

AS RUBBLE , AS STORM

PART 1 - INTRO

Rumbling. Twisted inside and overflowing, the storm rages on. The days grow shorter. They are here, somewhere, in these ever-changing ruins. Another; look further within. One removes the glint in the rubble. Spinning. Carry the storm with you. It returns as always. Building anew. Torn and standing. Crumble once more.

In As Rubble, As Storm, players are two wanderers fighting for the fragments of a lost civilization. Players move around and through the ruins, spinning the sandstorm in its centre and controlling their own rubble creations.

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PART 2 - SETUP, GOAL


INVENTORY

You should have:

- 2 player tokens :1 light, 1 dark
- 20 two-sided rubble tokens :1 side light, 1 side dark
- 1 board w/ central disc
- 4 inventory zone/turn reference cards

SETUP

Lay out the board/envelope

Place both player tokens on the caravan space 
Both players place 1 turn reference card in front of them: the space to their left of it will be their pocket, and the space to their right will be their caravan.

Flip a rubble token to determine who goes first

GOAL

The first player to gain 9 rubble tokens in their caravan wins. **2**

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PART 3 - TURNS, ACTIONS

TURNS

Players take turns using up their stamina. A player's turn is over when they have no stamina left. Players must use up all their stamina in one turn.

STAMINA

Each Player starts their turn with 3 stamina.

Players can choose to remove 1 rubble token from any number of pillars in their colour at the start of their turn. That player will then gain that much stamina for that turn. The rubble tokens taken are returned to the bank.

ACTIONS:

Stamina is spent to perform actions. Each player has 3 actions they can perform as many times in a turn in any order as they like should they have the stamina.

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PART 3 - ACTIONS CONT'D

ACTIONS

MOVE PLAYER: The player moves their player token from its current space to another space connected by a complete path. If a path specifies a direction with an arrow, a player token can only move in that direction along that path.

ROTATE SANDSTORM: A player rotates the central sandstorm disc to any position they like.

MOVE PILLAR: The player chooses a pillar in their colour and moves it in the same manner as a player token.

COLLAPSE PILLAR: The player chooses a pillar in their colour and picks up all its tokens. The player then places each token one by one starting from the pillar's original space without ever going back by one space, following movement rules.

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PART 4 – SPACES

SPACES

There are four kinds of spaces players and pillars can land on:

- 1: Caravan (山): Players start in the caravan space at the start of the game. Players can land on the caravan to build pillars and bank rubble. Pillars can land on the caravan to bank themselves. Both players can occupy the caravan simultaneously and players cannot push each other on the caravan.
- 2: Desert (○): Players, rubble and pillars can occupy deserts. Deserts have no special effect.
- 3: Ruin (●): When a player's token is on a ruin at the end of their turn, they gain 1 rubble token in their pocket. When a player's pillar or rubble is on a ruin at the end of their turn, 1 rubble token is added on top of that pillar or rubble in that player's colour.
- 4: Great ruin (○): Great ruins operate the same as ruins, but they give player tokens two rubble tokens in their pocket at the end of their turn.

Only one player, rubble or pillar can occupy any given space, beside the caravan.

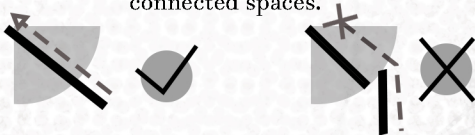
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PART 4 - ROTATING

ROTATING

Players can use 1 stamina to rotate the sandstorm disc in the centre of the board. The disc can be rotated to any position the player chooses.

When the paths across the disc make a full connection with paths on the board, a player or pillar can travel across the disc to the connected spaces.



When going across the sandstorm, a path must follow a straight line. The paths, however, can bend when entering.



(note: if a connection looks like it should work, it works! Go with it!)

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PART 5- BANKING, POCKETING

POCKETING

When players gain a rubble token from any action, it goes into their pocket area.

(Example actions that can gain players a rubble token: ending a turn with your player token on a ruin space, pushing another player token, picking up rubble or a pillar on the board.)

BANKING

When a player token moves onto the caravan space they will bank their rubble tokens. Banking takes place over two phases.

PLACEMENT PHASE:

Two tokens from the player's pocket will be placed on the board. They can be placed on any space that is either not occupied by anything or on top of a rubble token or pillar with that player's colour face up. Both tokens can be placed on the same space. Both tokens must have the banking player's colour facing up.

CARAVAN PHASE:

If any tokens remain in the player's pocket, they are all moved to the player's caravan.

(ex. If the player has 3 tokens, then two must be used to make rubble on the board and one will go to the player's caravan.)

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PART 6- RUBBLE AND PILLARS

RUBBLE AND PILLARS

Rubble tokens can occupy the board. Depending on the number of rubble tokens in that stack, they are either a rubble or a pillar. One rubble token on a space is rubble, but two or more stacked up is a pillar. The side of the rubble token facing up represents which player controls that rubble or pillar.

PILLARS

Pillars have a variety of uses from increasing stamina to gaining and banking rubble.

At the start of a player's turn, they can choose any number of pillars in their colour. That player takes one rubble token from each of those pillars and gains that much stamina for this turn. The player then puts the taken rubble tokens back in the bank.

Pillars can be controlled similar to players. For one stamina a pillar of a player's colour can be moved during that player's turn. Pillars can push players, rubble and other pillars when they land on a space occupied by them. Pillars can also land on the caravan space to bank all tokens in that pillar.

A pillar can also be collapsed as an action. See section 7 for collapsing rules.

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PART 7- COLLAPSING

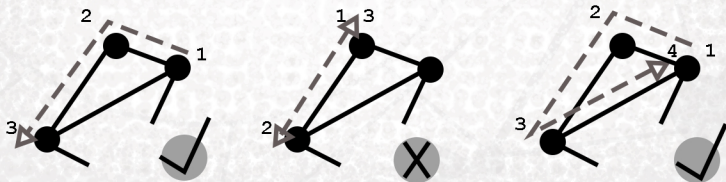
COLLAPSING

A pillar can be collapsed as an action for one stamina. When a player collapses one of their pillars, they take each token and place them one by one along different spaces, following movement rules. The first token placed is on a new space connected to the original space the pillar was on. Continue the collapse until there are no tokens left from the original pillar.

A player cannot choose the last space that was previously collapsed onto when placing the rubble tokens. A player can collapse onto a space that was previously collapsed onto

however, so long as it wasn't the last space they chose.
(for example a player can collapse in a loop in the shape of a triangle but not go back and forth between two spaces)

A collapse can trigger an attack if the collapsed rubble lands on an occupied space. If the collapse triggers an attack, count the total number of tokens in the original tower when determining whether to push or bounce off. Resolve attacks immediately before continuing with the collapse.



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PART 8- PUSHING

When a player or pillar moves onto a space occupied by any kind of token, then that player or pillar will push or bounce off whatever they landed on.
(you can push your own pillars and player)

A push will occur if:

When a player token is attacking a pillar, the player has a greater than or equal number of rubble tokens in their pocket as the pillar they are targeting.

When a pillar is attacking a pillar, it has a greater than or equal number of tokens as its target.

A player or pillar is attacking a player or rubble

Else, the attacking token will bounce off their target, and freely move to a new space from there while following movement rules.

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PART 8- PUSHING CONT'D

Pushing has different results based on what is doing the pushing (attacker) and what is being pushed (target)

If a-

Player is the attacker: Any tokens gained from the target go directly into that player's pocket.

Pillar is the attacker: Any tokens gained from the target are added to the pillar's stack, in the current colour of the pillar.

If a-

Player is the target: The attacker can choose to take half the rubble tokens from that player's pocket (rounded up).

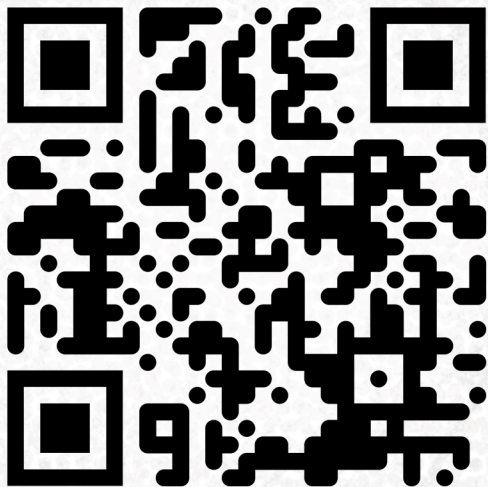
Pillar or Rubble is the target: The attacker can choose to take all the rubble tokens from that pillar/rubble, or flip the target pillar/rubble to their colour.

Afterwards, if the target token is still there. The player that controls the target token moves it to a new space, following the normal rules for movement.

Then, the attacker token will move to a new space, different from the one that the target token moved to. The attacker token can ignore path directions when moving in this way.

Pushes can be chained if either the token that was pushed moves onto another token, or the token that did the pushing moves onto a different token than the one they already pushed. In which case, resolve the pushes as they occur.

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Rules in pdf,
available on
reachoutgames.com