



RUNEBAGS

Quick reference · 2 players · White vs Black

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1 SHOP



2 ROUND



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↻ next round

GOAL

The shared supply holds **10 points**. Line up **4 or more** runes of your colour (horizontally, vertically or diagonally) to win a point. The first player to hold a **majority of the points still in play** wins the game.

SETUP

- **Starting bag** (each player): 6 basic runes, 2 Inguz, 2 Jera.
- **Shop supply** (each player): the other 36 level 1 runes of their colour.
- Each player's **9 level 2 runes** are set aside.
- In the middle: the board (7 columns × 6 rows), **10 points** (gold) and **20 neutral runes** (grey).

○ white runes ● black runes ● points ● neutrals

1 SHOP

simultaneous

Draw **5 runes** at random from your shop supply, then, in any order:

- **Add up to 2** of them to your bag.
- **Remove 1** rune from your bag: it leaves the game. Exceptions: Inguz and Jera go back to your shop supply; a neutral goes back to the neutral supply.
- **Combine 2** identical level 1 runes from your bag: they leave the game and the matching level 2 rune ♦ enters your bag.

Drawn runes you did not pick go back to your shop supply.

2 ROUND

- Each player draws a **hand of 2 runes**, kept hidden.
- Points left **even** → **White** starts; **odd** → **Black**.

On your turn:

- ① **Play** a rune from your hand into a column: it drops to the lowest free space (6 runes max per column).
- ② **Apply** its effect, if any.
- ③ **Refill** your hand from your bag up to your hand size.

No legal rune to play? You pass.

Line of 4+ of your colour: take **1 point**; the round ends immediately.

Drawn round if neither player can play, or if one action creates a line for both: **1 point is removed** from the supply.

3 CLEANUP

- ① End-of-round effects (Wunjo).
- ② Each player puts their hand back in their bag.
- ③ Each rune on the board goes back to the bag **of its colour**, except: **Isa** stays (it drops to the bottom of its column), an **ethereal** rune ○ goes back to the shop supply, and **neutrals** go back to the neutral supply.
- ④ The round's **discard** goes back to each owner's bag.

END OF GAME

- A player wins immediately when they hold **more than half** of the points in play (10 minus removed points): 6 of 10, 5 of 9 or 8, etc.
- If the supply reaches 0: most points wins. Tie: the player with **the fewest runes in their bag** wins; otherwise the game is a draw.

TOKEN MARKS

- ♦ **Level 2**: upgraded version, obtained by combining.
- **Ethereal**: if on the board at the end of the round, it goes back to your shop supply instead of your bag.
- ☾ **Cursed**: when you add it to your bag in the shop, also add 1 neutral to your bag.
- ♠ **Corrupted**: every time you play it, add 1 neutral to your bag.

GLOSSARY

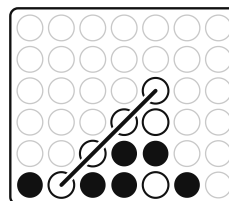
Neutral: grey rune that blocks both players and counts for no one (except with Hagalz). When it leaves the board, it goes back to the neutral supply.

Discard / remove for the round: put the rune in the discard; it comes back at cleanup.

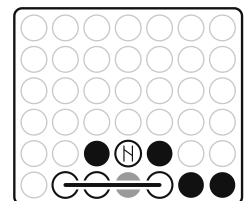
Destroy: the rune leaves the game for good (back to the box).

Adjacent: any of the 8 spaces around a rune.

EXAMPLES



Diagonal of 4 white runes: White wins the round (+1 point).



White's Hagalz touches the neutral, so it counts for White: winning line.

RUNE EFFECTS

◆ level 2 0 ethereal ❷ cursed ❸ corrupted ×n = copies per player



ALGIZ ×1

Enters **from the bottom** of a column, pushing runes upward (never past a Laguz).
Corrupted: +1 neutral in your bag each time it is played.



ANSUZ ×1

Immediately returns the rune **directly below** to its owner's bag (not a neutral).



BERKANA ×2

If it is part of your **winning line**: +1 bonus point.



DAGAZ ×1

Copies the effect of the rune directly below (except Kenaz).
Corrupted: +1 neutral in your bag each time it is played.



EHWAZ ×2 · ◆ ×1

While on the board: **hand of 3** runes.
◆ Hand of 4 runes.



EIHWAZ ×1

If it is **removed or discarded** for the round: +1 point (the round goes on).



FEHU ×2 · ◆ ×1

Puts 1 **discarded rune** back in your bag (opponent runes included).
◆ 2 runes. An opponent rune keeps its colour.



GEBO ×2 · ◆ ×1

Removes the rune **below it** for the round.
◆ Any **adjacent** rune instead.



HAGALZ ×2

An **adjacent neutral** counts as your colour to form a line (1 neutral per Hagalz).



INGUZ ×2 · start

Can only be played in the **centre column**.
Removed in the shop: goes back to your supply.



ISA ×2

Stays on the board from one round to the next (drops to the bottom of its column).



JERA ×2 · start

Can only be played in an **edge column**.
Removed in the shop: goes back to your supply.



KENAZ ×2

Alone, no effect. When your **2nd Kenaz** enters the board: **destroy** any 1 rune (even a Laguz).



LAGUZ ×2

Can be **neither moved nor removed**; Algiz cannot push it. Only Kenaz can destroy it.



MANNAZ ×2 · ◆ ×1

Adds 1 **neutral** to your opponent's bag.
◆ 2 neutrals.



NAUTHIZ ×1

Floats: place it on any free space; it does not fall.



ODAL ×1

Played on the **top row**: +1 point (the round goes on).



PERTH ×2 · ◆ ×1

On their next turn, your opponent must play in a column **adjacent** to Perth.
◆ You choose which one.



RAIDO ×2 · ◆ ×1

Take another turn immediately. Ethereal at level 1 only.
◆ Another turn (not ethereal).



SOWELU ×2 · ◆ ×1

Your opponent **discards 1 random rune** from their bag for the round.
◆ 2 runes.



TEIWAZ ×2 · ◆ ×1

Moves the **top rune** of a column to an adjacent column.
◆ To **any** column.



THURISA ×2 · ◆ ×1

Drop 1 **neutral** from the supply into a column of your choice.
◆ 2 neutrals.



URUZ ×1

While on the board, your opponent plays with their **hand revealed**.



WUNJO ×1

At the end of the round, if **no allied rune touches it**: +1 add and +1 remove at the next shop.