roll, you can retrieve one or more of your dice from an incomplete Ordeal card (do not discard this Spell card), but then you **must** reroll them before placing them on another Ordeal card.

PLACE DICE ON AN ORDEAL CARD

Roll and reroll your own dice (your color) that are not on an Ordeal card as many times as you need, without waiting on the sorcerer or the other heroes, until you obtain the symbols required to complete (or at least contribute further to) an Ordeal card. After each roll, you can place as many dice as you wish on **a single** Ordeal card.

Rules for Placing a Die on a Card

- The face you rolled on the die must be identical to the symbols on the chosen Ordeal card **or** be the Wild symbol (see the box on page 5).



- Dice of the same color **cannot** be on several Ordeal cards.



- An Ordeal card **cannot** have more than 2 different colors of Hero dice.

- All** of a single hero's dice not placed on an Ordeal card must always be **rerolled all together**; you cannot set some aside and reroll the rest.
- You **cannot** transfer a die from one Ordeal card to another without rerolling it first.
- You **cannot** set a die aside for later. You must reroll all dice that you have not placed on the Ordeal card in progress.

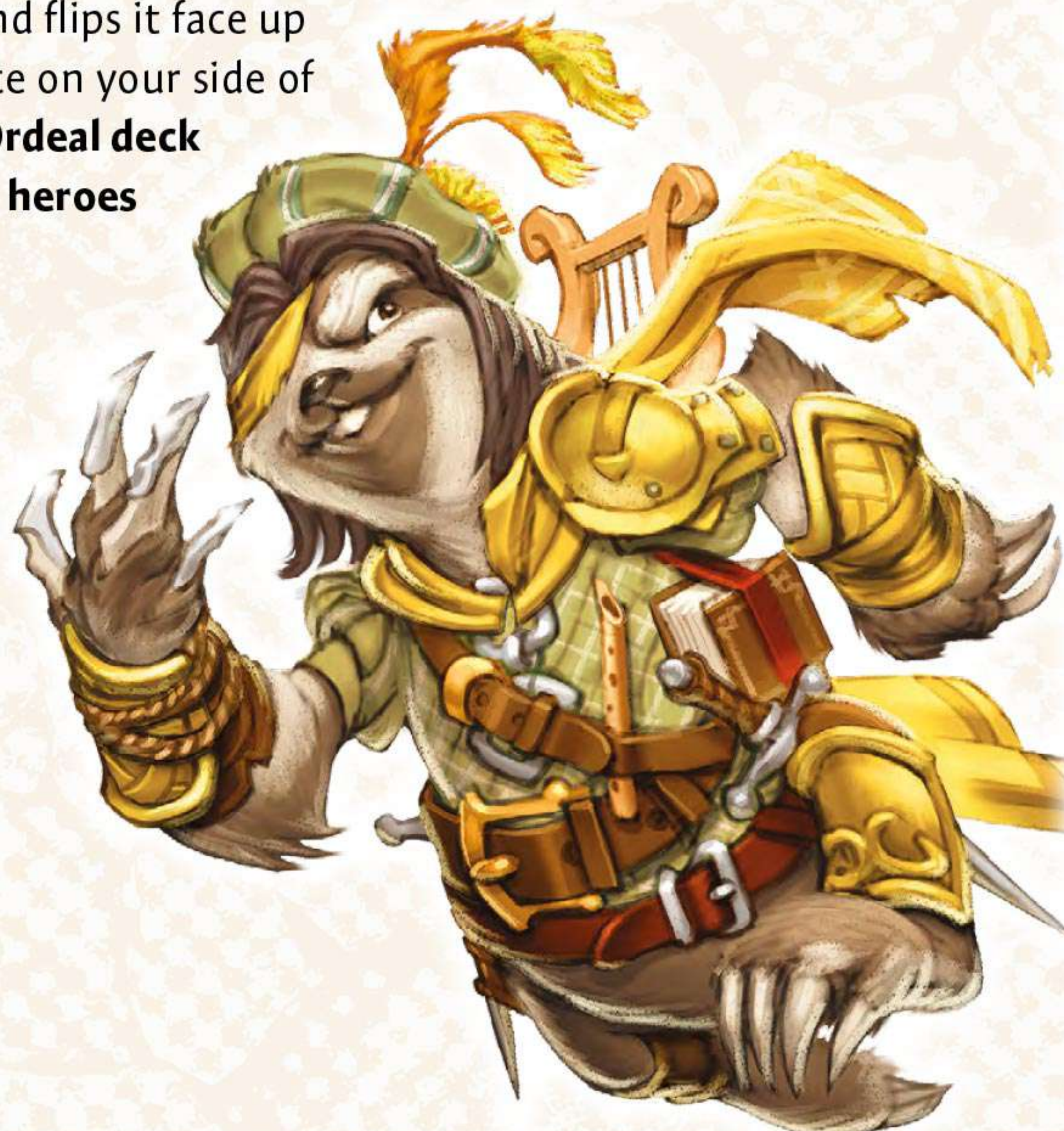
COMPLETE AN ORDEAL CARD

An Ordeal card is considered complete when each and every one of its Skill spaces holds a die showing the same symbol as the space, or a Wild symbol (see the box to the right).



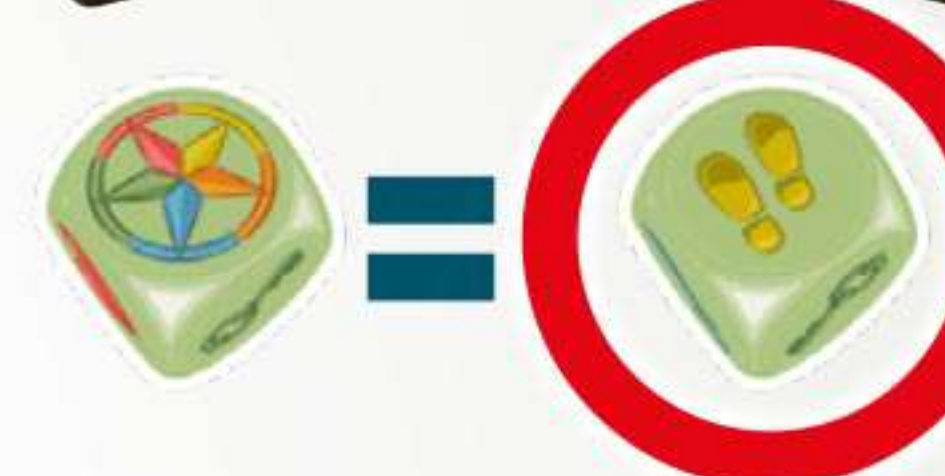
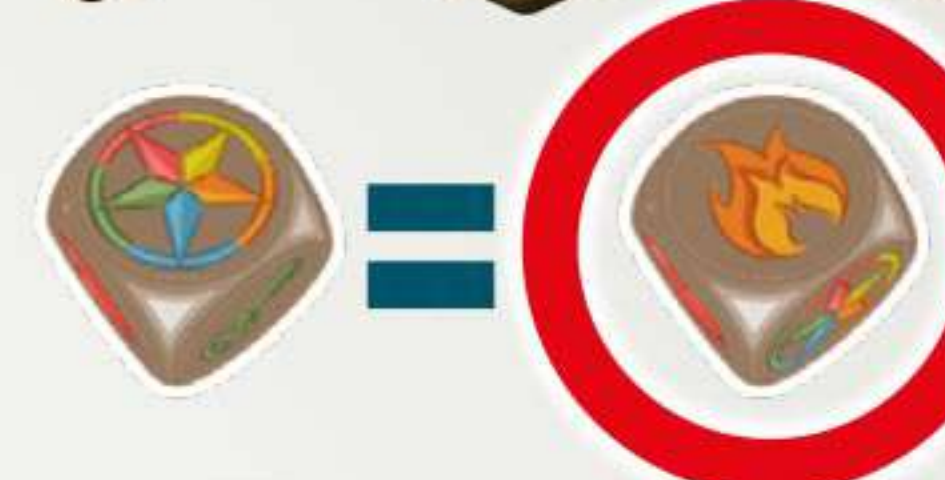
As soon as you have done this, proceed as follows:

- 🛡 Each hero retrieves their dice that were used to complete the Ordeal card.
- 🛡 A hero discards the completed Ordeal card, leaving an empty space on the board.
- 🛡 A hero draws the next card from the Ordeal deck and flips it face up on the empty space on your side of the board. **If the Ordeal deck is now empty, the heroes win the game.**



The Wild Symbol on the heroes' Dice

The Wild symbol on your dice is equal to the Skill icon on your Hero tile, and this is the only type of Skill space on which you can place it.



Multiple Wild symbols can be placed on the same card.

PLAYING THE GAME

Playing as the Sorcerer

You play alone against the heroes. You have your own cards (the Spell cards) that you will try to complete as quickly as possible.

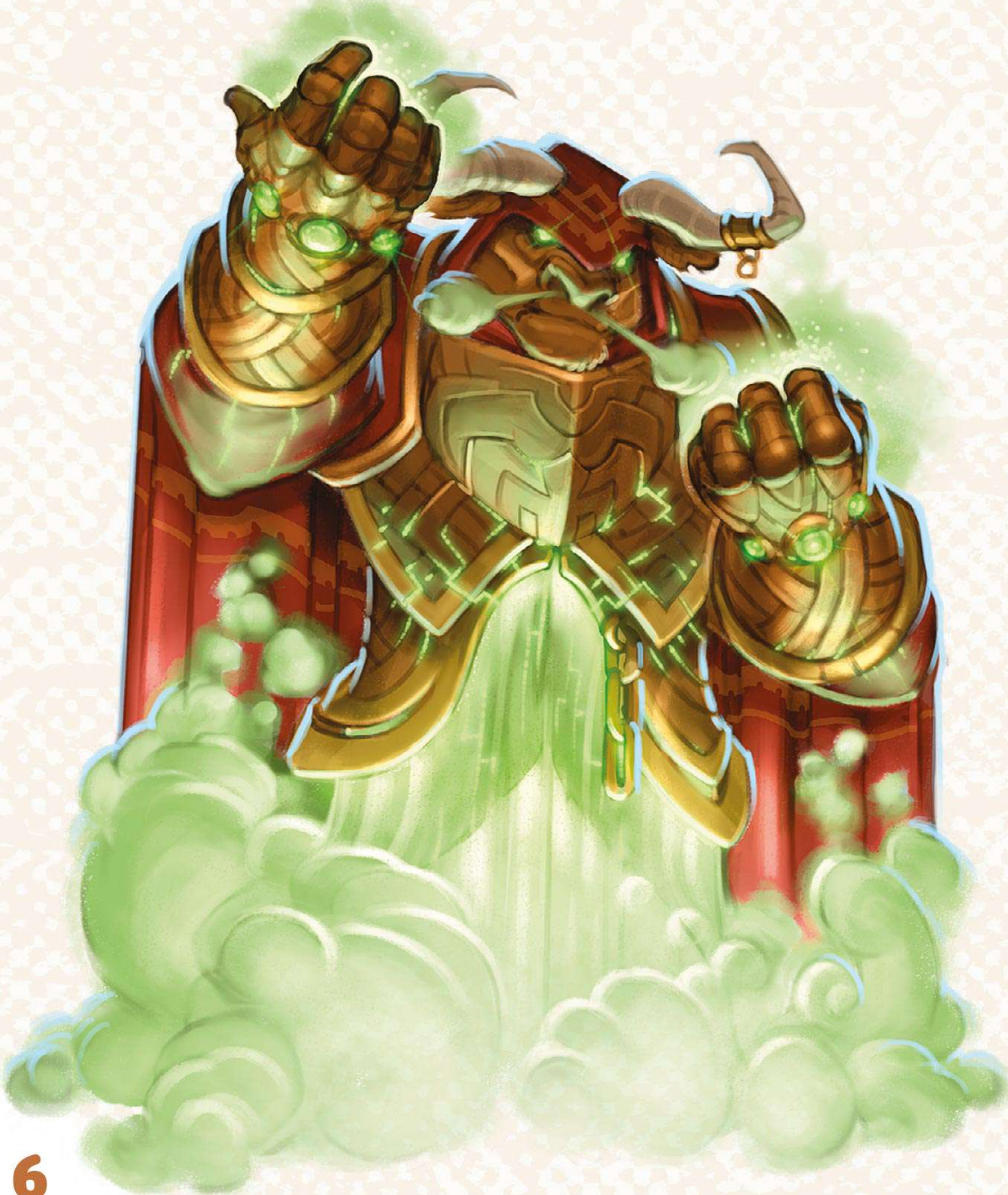
During the game, you will perform the following actions:

👤 **Roll your dice**, 👤 **Place dice on a Spell card**, 👤 **Complete a Spell card**

ROLL YOUR DICE

You give the signal to start the game (or round, once you are playing the scenarios; see page 12) by rolling all of your dice, which you can reroll as many times as you wish.

Before each new roll, you can retrieve one or more of your dice from an incomplete Spell card (do not discard this Spell card), but then you **must** reroll them before placing them on another Spell card.

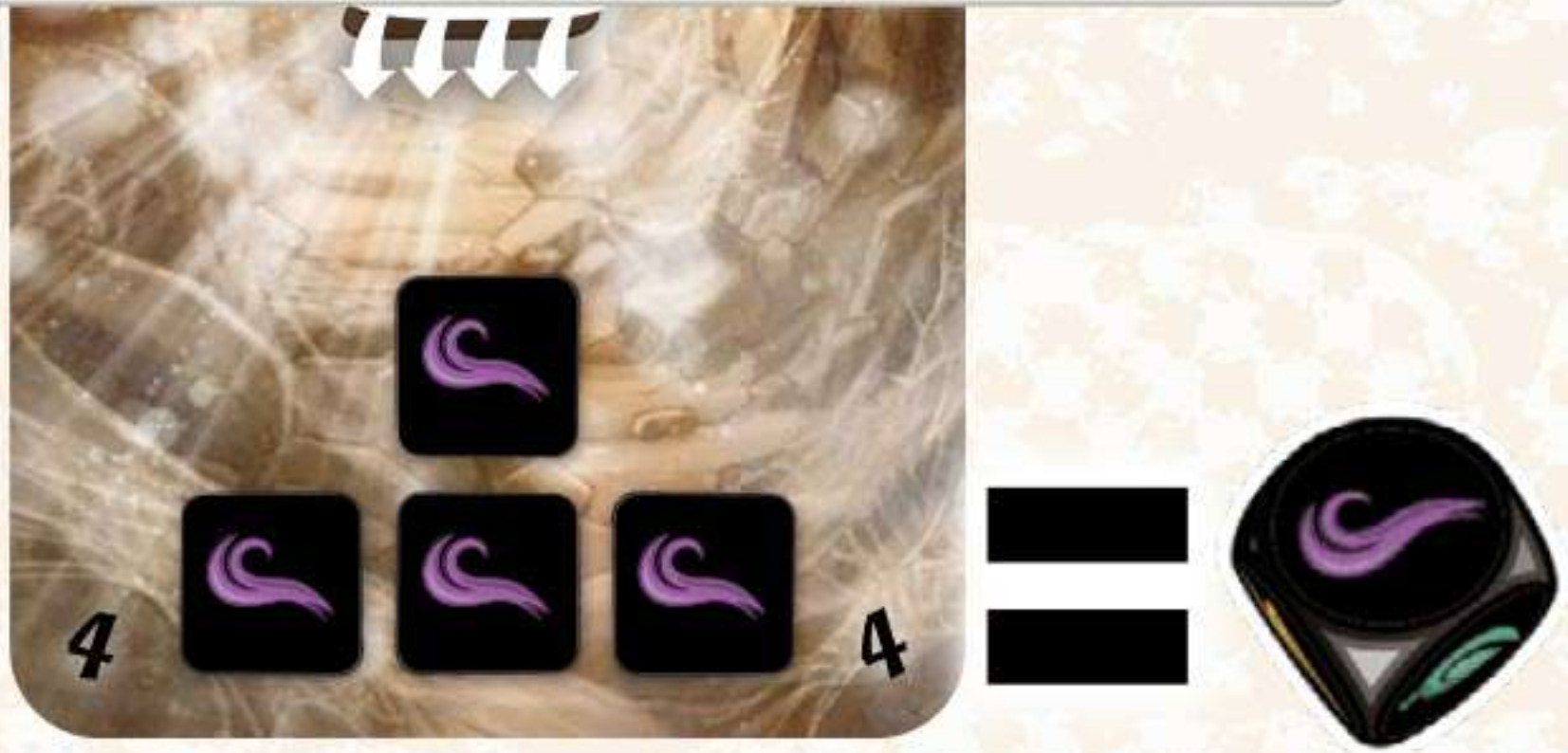


PLACE DICE ON A SPELL CARD

Roll and reroll your dice that are not on a Spell card as many times as you need, without waiting on your opponents, until you obtain the symbols required to complete a Spell card. After each roll, you can place as many dice as you wish on **a single** Spell card.

Rules for Placing a Die on a Card

👤 The face you rolled on the die must be identical to the symbols on the chosen Spell card **or** be the Wild symbol 🎲 (see the box on page 7).



👤 You **cannot** have your dice on several Spell cards at the same time.



- 👤 **All** of your dice not placed on a Spell card must always be **rerolled all together**; you cannot set some aside and reroll the rest.
- 👤 You **cannot** transfer a die from one Spell card to another without rerolling it first.
- 👤 You **cannot** set a die aside for later. You **must** reroll all dice that you have not placed on the Spell card in progress.



The Wild Symbol on the Sorcerer's Dice

When you roll a Wild symbol, it can be equal to any banner's symbol on **any** of the six available cards (yours or the heroes').

If there are several banners visible, each wild can use the symbol from any of those banners (regardless of what your other wilds used).

COMPLETE A SPELL CARD

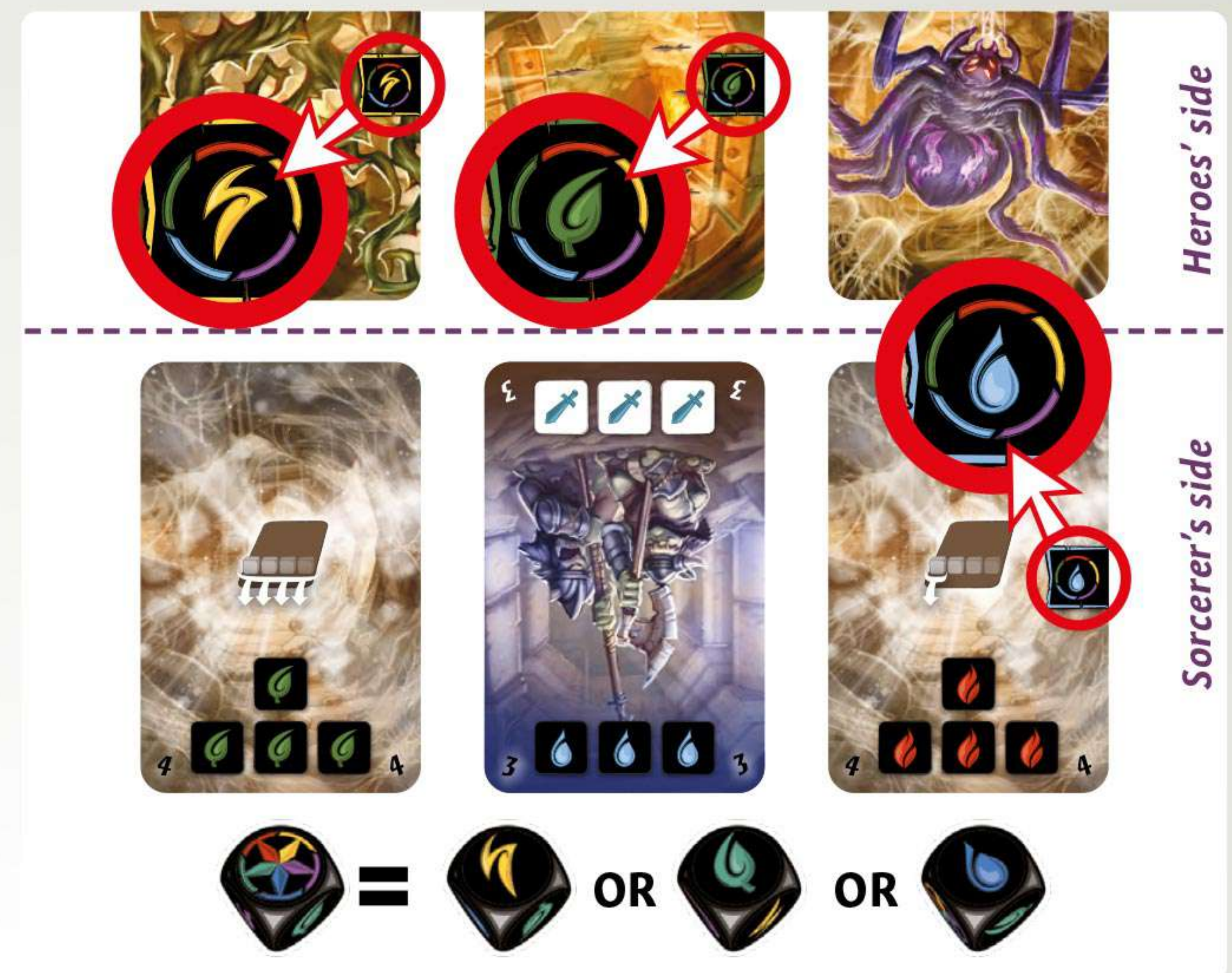
A Spell card is considered complete when each and every one of its Skill spaces holds a die showing the same symbol as the space, or a Wild symbol (see the box to the right).



As soon as you have done this, proceed as follows:

1. Retrieve your dice that you used to complete the Spell card.
2. Apply the Spell card's effect (these are described after each training exercise and scenario).
3. If the completed Spell card is still on your side of the board (some Spell cards' effects involve moving the Spell card), discard it, leaving an empty space on the board.
4. Draw the next card from the Spell deck and flip it face up on the empty space on your side of the board.

If the Spell deck is now empty, you win the game.



You can place multiple Wild symbols on the same card, and the same banner can be used multiple times, as well.

If, after you have placed a wild, the card whose banner it used is discarded, the wild is unaffected, and stays where it is.

Everything before this point constitutes **the foundation of the Rush Out! rules**.
The training exercises and scenarios that follow may occasionally modify these rules.

Each training exercise and scenario explains the new rules that are added to those of prior training exercises and scenarios, all of which still apply.

NOTES

In the following rules (training exercises and scenarios) certain parts of the Setup text have been highlighted...

...**yellow** if the text talks about a new step and/or a new component.

...**orange** if the text talks about a step and/or component that was previously introduced, but is now being updated.

TRAINING EXERCISES

Training Exercise 1

SETUP

Heroes' side

- Use only the Standard Ordeal cards. SEE APPENDIX, PAGE 9
- Form the Ordeal deck from the Standard Ordeal cards by discarding those with a number on the back that is higher than the player count (for example, in a 3-player game, you would discard all cards marked 4+ and all cards marked 5). Then shuffle the Ordeal deck.
- Each hero places their Hero tile Unharm'd side up in front of them.

Sorcerer's side

Use the following Spell cards to form the Spell deck, then shuffle the deck:

- 8 Confusion Spell cards. SEE APPENDIX, PAGE 9
- 7 Summoning Spell cards. SEE APPENDIX, PAGE 9

New rules module

CONFUSION SPELLS

The sorcerer can remove one  or all  — depending on the confusion spell — of the Hero dice placed on **one** incomplete card (regardless of the card type). These dice must be rerolled by their owners.



- 1 The sorcerer has completed a Confusion Spell card.
- 2 He removes all of the Hero dice from one incomplete Ordeal card.

NOTE

As soon as an Ordeal card has a die on each of its Skill spaces, it is considered complete, even if the heroes have not yet had time to retrieve their dice and discard it. The sorcerer can no longer remove them.

New rules module

SUMMONING SPELLS

A summoning spell conjures a new ordeal for the heroes to overcome.

The sorcerer must add the completed summoning spell **1** to the top of the heroes' Ordeal deck **2**. They will have to overcome this ordeal, just like all the others.

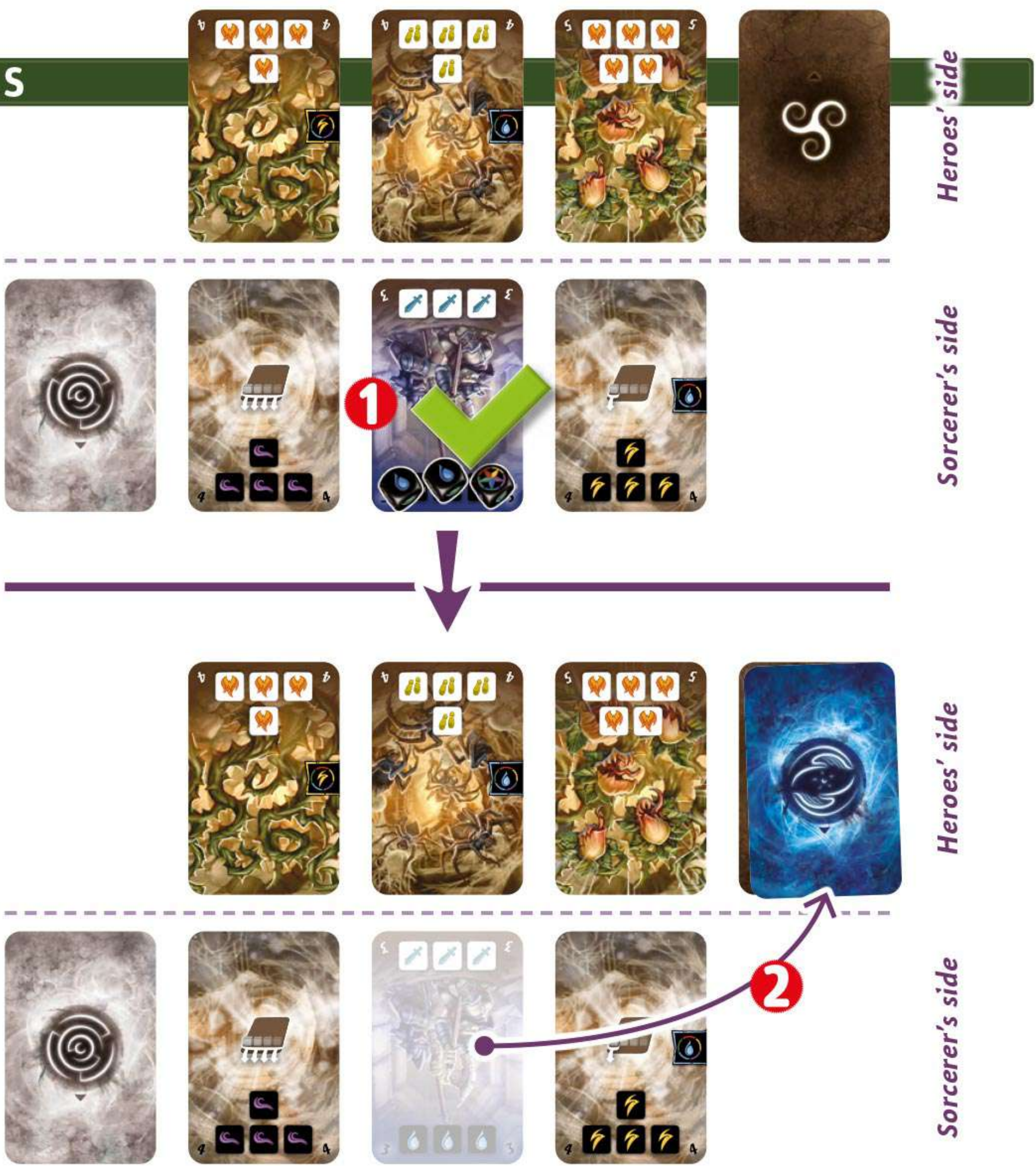
The sorcerer works on completing a Summoning Spell card only when it is on the sorcerer's side of the board. The heroes work on it only when it is on their side.

Therefore, a Summoning Spell card is seen from different directions on the different sides of the board:

The sorcerer sees it like this, and only has to complete the sorcerer's end of the card.

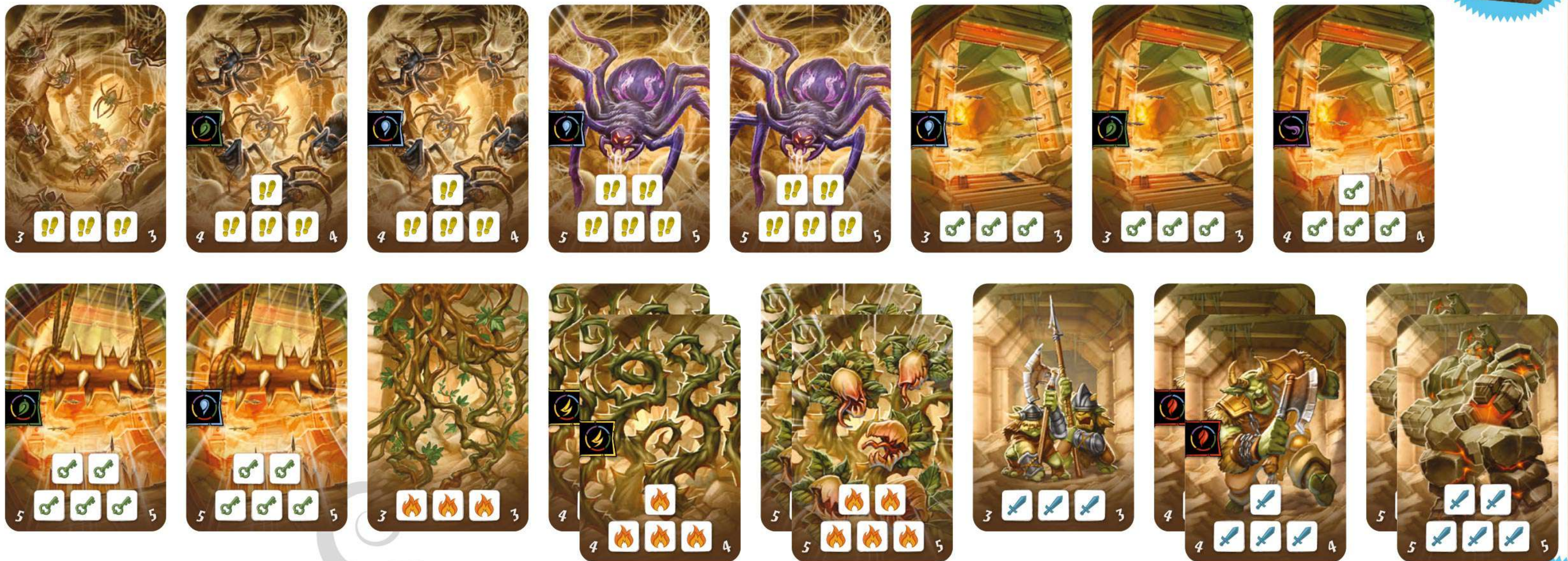


The heroes see it like this, and only have to complete their end of the card.



APPENDICES

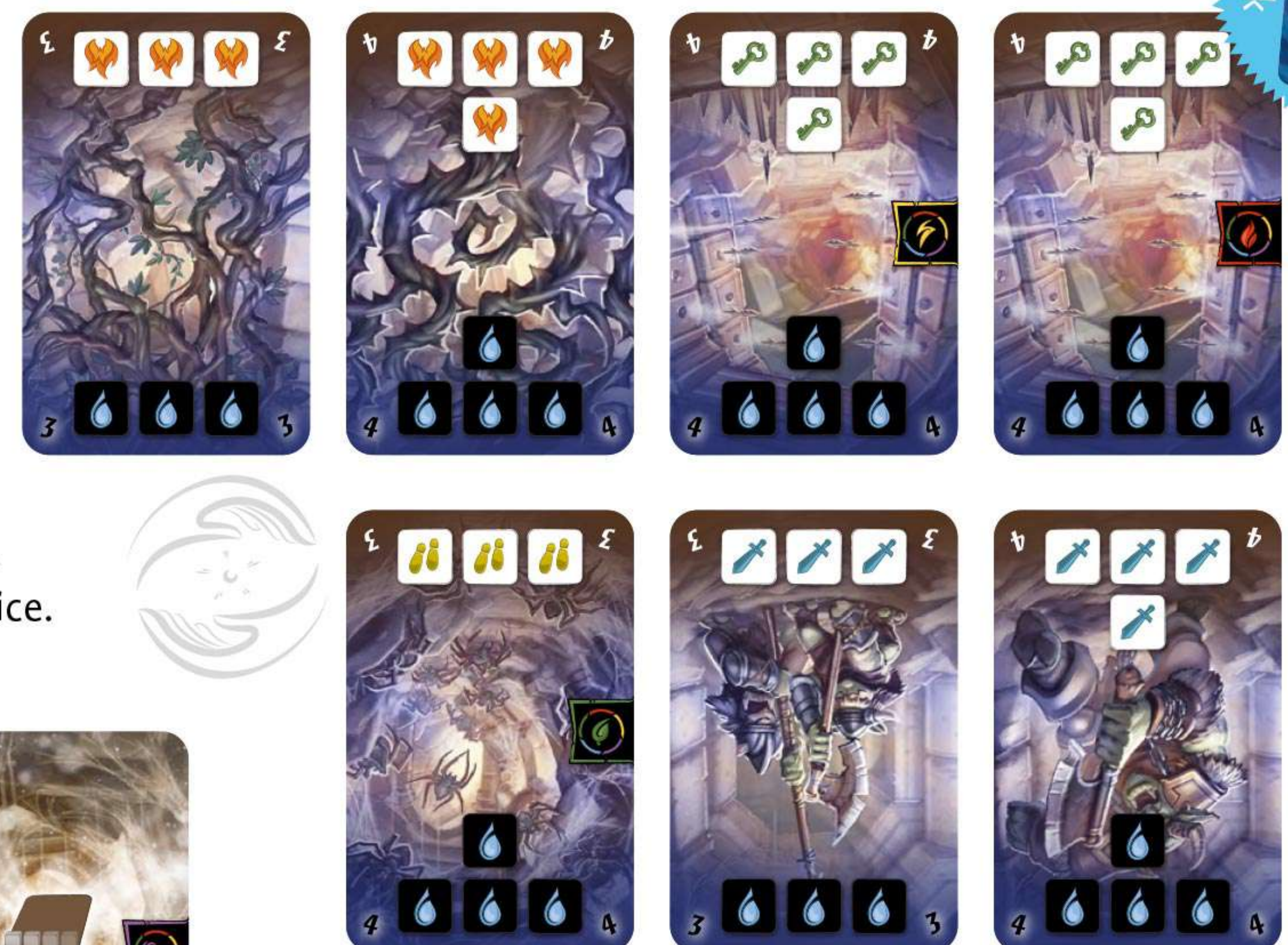
Standard Ordeal cards



Back

Back

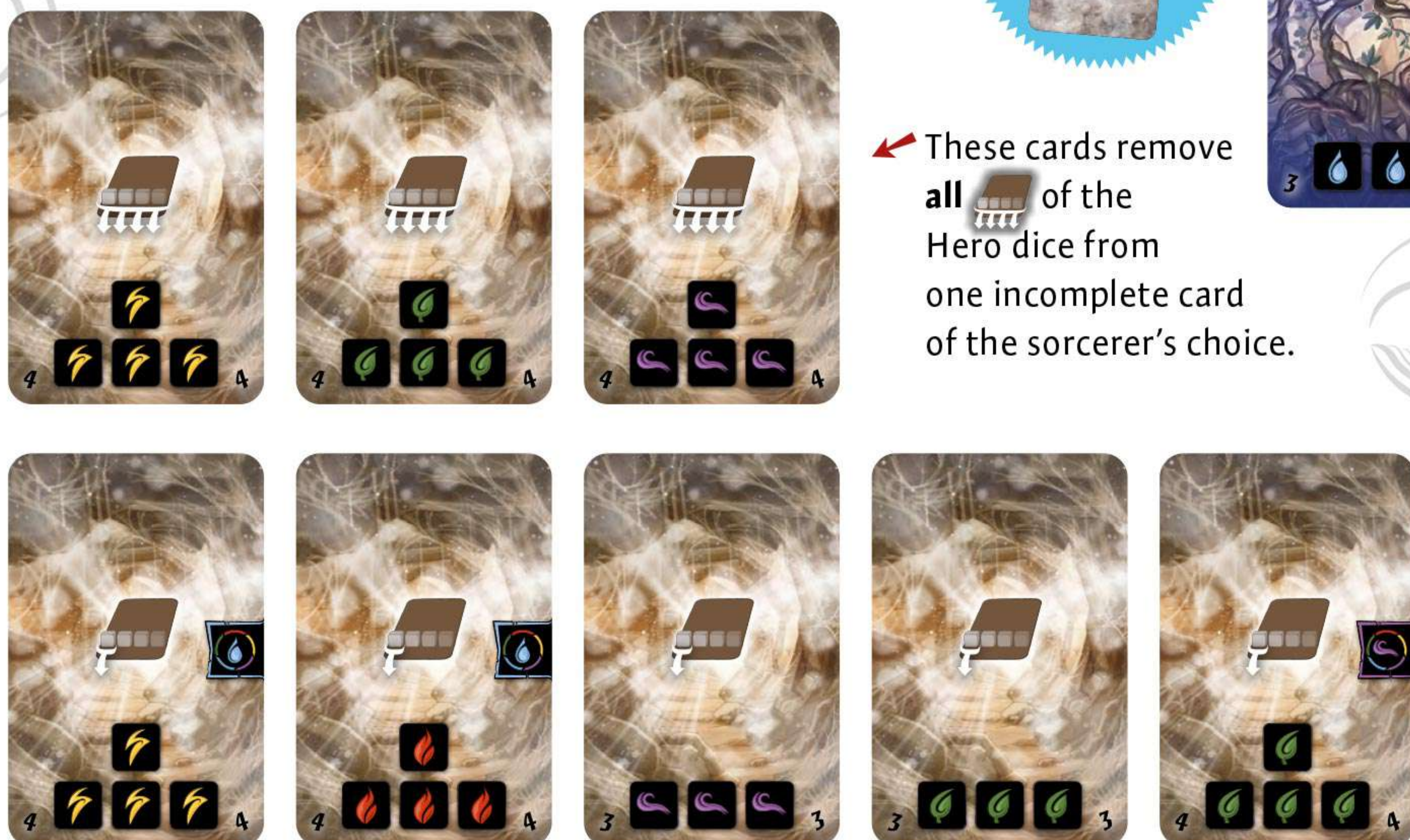
Summoning Spell cards



Back

Back

Confusion Spell cards



These cards remove **all** of the Hero dice from one incomplete card of the sorcerer's choice.

These cards remove **a single** Hero die (of the sorcerer's choice) from an incomplete card.

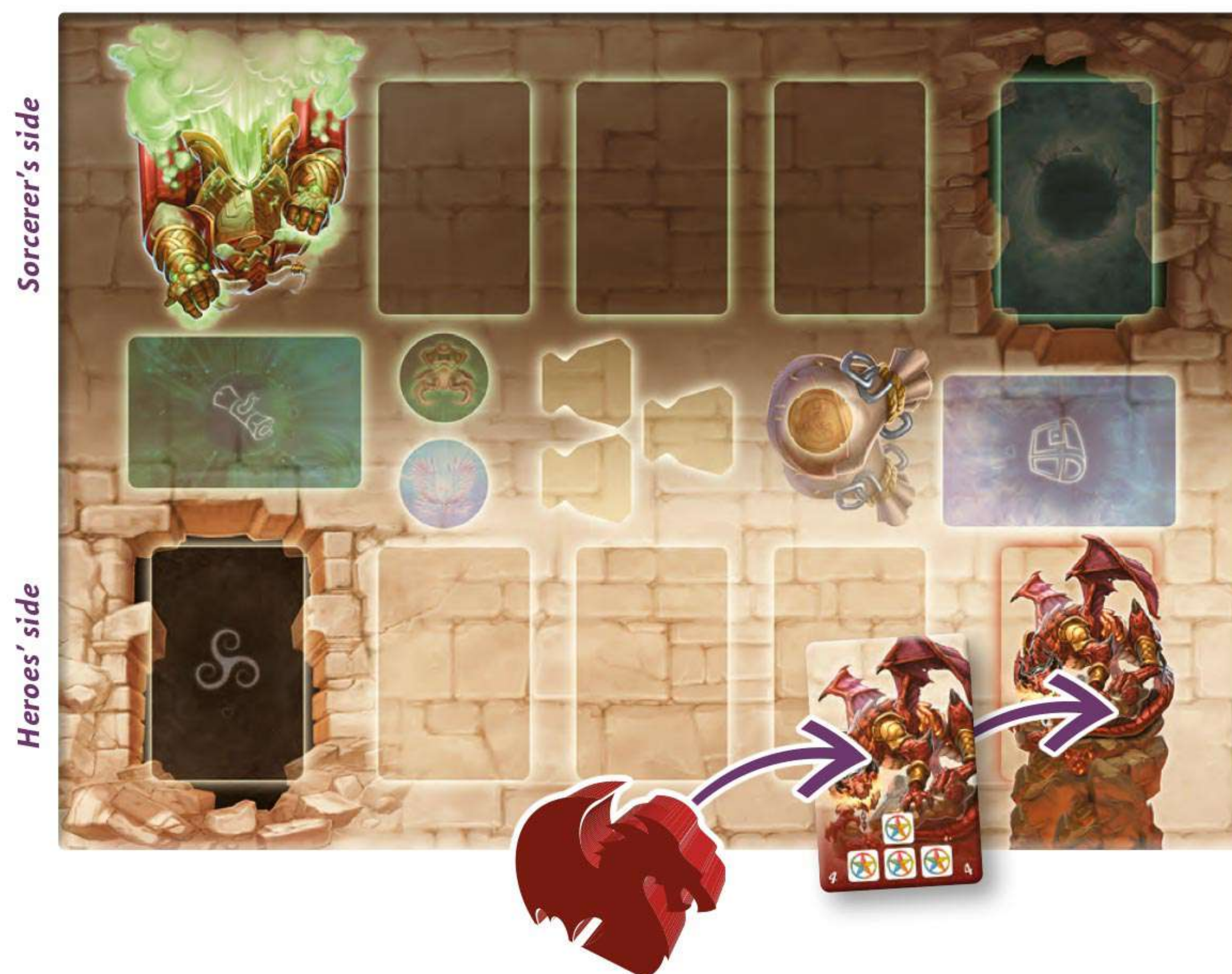
TRAINING EXERCISES

Training Exercise 2

SETUP

Heroes' side

-  Use only the Standard Ordeal cards.
-  Form the Ordeal deck from the Standard Ordeal cards by discarding those with a number on the back that is higher than the player count. Then shuffle the Ordeal deck.
-  Each hero places their Hero tile Unharmed side up in front of them.
-  Add the Dragon tile (use the side corresponding to the player count) to its space on the Heroes' side of the board; place the Dragon pawn on it.



Sorcerer's side

Use the following Spell cards to form the Spell deck, then shuffle the deck:

- 6 Confusion Spell cards.
- 6 Summoning Spell cards.
- 5 Dracology Spell cards. SEE APPENDIX, PAGE 11

NOTE

This training exercise uses just a subset of each specified type of card. When the setup for a training exercise or scenario (see page 12) uses a subset of a Spell card type, the sorcerer must use a **random** selection of that many cards of the specified type, and discard the others.

New rules module

DRACOLOGY SPELLS

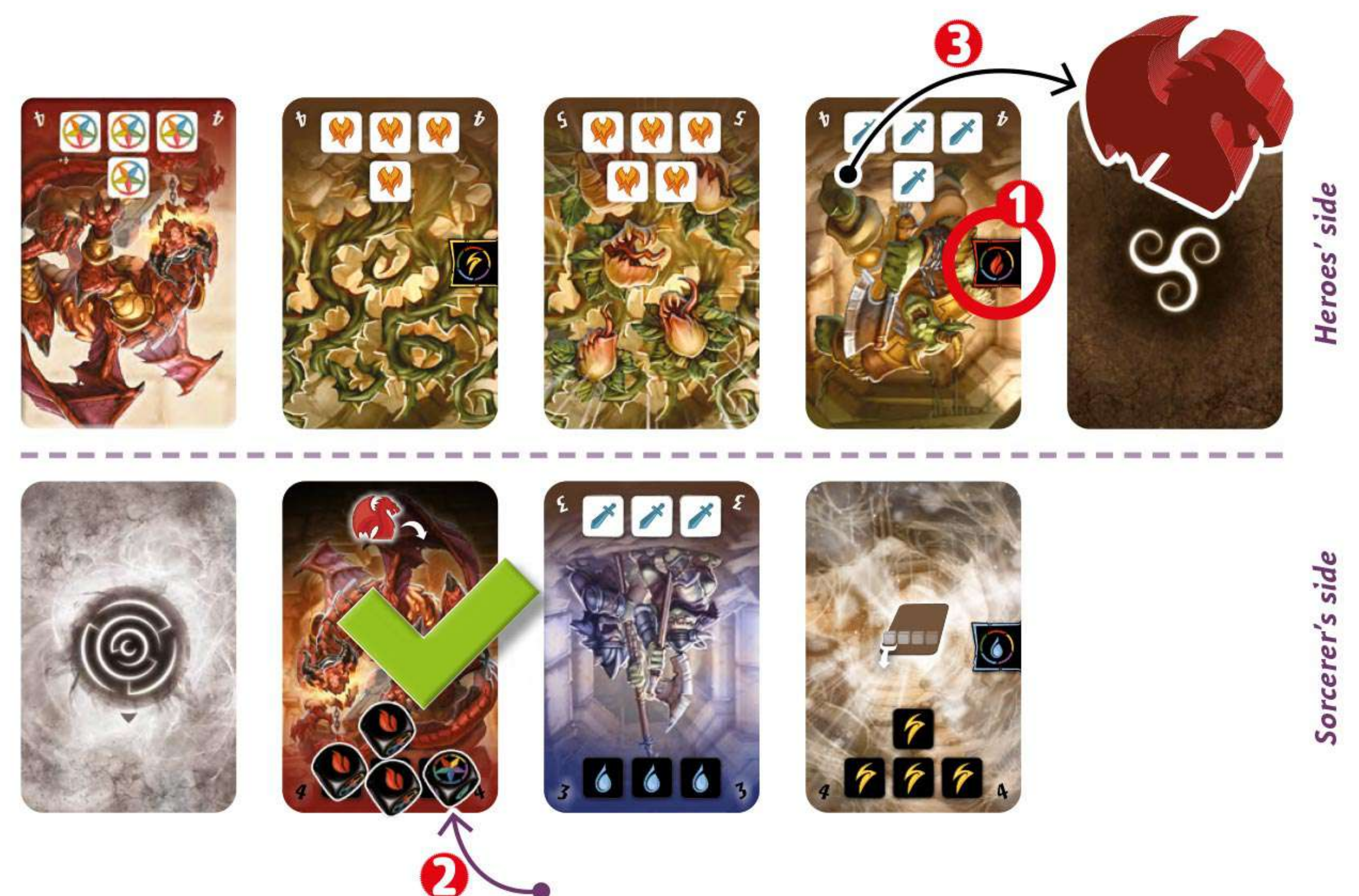
Dracology spells let you advance the Dragon pawn 1 or 2 cards (depending on which card you complete) toward the heroes' Ordeal deck.

As long as the Dragon pawn is on an Ordeal card or a Summoning Spell card (that the sorcerer had previously sent to the Ordeal deck), that card cannot be considered as completed, and thus cannot be discarded. On the other hand, heroes still can place their dice on this card, or take them back, and those dice can still be targeted by a Confusion spell.

The sorcerer can still use the banner on the card (if any), even with the dragon there.

If the Dragon pawn lands on the heroes' deck, the sorcerer wins the game.
This is the second way the sorcerer can win.

If the Dragon pawn lands on a space that is momentarily lacking an Ordeal card, simply slide the new Ordeal card under the Dragon pawn.



- 1** The sorcerer can still use this banner, even though the dragon is on this card.
- 2** Using the red banner, the sorcerer can apply a Wild symbol to the Dracology Spell card to complete it.
- 3** This moves the dragon 1 space, onto the heroes' deck, and the sorcerer wins the game.

Repelling the dragon

The heroes can repel the dragon 1 space toward its tile by placing wild dice on the Dragon tile.

As with cards, no more than 2 heroes' dice can be on the Dragon tile simultaneously.

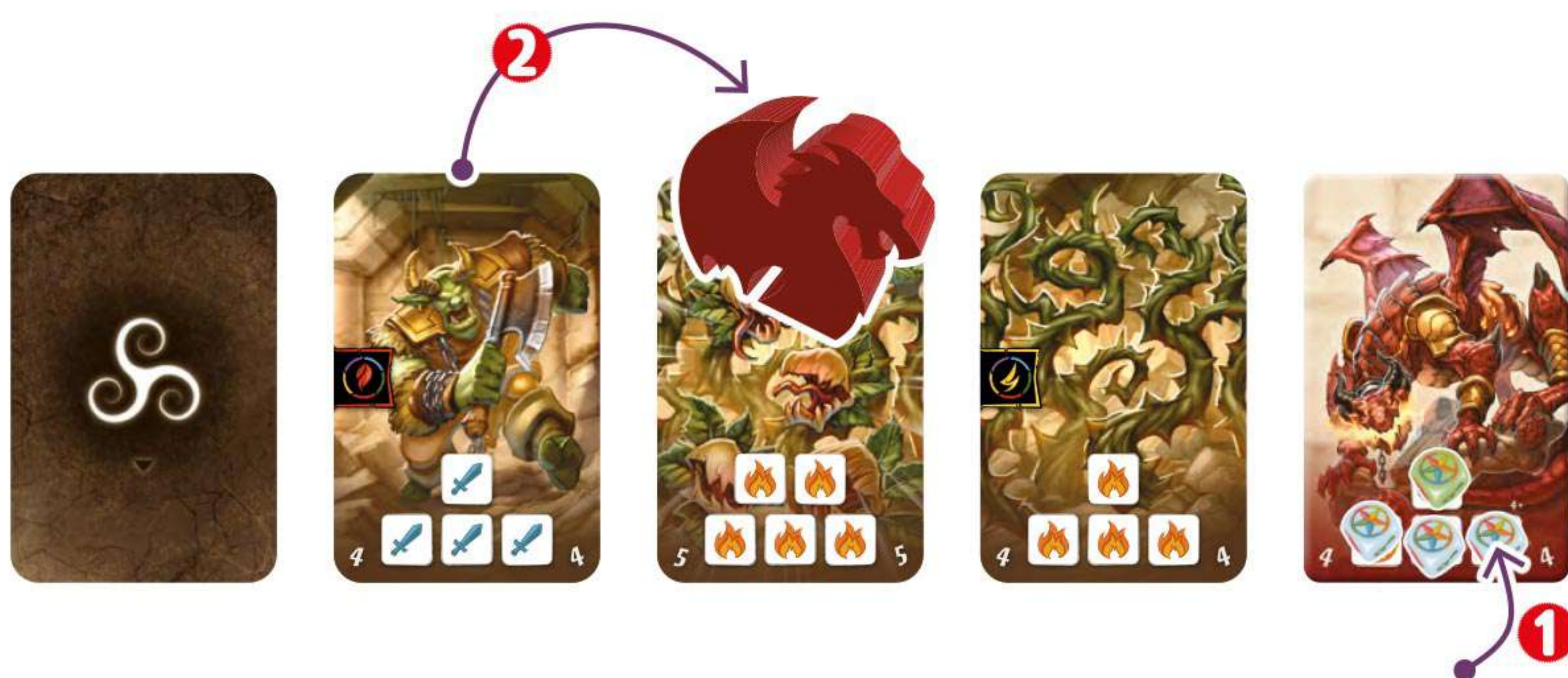
IMPORTANT

A hero cannot have dice on multiple cards and/or tiles at the same time. That is to say that at any given moment, a single hero can have dice only on either 1 card or the Dragon tile; not both.

Once all of the spaces on the Dragon tile are filled, the heroes repel the dragon **1 card to the Dragon tile**, then the heroes retrieve their dice from the Dragon tile, but leave the Dragon tile where it is. The heroes must complete the Dragon tile again if they want to repel the dragon additionally.

NOTE

The sorcerer can use confusion spells to remove dice from the Dragon tile!

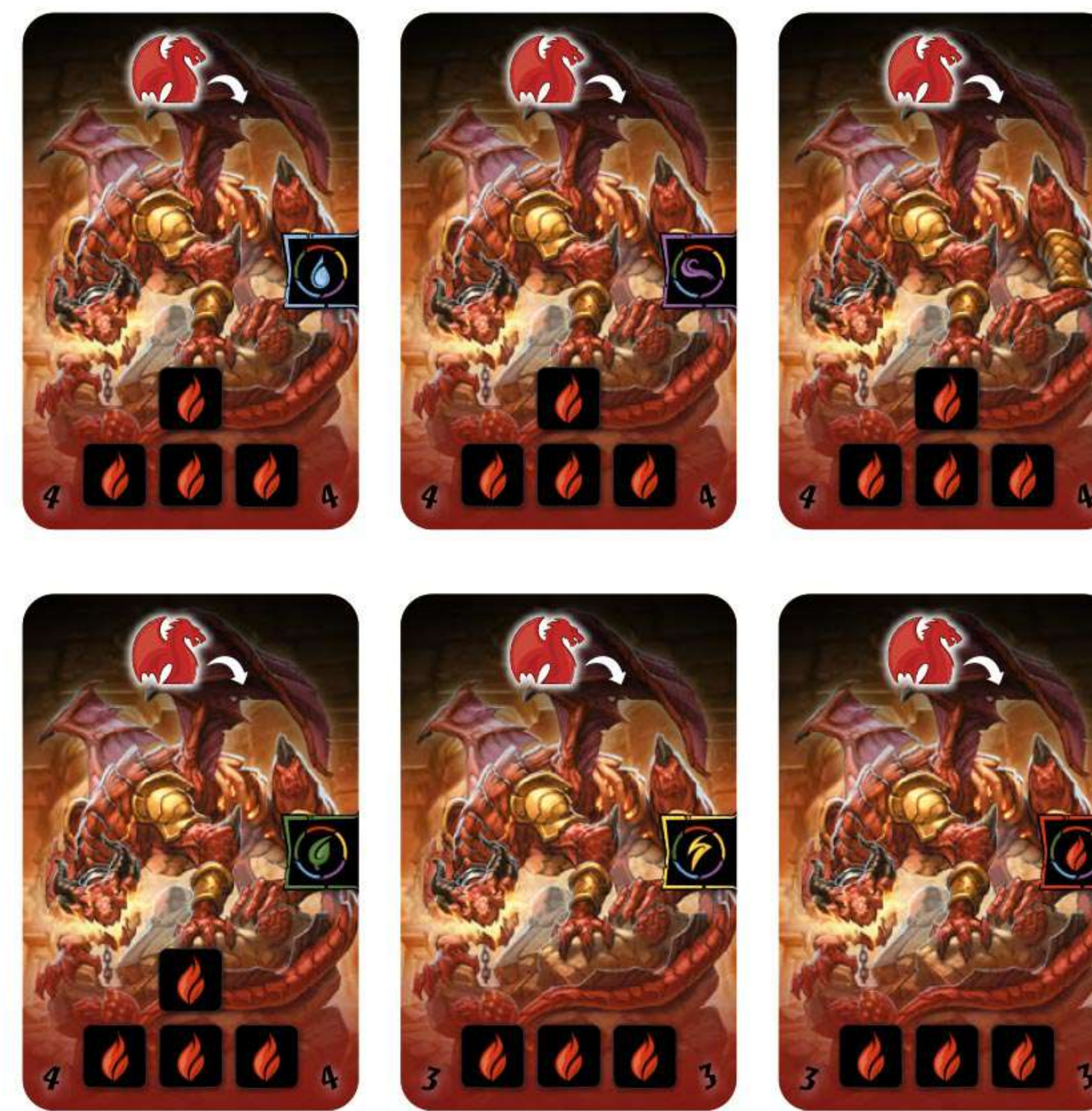


- 1 Blue adds a Wild symbol to the Dragon tile, completing it. Only Blue or Green could have added this final Wild symbol.
- 2 The dragon retreats 1 card toward the Dragon tile.

Now you know all of the **basic rules of Rush Out!** The scenarios that follow add new types of cards, which come with new rules modules, as well. Some of these rules will be exceptions to the ones mentioned up to this point.

APPENDIX

Dracology Spell cards



These cards advance the dragon 1 space toward the Ordeal deck.



This card advances the dragon 2 spaces toward the Ordeal deck.



You will find the descriptions of the cards at the end of each scenario.

SCENARIOS



Trophy token, hero side.



Trophy token, sorcerer side.

Unlike training exercises, scenarios last **2 or 3 consecutive rounds**. Winning a round earns your team a Trophy token, which you must place on a Trophy space on the board. **If a team earns a second Trophy token, that team immediately wins the game.**

NOTE Each team uses their deck, created during scenario setup, for **each** round of the game.

Scenario 1 The Adventure Begins

New rules module

SETUP

Heroes' side

- Use only the Standard Ordeal cards.
- Form the Ordeal deck from the Standard Ordeal cards by discarding those with a number on the back that is higher than the player count. Then shuffle the Ordeal deck.
- Add the Dragon tile (use the side corresponding to the player count) to its space on the Heroes' side of the board; place the Dragon pawn on it.
- Each hero places their Hero tile Unharmed side up in front of them.

Sorcerer's side

Use the following Spell cards to form the Spell deck, then shuffle the deck:

- 5 Confusion Spell cards.
- 4 Summoning Spell cards.
- 5 Dracology Spell cards.
- 5 Dissipation Spell cards. SEE APPENDIX BELOW

DISSIPATION SPELLS

When you complete a dissipation spell, place the card in front of one hero to afflict that hero with the card's effect.

A hero can be afflicted by several Dissipation Spell cards at once; their effects are cumulative.

Any dice this hero has on a Skill space that is now forbidden can remain where they are.

Any hero can help nullify a Dissipation Spell card (discard it) by completing it following the basic rules, as if it were an Ordeal card (with only 1 – 2 colors of dice, etc.).

APPENDIX

Dissipation Spell cards



The hero afflicted with this card must set a die on the Whirlwind icon on the card, and now can only use 2 dice, as long as the card has not been completed.

A hero afflicted by two copies of this card still plays with 2 dice, but both cards must be nullified to cancel this effect.

If all three of the hero's dice are already placed when this spell is cast on them, the hero must immediately take back a die of their choice to place on the Whirlwind icon on this card.



The hero afflicted with one of these cards cannot place dice on the symbol that is depicted scratched out on the card:



...Fire.



...Sword.



...Footprint.



...Key.



SCENARIOS

Scenario 2

A Fistful of Coins

SETUP

Heroes' side

- Use the Standard Ordeal cards and all the Coin Ordeal cards.
- Form the Ordeal deck from the Ordeal cards by discarding those with a number on the back that is higher than the player count. Then shuffle the Ordeal deck.
- Add the Dragon tile (use the side corresponding to the player count) to its space on the Heroes' side of the board; place the Dragon pawn on it.
- The initial 3 available Ordeal cards must be Standard Ordeal cards. Reshuffle any revealed Coin Ordeal cards back into the deck once setup is complete.
- Each hero places their Hero tile Unharmred side up in front of them.

Sorcerer's side

Use the following Spell cards to form the Spell deck, then shuffle the deck:

- 6 Confusion Spell cards.
- 5 Summoning Spell cards.
- 5 Dracology Spell cards.
- 5 Dissipation Spell cards.

In the middle of the board

Place the Equipment cards 1, Scroll cards 2, and Coin token 3 on their respective spaces on the board. You will use them at the end of the round. SEE APPENDIX, PAGE 14



New rules module

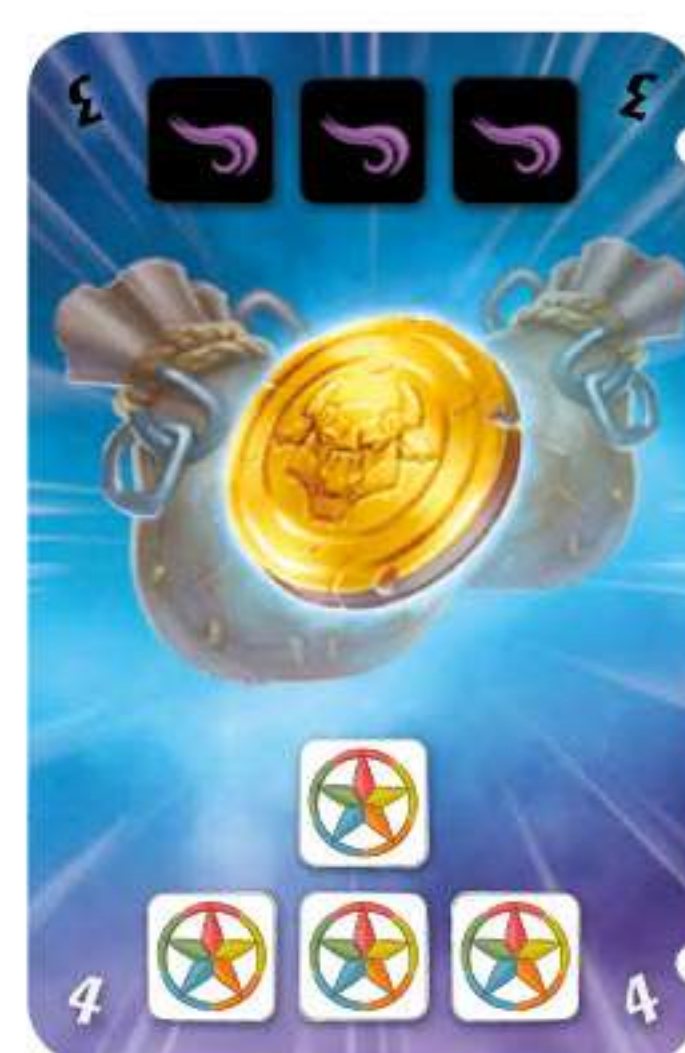
COINS

Obtaining coins

During a round, once a Coin Ordeal card appears on the heroes' side, the sorcerer is also allowed to place dice on it (as if it were a Spell card), on the sorcerer's end of the card. Whichever team completes their end of the card first wins the card and keeps it.

If the sorcerer tries to complete the card, they must do so according to the rules described on page 7 (Complete a Spell Card).

When the round is complete, whichever team **lost** the round gets the Coin token.



The sorcerer places black dice on this end of the card.

The heroes place their dice on this end of the card.

Using coins during a round

At any moment during a round, a team can discard 2 Coin Ordeal cards they've won to discard the top card of their deck without looking at it.

Using coins between rounds: the Market phase

Between rounds, each team can spend their coins (Coin cards and/or Coin token) to buy Equipment cards (heroes) or Scrolls (sorcerer).

Once both teams have bought everything they wish to buy (and can afford), the Market phase is complete. Reshuffle **all** Coin Ordeal cards with the Standard Ordeal cards in preparation for the next round, and set the Coin token on its space on the board again.

NOTE

You cannot save coins for later. After the Market phase, neither team will have any coins.

Scroll cards

Only the sorcerer can obtain these cards. Keep the Scroll cards you acquire in front of you. You can use these as many times as you like, for the rest of the game.

Equipment cards

Only the heroes can obtain these cards. The heroes agree on which equipment to acquire, and to which hero each is permanently assigned. Each Equipment card you buy will benefit a single hero for the rest of the game. Each hero keeps their own Equipment cards in front of them. You can use the effects of your own Equipment cards as many times as you like, for the rest of the game.



Scenario 2 (continued)

APPENDICES

Coin cards



Equipment cards



← You can use Wild symbols as Fire symbols.
Cost to buy: 1 coin.

You can use Wild symbols → as Footprint symbols.
Cost to buy: 1 coin.



← You can use Wild symbols as Key symbols.
Cost to buy: 1 coin.

You can use Wild symbols → as Sword symbols.
Cost to buy: 1 coin.



← You can use Wild symbols as Heart symbols.
Cost to buy: 2 coins.

You can use Wild symbols → as any symbols.
Cost to buy: 3 coins.

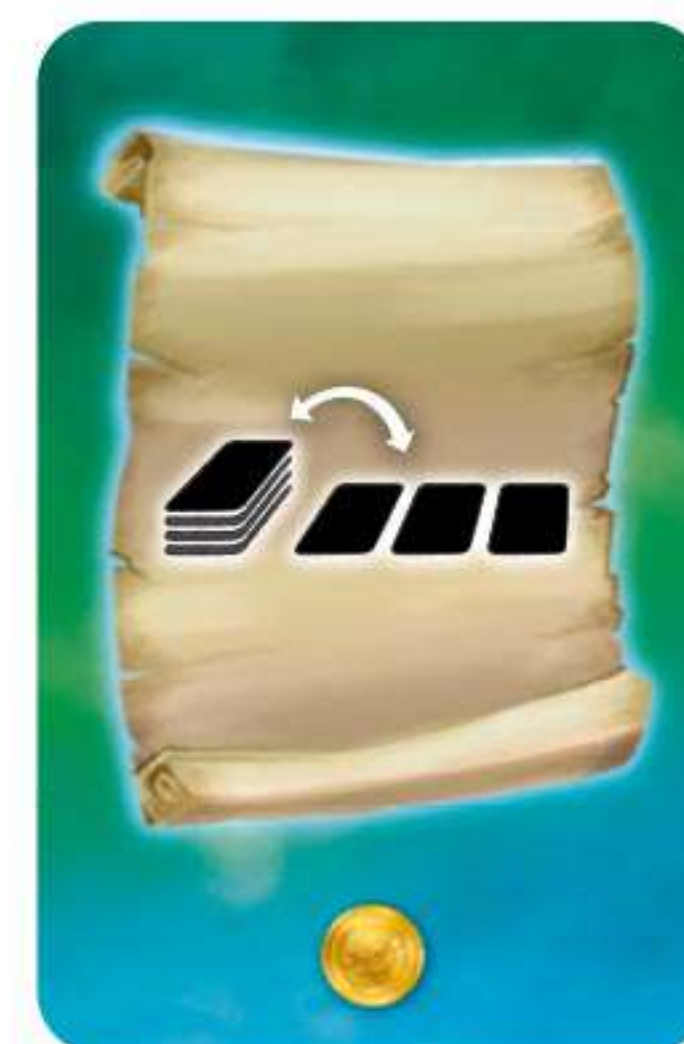


Scroll cards



← You can change a die from its Plant face to its Water face, and vice versa. You must physically rotate the die to show the desired face (Plant or Water).
Cost to buy: 2 coins.

You can change a die from its Plant → face to its Air face, and vice versa. You must physically rotate the die to show the desired face (Plant or Air).
Cost to buy: 2 coins.



← You can swap one of your available Spell cards with the top Spell card on the deck.
Cost to buy: 1 coin.

You can always place → Wild symbols on Water spaces.
Cost to buy: 1 coin.



← You can always place Wild symbols on Plant spaces.
Cost to buy: 1 coin.

You can always place → Wild symbols on Air spaces.
Cost to buy: 1 coin.



← Place 2 Lightning symbols on this card to remove **all** of the Hero dice from a single card (or tile) of your choice that is not already completed.
Cost to buy: 2 coins.

Place 5 Fire here → to advance the dragon 1 space.
Cost to buy: 3 coins.



SCENARIOS

Scenario 3

The Sorcerer's Curse

SETUP

Heroes' side

- Use the Standard Ordeal cards and Coin Ordeal cards.
- Form the Ordeal deck from the Ordeal cards by discarding those with a number on the back that is higher than the player count. Then shuffle the Ordeal deck.
- Add the Dragon tile (use the side corresponding to the player count) to its space on the Heroes' side of the board; place the Dragon pawn on it.
- The initial 3 available Ordeal cards must be Standard Ordeal cards. Reshuffle any revealed Coin Ordeal cards back into the deck once setup is complete.
- Each hero places their Hero tile Unharmful side up in front of them.

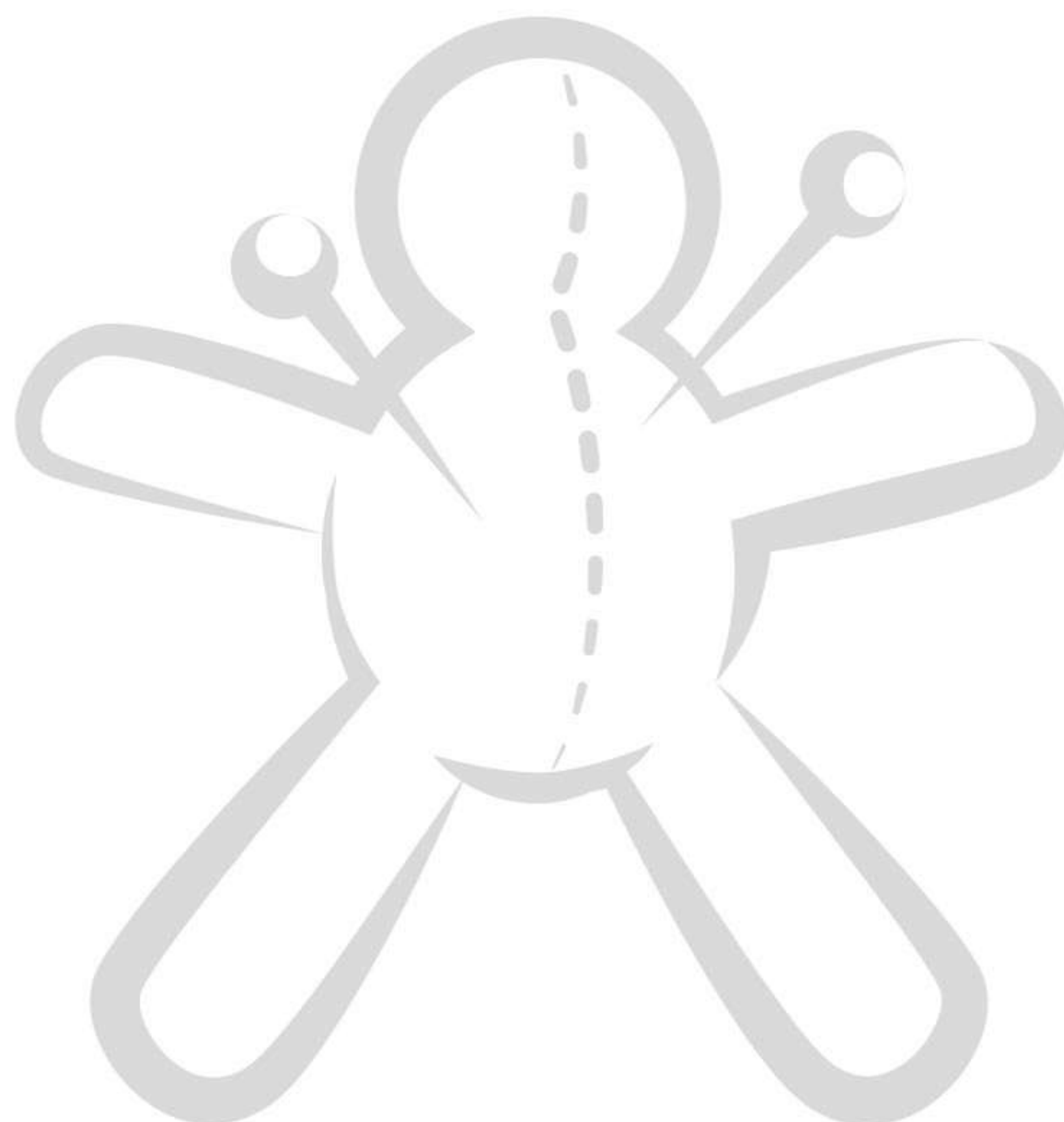
Sorcerer's side

Use the following Spell cards to form the Spell deck, then shuffle the deck:

- 5 Confusion Spell cards.
- 4 Summoning Spell cards.
- 5 Dracology Spell cards.
- 4 Dissipation Spell cards.
- 4 Curse Spell cards. SEE APPENDIX TO THE RIGHT

In the middle of the board

Place the Equipment cards, Scroll cards, and Coin token on their respective spaces on the board.



New rules module

CURSE SPELLS

When you complete one of these cards, place it on the Heroes' side, **beside the board** (not on the Ordeal deck!). Until the heroes complete this card (as if it were an Ordeal card), they are afflicted with the curse on the card.

Each time you notice the heroes forgetting to apply a curse, tell the heroes this and then you can discard without looking at it the top card of your Spell deck.

APPENDIX

Curse Spell cards



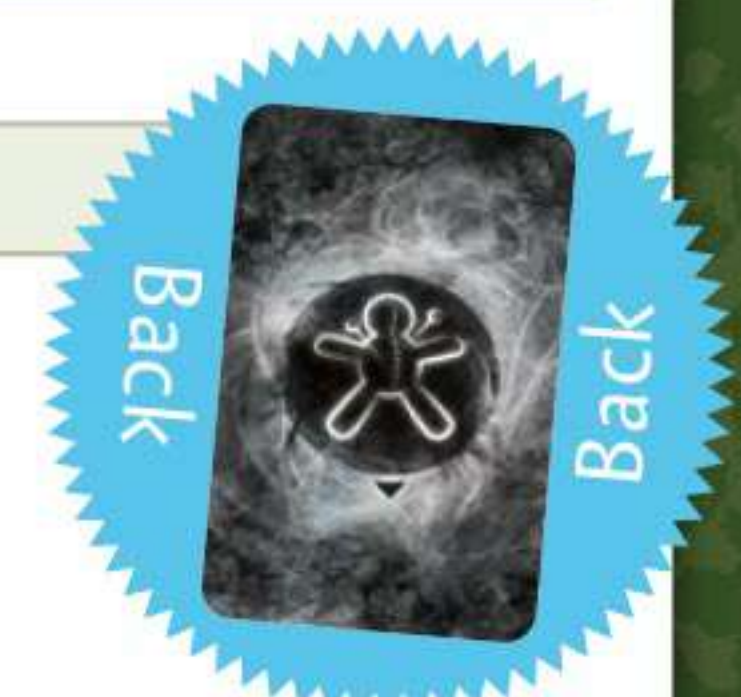
- The heroes cannot speak.
If the heroes are afflicted by two copies of this card, each one still plays silently, but both cards must be nullified to cancel this effect.



- Each hero can only use one hand to play; the other hand must be behind their back.
If the heroes are afflicted by two copies of this card, each hero still plays with 1 hand, but both cards must be nullified to cancel this effect.



- If two heroes contributed to completing a card (regardless of its type) or Dragon tile, they must give each other a high five before retrieving their dice. If you complete a card or the Dragon tile without help, you must clap your hands.
If the heroes are afflicted by two copies of this card, the rules here above still apply, but both cards must be nullified to cancel this effect.



SCENARIOS

Scenario 4

The Path of the Damned

SETUP

Heroes' side

- Use the Standard Ordeal cards and Coin Ordeal cards.
- Form the Ordeal deck from the Ordeal cards by discarding those with a number on the back that is higher than the player count. Then shuffle the Ordeal deck.
- Add the Dragon tile (use the side corresponding to the player count) to its space on the Heroes' side of the board; place the Dragon pawn on it.
- The initial 3 available Ordeal cards must be Standard Ordeal cards. Reshuffle any revealed Coin Ordeal cards back into the deck once setup is complete.
- At the beginning of each round, place a number of Soul tokens on their space on the board:
 - 7 Soul tokens if there are 2 heroes.
 - 8 Soul tokens if there are 3 – 4 heroes.
 They form a common supply for all of the heroes.
- Each hero places their Hero tile Unharmed side up in front of them, even if it was Wounded side up in the previous round.



Sorcerer's side

Use the following Spell cards to form the Spell deck, then shuffle the deck:

- 4 Confusion Spell cards.
- 3 Summoning Spell cards.
- 5 Dracology Spell cards.
- 4 Dissipation Spell cards.
- 4 Curse Spell cards.
- 5 Damnation Spell cards. SEE APPENDIX, PAGE 17

In the middle of the board

Place the Equipment cards, Scroll cards, and Coin token on their respective spaces on the board.

New rules module

DAMNATION SPELLS

A Damnation Spell card allows the sorcerer to wound a hero and collect a Soul token. **If the sorcerer collects all of the Soul tokens, the sorcerer wins the round.** This is the third and final way for the sorcerer to win.

There are two different types of damnation spells:

- The first wounds a hero of the sorcerer's choice. The sorcerer then collects a Soul token for **each** hero still wounded at that moment, including the one just wounded. .



- 1 The sorcerer completes a Damnation Spell card.
- 2 The sorcerer decides to wound the cleric (because the warrior and the bard are already wounded).
- 3 Because 3 heroes are currently wounded, the sorcerer collects 3 Soul tokens.

- The second wounds 2 Heroes but the sorcerer does not collect any Soul tokens.

Wounded heroes

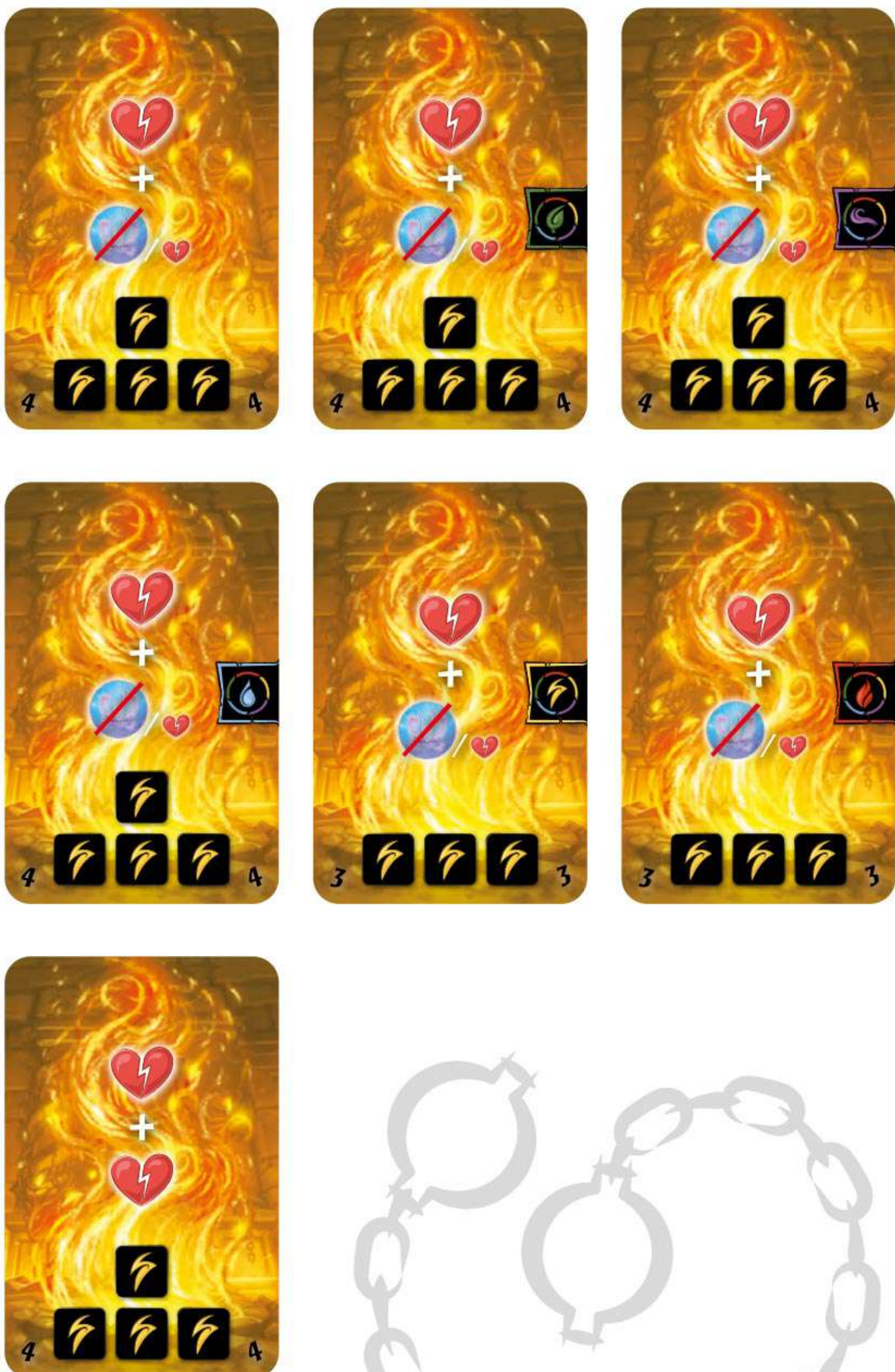
When a hero is wounded, this player flips their Hero tile to the Wounded side and **continues to play normally**. To be healed, the Hero tile must be completed as if it were an Ordeal card (with only 1 – 2 colors of dice, etc.). A wounded hero can heal themselves. Once the Hero tile is completed, the hero is healed, and flips their Hero tile to the Unharmed side.

NOTES

- Healing a hero prevents the sorcerer from collecting too many Soul tokens upon completing a Damnation Spell card that allows Soul tokens to be collected.
- Confusion spells and the Scroll card that allows removal of dice placed on a card can also be used to remove dice from a Wounded Hero tile.

APPENDIX

Damnation Spell cards



Back

Back



SCENARIOS

Scenario 5

The Confrontation

New rules module

SETUP

Heroes' side

- Use the Standard Ordeal cards, Coin Ordeal cards, and Confrontation Ordeal cards. SEE APPENDIX BELOW
- Form the Ordeal deck from the Ordeal cards by discarding those with a number on the back that is higher than the player count. Then shuffle the Ordeal deck.
- Add the Dragon tile (use the side corresponding to the player count) to its space on the Heroes' side of the board; place the Dragon pawn on it.
- The initial 3 available Ordeal cards must be Standard Ordeal cards. Reshuffle any other types of revealed Ordeal cards back into the deck once setup is complete.
- At the beginning of each round, place a number of Soul tokens on their space on the board:
 - 7 Soul tokens if there are 2 heroes.
 - 8 Soul tokens if there are 3 – 4 heroes.
- Each hero places their Hero tile Unharmred side up in front of them, even if it was Wounded side up in the previous round.

Sorcerer's side

Use the following Spell cards to form the Spell deck, then shuffle the deck:

- 4 Confusion Spell cards.
- 3 Summoning Spell cards.
- 5 Dracology Spell cards.
- 4 Dissipation Spell cards.
- 4 Curse Spell cards.
- 5 Damnation Spell cards.

At the beginning of each round, place a number of Life tokens on their space on the board:

- 4 Life tokens if there are 2 heroes.
- 5 Life tokens if there are 3 heroes.
- 6 Life tokens if there are 4 heroes.



In the middle of the board

Place the Equipment cards, Scroll cards, and Coin token on their respective spaces on the board.

CONFRONTATION ORDEAL CARDS

Any Confrontation Ordeal card that is revealed can be completed by the heroes **and** by the sorcerer (as if it were a Spell card).



The sorcerer places black dice on this end of the card

The heroes place their dice on this end of the card.

If the heroes complete the card

- They take a Life token from the sorcerer. **If this was the last Life token, they win the round.** This is the second and final way the heroes can win.
- They remove **their** dice from the card (any the sorcerer has on the card stay there) and reroll them to continue playing.
- They **leave the card** where it is, and can complete it again.

If the sorcerer completes the card

- All dice** on the card are retrieved by their owners (sorcerer and heroes), who reroll them to continue playing.
- Discard the Confrontation Ordeal card.
- A hero reveals a new Ordeal card (which could be another Confrontation Ordeal card). If the Ordeal deck is now empty, the heroes win the round.

APPENDIX

Confrontation Ordeal cards



SCENARIOS

Scenario 6

The Ultimate Ordeal

New rules module

SETUP

Heroes' side

- Use the Standard Ordeal cards, Coin Ordeal cards, and Confrontation Ordeal cards.
- Form the Ordeal deck from the Ordeal cards by discarding those with a number on the back that is higher than the player count. Then shuffle the Ordeal deck.
- Add the Dragon tile (use the side corresponding to the player count) to its space on the Heroes' side of the board; place the Dragon pawn on it.
- The initial 3 available Ordeal cards must be Standard Ordeal cards. Reshuffle any other types of revealed Ordeal cards back into the deck once setup is complete.
- At the beginning of each round, place a number of Soul tokens on their space on the board:
 - 7 Soul tokens if there are 2 heroes.
 - 8 Soul tokens if there are 3 – 4 heroes.
- Each hero places their Hero tile Unharmed side up in front of them, even if it was Wounded side up in the previous round, and places the Ability tile of the same color with it.



Sorcerer's side

Use the following Spell cards to form the Spell deck, then shuffle the deck:

- 0 Confusion Spell cards.
- 3 Summoning Spell cards.
- 5 Dracology Spell cards.
- 3 Dissipation Spell cards.
- 3 Curse Spell cards.
- 5 Damnation Spell cards.
- 3 Regression Spell cards. SEE APPENDIX, PAGE 20

At the beginning of each round, place a number of Life tokens on their space on the board:

- 4 Life tokens if there are 2 heroes.
- 5 Life tokens if there are 3 heroes.
- 6 Life tokens if there are 4 heroes.

In the middle of the board

Place the Equipment cards, Scroll cards, and Coin token on their respective spaces on the board.

EXPERIENCE

Heroes' side

The heroes who helped complete an Ordeal card decide which of them keeps this card face down next to their Hero tile. Now each Ordeal card acquired represents 1 experience point.

The heroes cannot give or lend each other experience points.

Each hero has an Ability tile that allows the hero to spend experience (discard Ordeal cards) to trigger a special effect. You can trigger your effect whenever you want, and as many times as you wish, as long as you can pay the experience points for each activation.

Each hero has their own Ability tile:



- The bard** can change a die belonging to any hero to its Wild face.
Cost to use: 1 experience point.



- The ranger** can discard a Dissipation or Curse Spell card that is afflicting the heroes.
Cost to use: 2 experience points.



- The warrior** can make the dragon retreat 1 space toward its tile.
Cost to use: 3 experience points.



- The cleric** can completely heal a hero without placing any dice on their Wounded Hero tile.
Cost to use: 3 experience points.

Sorcerer's side

When you complete a Regression Spell card, you can make **1 hero** or **each hero** lose 1 experience point, **depending on the Regression Spell card**.

You announce who must lose 1 experience point, and the indicated hero or heroes must immediately comply.



Scenario 6 (continued)

APPENDIX

Regression Spell cards



RUSH OUT!

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**RUSH OUT!
IN 3 WORDS
ACCORDING TO
THOMAS,
THE DESIGNER...**

Frenetic

The first thing you notice about a game of Rush Out! is certainly the energy, and players' frenzied, intense rolling of dice. Add to that the various actions they can perform on the central board, and you get a joyful, organized chaos.

Asymmetric

The game pits two sides against each other; although they use the same rules, they will evolve in completely different ways. On one side, a group of heroes play cooperatively, trying to handle the pressure exerted by their adversary. On the other, a sorcerer plays alone, but in confident omnipotence, the sorcerer can develop tactics to defeat the heroic intruders.

Addictive

You play one game, then immediately want to play again. The atmosphere sweeps players away, and they want only one thing: to play again and again, whether to take revenge, to try a different role, or to see what the next scenario will bring. 🏴‍☠️

THE DESIGNER: "First of all, I would like to thank Cécile, my darling, for the support, aid, and numerous playtests. A big thank you to my friends from GRAL and l'Heure du Jeu. Thank you to all the playtesters, and in particular to Tony, Antoni, Henri & Julian. Finally, thanks to Alexandre Bonvalot for the magnificent illustrations, and to the entire Sit Down! team for the super job they've done. Good gaming to all!"

THE PUBLISHER thanks the numerous playtesters from Esprits Joueurs (BE-Mons).

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