

PENTARUNES

2-5 Players

Ages 10 and up

INTRODUCTION

Greetings, master of the occult! You are the leader of a magical cult determined to rid the world of its enemies. Your mission: to guide your followers through a series of ancient rune-casting rituals that, when completed, will open up portals to the netherworld that will swallow your foes on the spot! Will you outwit and ensnare your rivals, or get caught in their sinister webs?

COMPONENTS

1 Instructions page

1 Mystical game board

35 Follower Tokens (7 of each color: Red, Green, Gold, White, and Black)

25 Haunt Cards (5 of each type: Convert, Exile, Possess, Protect, and Teleport)

5 Turn Option/Rune Cards

SETUP

1. Shuffle the deck of Haunt Cards.
2. All players must choose a color and place 5 follower tokens of that color into their *sanctum* (starting pool).
3. The player who has the most sinister sounding name goes first. Players take turns clockwise.

TAKING A TURN

Each turn there are three options for movement. You must do one of the following:

Move One 2 Points

Move one of your followers on the board 2 adjacent unoccupied points.

Move Two 1 Point

Move two of your followers on the board 1 adjacent unoccupied point.

Move One, Summon One

Move one of your followers on the board 1 adjacent unoccupied point, and summon a follower from your sanctum to an unoccupied point on the perimeter of the board. If you have no followers on the board, as you will at the beginning of the game, you may summon two followers.

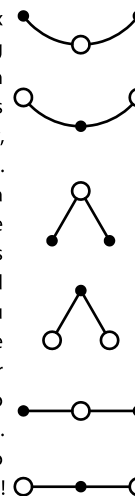
If you are unable to do any of the above, you must pass.

OBJECT OF THE GAME

The goal of *PentaRunes* is to trap and eliminate your rival followers one by one by positioning your five followers into rune formations (the six formations depicted on the Runes card.) When two of your followers surround a rival follower in the shape of an *arc*, an *angle*, or a *line*, the rival follower is “sacrificed”: eliminated from the game. You gain one point for every rune you complete, and the first player to five points wins ... But your enemies may come back to haunt you!

RUNES

Form one of these six runes by surrounding a rival's follower with two of your followers in the shape of an *arc*, an *angle*, or a *line*. When you complete a rune on your turn, the rival's follower is “sacrificed” (removed from the game). You score a point, and the rival whose follower was sacrificed gets to draw one Haunt Card. The first cult leader to score five points wins!



HAUNT CARDS

For each sacrificed follower, a player gets to draw one Haunt Card. Haunt Cards allow you to perform special spiritual actions that can be played at any time to disrupt and foil your rivals' plans. There are five kinds of haunts you can perform: Convert, Exile, Possess, Protect, and Teleport.

Convert

Switch one of your followers on the board with one of a rival's followers.

Exile

Send one of a rival's followers on the board back into that rival's sanctum.

Possess

Move a rival's follower on the board to an adjacent unoccupied point.

Protect

Save one of your followers from being sacrificed when a rune is formed.

Teleport

Move one of your followers on the board to any unoccupied point.

FINISHING THE GAME

The game ends when one of the cult leaders has successfully scored five points. Alternatively, if enough followers have been sacrificed that the game becomes a stalemate, whoever has the highest score at that time wins. If it's a tie, you'll just have to play again!