

### The influence cards

There are three different types of influence cards: 1.) cards that have only numbers, 2.) cards with numbers and actions that occur **during** the round, and 3.) cards with numbers and actions that influence goal card distribution.

**Each card (number or action) only counts in the column where it is placed!**

#### 1.) cards that have only numbers

**King** | He has the



number 20.

**Queen** | She has the



number 16.

**Juliet** | She has the



number 14.

**Alchemist, Fencing Master, Lord of the Manor, Trader, Cardinal, Minnesinger** |



These cards have 2

values printed on them. The higher value, 12, is used when the card is in a column headed by a goal card that has the same symbol printed next to the number 12. If the card is in a column with a goal card that has a different symbol, then the card has the lower value of 8. This is not a special ability (see page 5 »Musketeers«).

#### 2.) cards with numbers & actions that occur during the round

The action of this card takes effect **immediately** when this card is turned over **through the placement of another card**. The action of this card does **not** take effect if it is only turned over at the end of the round.

**Explorer** | When turned over during a round, the explorer moves one column to the right (in the direction of the arrow). If the card is in the far right column, he moves to the first column on the left. In the column that he moves to, he is placed **face-down** at the bottom of the column. Then, the card above him, if any, is turned over, as normal. This happens each time the explorer moves to a new column.



**Assassin** | The card that is turned over with the placement of the Assassin is put immediately on the discard pile of its owner. The Assassin remains face up in the column. If another card is placed below the face-up Assassin, the Assassin has no effect on it.



**Storm** | When the Storm is turned over, the goal card for this column is considered **complete**, even if the number of influence cards needed for the goal card has not been reached. No more cards may be added to this column.



**Invisibility Cloak** | When the Invisibility Cloak is turned over, its owner **may** immediately place a card from his hand, face-down **under** the Cloak and draw another card from his stack. The card under the Cloak remains face-down until the end of the round. If the card under the Cloak has a special distribution ability, it is executed at the end of the round.



**Traitor** | When the Traitor is turned over, his owner **may** exchange the goal card in the column with the Traitor with the goal card from any other column. If this completes all goal cards, the round ends immediately.



#### 3.) cards with numbers & actions that influence goal card distribution

These special abilities take effect at the end of the round when all goal cards have been completed and before the goal cards are distributed. Each card can only effect the distribution in its column.

**The following 5 cards are always executed first and in the order shown:**

**1. Musketeers** | The special abilities of all remaining cards in this column are removed. The cards have only the values shown on them. The Doppelgänger has no value in this case.



**2. Wizard** | All cards with value 10 and higher are removed from the column. These are: King, Queen, Juliet, Alchemist, Fencing Master, ... (when they are under »their« matching goal card), Explorer, Traitor, Prince, Hermit, Dragon, and a Doppelgänger, when taking the role of one of the named cards. This also effects cards under Invisibility Cloaks. When two or more Wizards are in the same column, they neutralize each other so there is no wizard effect in the column.



**3. Witch** | All cards with value 9 and under are removed from the column. The Witch, herself, is excluded from the effect. The Witch removes: Alchemist, Fencing Master, ... (when they are **not** under »their« matching goal card), Storm, Invisibility Cloak, Wizard, Squire, Small Giant, Romeo, Beggar, and a Doppelgänger, when taking the role of one of the named cards. This also effects cards under Invisibility Cloaks. When two or more Witches are in the same column, they neutralize each other so there is no witch effect in the column.



**4. Prince & Squire** | When both of these cards of the **same color** are in the same column, their owner automatically wins the goal card for that column. If several players have such a pair in a column, the player among them with a card (not necessarily the Prince or Squire) closest to the goal card wins the card. Naturally, this combination is broken by the Musketeers, Wizard, or Witch.



**For all the following cards, the order has no meaning:**

**Hermit** | Each other card in this column (regardless of who owns the card) reduces the value of the Hermit by 1.



**Small Giant** | Each other card in this column (regardless of who owns the card) increases the value of the Giant by 3.



**Doppelgänger** | The Doppelgänger takes the number of the card below it in the column. If the card below the Doppelgänger was removed, it takes the value of the card below that, and so on. If there is no card below the Doppelgänger, the Doppelgänger card has no value. If a Doppelgänger is below a Doppelgänger, the Doppelgänger above takes the value of the Doppelgänger below. If the Doppelgänger below has no value, the Doppelgänger above also has no value. The Doppelgänger copies only the value of the card below it, not any special ability.



**Dragon** | The Dragon reduces the value of each card of the other players by 2. Cards of the Dragon's owner are not affected. If there are several Dragons in the column, **each** Dragon reduces the value of each card of the other players by 2. The value of a card cannot be reduced below 0.



**Romeo** | He has the value of 5. However, if Romeo is in the same column as Juliet of the same color, he has the value of 15.



**Beggar** | In this column, the player with the **lowest** sum wins the goal card. If several tie with the lowest sum, the player among them with a card furthest from the goal card wins the card. A player with no card in the column or only a Doppelgänger with no value does **not** participate in the distribution of the goal card for the column even though his sum is 0. If a player has only the Invisibility Cloak in the column, he would have the lowest sum at 0.



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# Ruse and Bruise

Lutz Stepponat

Each player has the same set of allies in this competition to score points by winning goal cards. The players can employ Alchemists, Fencing Masters, Kings, Queens and others for their raw power. They can also employ others such as Beggars, Wizards, Witches, Traitors, and even the 3 Musketeers for their power and their special abilities to influence the outcome of the various goal card competitions.

Kings have the most power, but no special abilities! So, players should carefully choose when to employ their most powerful ally. The game is played over 6 rounds for several goal cards in each round. Each goal card has a certain value and the highest sum of goal cards wins, but players can double their scores by winning goal cards in all 6 areas, but lose points for extra cards. Planning is crucial!!

## Contents

- 150 influence cards (allied) in 6 player colors



- 36 goal cards, 6 cards in each area (alchemy, fencing, agriculture, trade, religion, and music) in the values 1, 2, 3, 3, 4, and 5

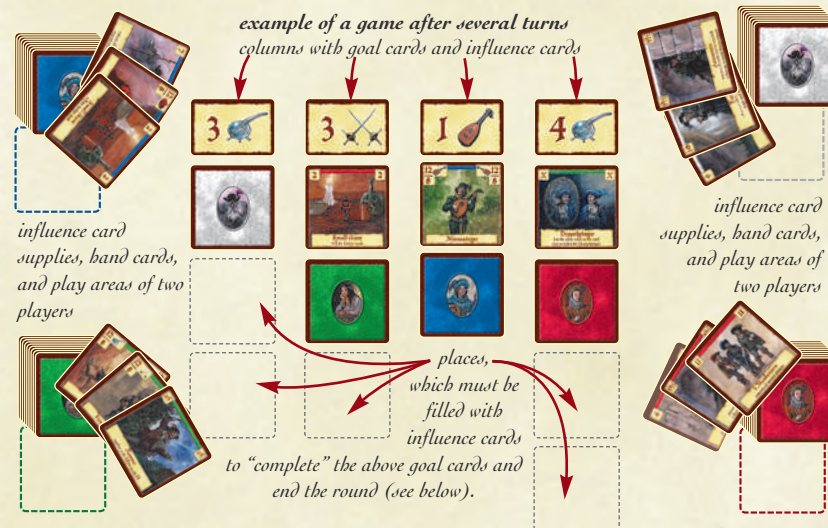


## Preparation

Each player takes a set of 25 influence cards (allies) in one color. Each player shuffles his set of cards and places them face down in a stack in his play area (the area before him on the table). Each player draws 3 cards from his stack as his starting hand, which he keeps secret from the other players. Next shuffle the 36 goal cards and deal 6 per player, placing them in face-down stacks (e.g. with 3 players, use 18 cards: 3 stacks, with 5 players 30 cards: 5 stacks). Place the remaining goal cards back in the box – they will not be used in this game.

## Playing the game

The game is played over 6 rounds. At the beginning of each round turn over the top goal card in each stack: 1 for each player (e.g. 4 cards for 4 players). Leave room under each goal card for players to place influence cards.



## The players choose a starting player and he starts the game:

- On a player's turn, he **must** place 1 influence card from his hand face down into the column of his choice. If there is a face down card above the card he places, the player turns the previously placed card over, regardless of its color. If the card turned over has a special ability, it is executed immediately or at the end of the round, depending on that ability (see pages 4–6).
  - Afterwards, the player draws 1 card from his stack. If his card stack is exhausted, he shuffles his discards and places them face down as his card stack.
  - Then, the next player (clockwise order) takes his turn.
- The game continues in this way until the end of the round.

## End of a round

A round ends when **all** goal cards have been completed. A goal card is **complete**, when there are **at least** as many influence cards in its column as the value shown on the goal card (see example above). Players may place influence cards below already completed goal cards, so it is possible that it can take a long time for all goal cards to be completed. As soon as all goal cards are complete, the round ends. Turn over all still face-down cards, but any actions that would have been immediately executed are **not** done – it is too late (see page 4).

Now the goal cards are distributed. Each column is considered separately. The player with the largest sum of influence cards in a column wins the goal card for that column. If players tie with the largest sum, the player among them with a card closest to the goal card wins the card.

Each player takes the goal cards he wins and places them face down in his play area. After the goal cards are distributed, each player takes his used influence cards and places them in his discard pile.

Then, the players turn over the appropriate number of goal cards for the next round. The new round begins with the player to the left of the player who played last in the just-completed round.

Certain *special abilities* can change the distribution of the target cards as shown in the example to the right. All *special abilities* are described on pages 5 and 6.

**Example-  
Distribution of  
goal card 1:**  
Blue and White tie with the highest sum (16). As Blue's card is closer to the goal card than White's, he wins the card.



**Example-  
Distribution of  
goal card 2:**  
The White wizard uses his *special ability* to remove the Blue King and, thus, wins the goal card.



## End of the game

The game ends after all goal cards have been distributed at the end of the 6th round. Each player counts the points on the goal cards he has won in the game. There are two possibilities:

- The player sums the points on all goal cards she won (see example Sarab).
- If a player has goal card **from every area**, he **may** do the following: sum the points on **6 cards, one from each area** and double that sum. Then, from this doubled sum, subtract 1 point for each remaining goal card he has won (see examples for Isabelle and Leonardo).

The player with the most points wins the game.

### example of a final accounting

Leonardo	3	+	2	+	2	+	3	+	1	+	2	= 15
												$15 \times 2 = 26$
Sarab	4	+	3	+		+	4	+	4			= 20
	5											
Isabelle	1	+	4	+	5	+	2	+	2	+	1	= 15
				(3)								$15 \times 2 = 30$
												$30 - 1 = 29$