

INTRODUCTION

You've ventured in an unknown, mysterious egyptian pyramid... After exploring a few rooms, you discover a huge vault: there lie the Ancient Relics of Tutankhanine, the Cursed Pharaoh! Were the legends true? There is no time to waste, though: as soon as you lay a hand on the pharaoh's sarcophagus, a mechanism triggers, the ground starts to shake, and the giant statue of the Relics room collapses, blocking the vault entrance. You're trapped! Your only chance is the stone hallway that disappears in the darkness before you, and that could – maybe – lead to an exit. In the distance, you hear frightening growls... it sounds like angry mummies woke up to punish those who entered their tomb. The legends were true, indeed!

Your objective is now clear:

- Prevent the mummies from touching the Relics of the Pharaoh (they would gain immense power, threatening all mankind)
- Activate the mechanisms that will trigger the opening of a new exit and get rid of those pesky mummies. According to the legend, bringing the relics outside of the pyramid would lift the curse forever.

**You have 5 torches left...
Run! Run! RUN!**

A FEW WORDS ABOUT COOPERATING

Run Run Run is a cooperative game that can be played alone or with friends. You will win together, or lose together against the game.

Victory depends on each of your choices during the game: you have to make the best individual choices, in the group's best interest.

It is possible (and advised) to discuss your choices with your fellow adventurers; however you always have the last word regarding your own decisions, even if the group does not agree with you. Every decent archeologist has their pride, right?

Also, even if you may openly discuss your intentions, you may not show the cards from your hand to the other players, nor describe them precisely. You may, however, point a finger to a specific hex, without saying anything, to let other players know that you would like to reserve this hex for a future turn (which does not prevent the other players from ignoring your wish if they decided against it).

COMPONENTS



4 Catventurer Tiles



4 Mummy Cards



3 Regroup Tiles



3 Boss Mummy Tiles



4 Catventurers



4 Mummies and 1 Boss



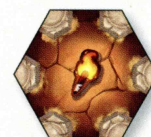
6 Combat Dice



4 Mummy Dice



1 Pharaoh's Vault



64 Room Cards



1 Exit Door



3 Door Mechanism Tokens



20 Hearts



17 Sarcophagus Tokens



5 Torch Mechanism Tokens



39 Torches



SETUP

- 1 Place the **Pharaoh's Vault** in the middle of the table. Each player draws a Catventurer Tile and places their Catventurer on the Pharaoh's Vault.
- 2 Set the Exit Door aside on the table, with the three Door Mechanism Tokens, and the 5 Torch Mechanism Tokens.
- 3 Form a Supply with the Torch Tokens and place it within easy reach of the players. Then, place 5 Torch Tokens next to the Pharaoh's Vault. These are your group's 5 Starting Torches.
- 4 Shuffle the Sarcophagus Tokens to form a draw pile, face "Sarcophagus" up.
- 5 Shuffle the 4 Mummy Cards face down to form a draw pile and place it next to the Pharaoh's Vault. Place the 4 Mummies and 5 Hearts next to it.
- 6 Shuffle the Boss Cards. Draw 1 Boss Card and place it face down in a corner of the table. The other Boss Cards go back to the box (do not look at them). Place the Boss Mummy and the remaining Hearts in the same corner of the table.
- 7 Stack the Regroup Tokens in a corner of the table.
- 8 At the beginning of the game, Mummies have a Power of 1: place 1 Mummy Die next to the Pharaoh's Vault.
- 9 Place the 3 remaining Mummy Dice and the 6 Combat Dice in a corner of the table.
- 10 Shuffle the Room Cards face down to form a stack and place it within easy reach of the players. Each player receives 5 cards from this stack.

GOAL OF THE GAME

YOU WIN IF:

You manage to **place the Exit door AND eliminate all mummies, including the Boss, from the pyramid.**

YOU LOSE IF:

- A player has to discard the last card from their hand,
- A Mummy reaches the Pharaoh's Vault.

GAME TURN:

Players decide who goes first and play turn by turn, clockwise.

On your turn, you must ALWAYS perform these two steps in order:

- Mummies' Actions
- Player's Action



MUMMIES' ACTIONS



• Roll the active **Mummy Dice** (at the beginning of the game, Mummies have a Power of 1, which means that you only roll 1 die. This value may increase, though).

For **EACH**  that you roll, perform the two following actions:

I - MOVE ALL MUMMIES (and the Boss, if any) by one Room. Each Mummy ALWAYS moves towards the Pharaoh's Vault, taking the shortest way to get there (if several routes are eligible, then the active player decides).

Note: **See the end of this booklet for more information about the different Mummies.**

IF A MUMMY ENTERS...

- A Room **occupied** by one or several players: the Mummy stops moving and immediately **ATTACKS** these players (see "The Mummies Attack!").
- The Pharaoh's Vault: it unleashes the terrible Curse! **All players instantly lose.**

II - PLACE A HEART on one of the free spots of the top card of the Mummy Pile. When you place the fifth Heart, **A Mummy Awakes!** Flip the Mummy Card and place the 5 Hearts on it. These tokens represent the Mummy's Health Points. Place the matching Mummy Figure in any Room Card of the maze.


If you should place more Hearts than necessary, the Mummy Awakes, THEN you place the exceeding Hearts on the next top Mummy Card.



A Mummy awakes!

The blue player must add a Mummy to the maze. They may place the Mummy on any Room Card of the maze. Since the game immediately ends in a defeat if a Mummy reaches the Pharaoh's Vault, it would be logical to choose one of the farthest Room Cards.

THE MUMMIES ATTACK

- If a Mummy encounters a Catventurer during its move, the Mummy stops and attacks that Catventurer. If several Catventurers occupy the same Room, they decide how they split the damage. Suffering damage means that you must discard from your hand as many cards as the number of  symbols on the Mummy.
- If several Mummies attack at the same time, they each inflict their own damage.
- If a player has to discard their last card, they are killed in the attack and all players immediately lose.



PLAYER'S ACTION



On your turn, perform **one** of the following actions:

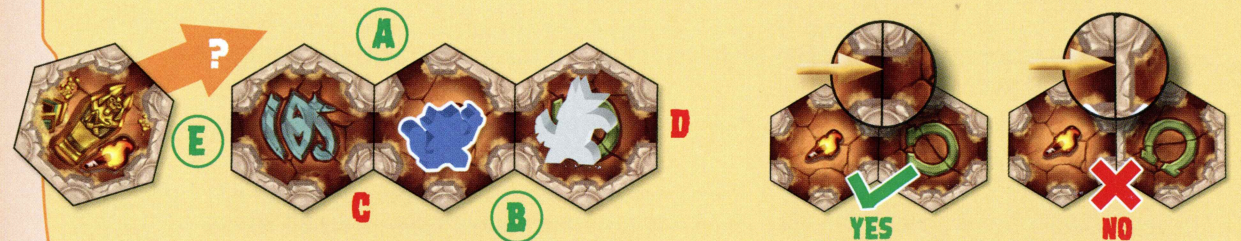
EXPLORE or **FIGHT** or **COOPERATE**

I - EXPLORE

1 **CHOOSE A ROOM CARD FROM YOUR HAND** and place it on the table in order to expand the maze.

To add a Room to the maze, you **MUST** follow these two rules:

- Any path must connect to an existing path (or remain open);
- You must be able to move your Catventurer onto the card that you just placed, **without** crossing a Room occupied by a Mummy.



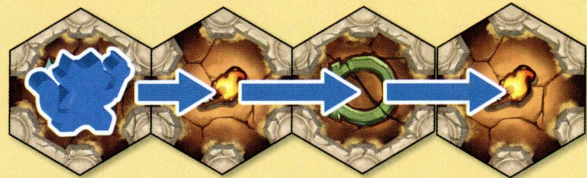
Example:

The blue player may add their Room Card on **A**, **B** or **E**. They cannot place it on **C** (because this would close off one of the two paths) nor on **D** (because the Mummy is on the way).

2 MOVE YOUR CATVENTURER

Once you've added a Room Card to the maze, observing these rules, move your Catventurer to this new Room Card.

Your basic move is **up to 3 ROOMS** (i.e. you may move your Catventurer by 3 cards). Move your Catventurer from one Room to another adjacent Room, and so on. If by adding a Room card and moving your catventurer you were to cross paths with a mummy, then you shall not perform the action.

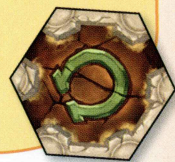


However, you may move further than your basic move, if you're willing to pay the price:

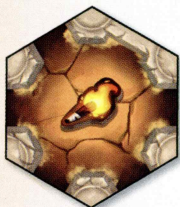
You may choose to discard **1 CARD** from your hand. **EACH EXIT** printed on this card grants you an extra **MOVEMENT** (i.e. you can move one Room further).

Example:

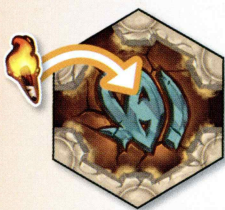
Discarding this Room Card would grant you 3 extra moves, for a total of 6 moves (your basic move is 3, plus 3 for this card with 3 exits).



3 LIGHT UP THE CARD THAT YOU JUST PLACED (IF NECESSARY)



Rooms that already have a Torch symbol do not need to be lit up. You don't need to add a Torch Token.



Some other Rooms (like this one) require a Torch Token from the supply.

If a Room requires a Torch Token while you're out of tokens, **immediately** apply the following effect:

- ADD a Heart on the top Mummy Card. If it's the fifth one, **A Mummy Awakes!** (see example on p.6)

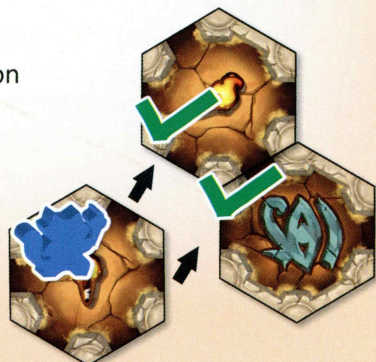
If you cannot add a Heart because all Mummies are already in play, they all advance by one Room.

4 DRAW NEW CARDS

Add a card to your hand for each path that you connected on your turn.

Example:

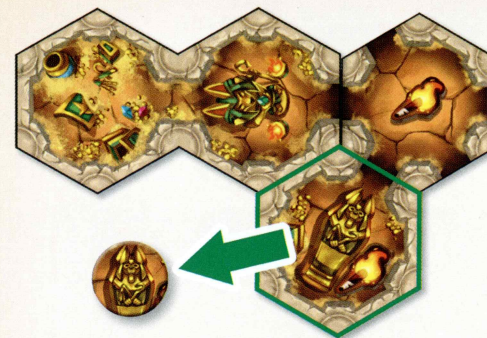
Adding this card connects two paths and thus allows you to draw 2 cards.



5 APPLY THE EFFECTS OF THE NEW ROOM

A- If you placed a Sarcophagus Room:

Take the top Sarcophagus Token from the draw pile and reveal it.



USING SARCOPHAGUS TOKENS

You may use your Sarcophagus Tokens at any time DURING YOUR TURN (including upon revealing the token), **EITHER** for the matching effect (see below), **OR** to teleport your Catventurer onto **ANY** other Room from the maze.



Add the **indicated number of torches** to the supply (here, two Torch Tokens).



Before you attack a Mummy, **discard** this token to double the amount of damage that you inflict.



Draw the **indicated number of Room Cards** (here, two Room Cards).



When a Mummy attacks you, discard this token to ignore any damage.



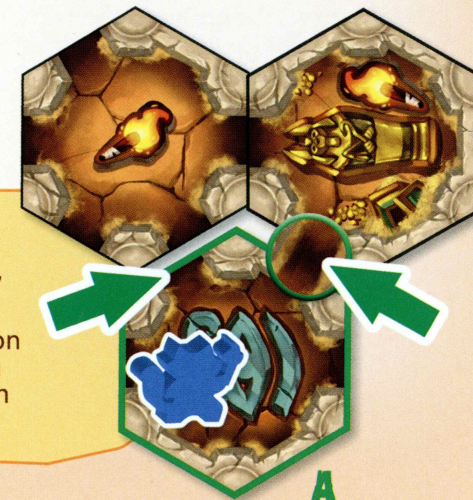
Trap: Immediately reveal the top Mummy Card. To do this, fill its life to 5 Hearts, then place the matching Mummy on any Room Card of the maze. You **cannot** use the Trap to teleport.



The secret passage allows you to connect two Room Cards through a wall, ignoring any path connection restriction.

Example:

Normally, it would be impossible to place Room "A" on the indicated spot, except if you place the Secret Passage on it to ignore the path connection restriction to the Sarcophagus Room. This counts as connecting two paths, which means that you'll draw two cards on this turn.

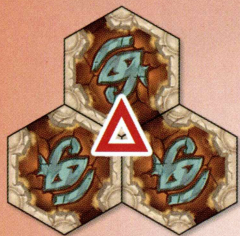


B- If you trigger a mechanism

Some Rooms display one of the following Egyptian symbols:




Each time you add a Room to the maze, check if you formed a triangle with three **IDENTICAL** or three **DIFFERENT** symbols.



THREE IDENTICAL SYMBOLS

If you form a triangle with three identical symbols, you discover new torches. A secret cache hiding new torches is revealed between the three Room Cards. This allows you to replenish the common supply to **5 torches**.

IMPORTANT: Each Room card can only be used once in a Torch Mechanism combination.

Place a  Token between the 3 cards with which you activated the mechanism in order to remember that these 3 cards have been used to obtain new torches.

Example:

Adding Room "A" here (on the right) forms a triangle of three identical symbols. The group had only 3 Torches, so they immediately gain 2 extra Torches for a total of 5.




Later in the game, adding this new Room ("B") does **not** create a new triangle since the two other cards have already been used.



THREE DIFFERENT SYMBOLS

If you form a triangle with three different symbols, you trigger one of the three Door Mechanisms that will allow you to open the Exit Door!

Take the top Door Mechanism Token  and place it between the three Room Cards.

IMPORTANT: Each card can only be used once in a Door Mechanism combination. Nevertheless, you may use the same Room for a Door Mechanism **and** a Torch Mechanism.

Example:

By adding Room "A" here [(image on the right)], you just formed a triangle of three different symbols. If this were the last Door Mechanism, the Exit Door would open, protected by the Boss.



Triggering the third (and last) mechanism opens the Exit Door!

You must immediately add the Exit Door to the maze, connecting it to any available path. Flip the **Boss Mummy Card** face up and place the matching figure on the Exit Door...

Remove all Mummy Cards from the game (even if there are Hearts on the top Mummy Card). Indeed, once the Boss has arrived, no new Mummy can enter the maze. However, the game is not won yet!



Note: See the end of this booklet for more information about the different Bosses.

II - FIGHT

As soon as a Mummy sets foot in the Pharaoh's Vault, you lose! Fighting them is the safest way to get rid of this threat.

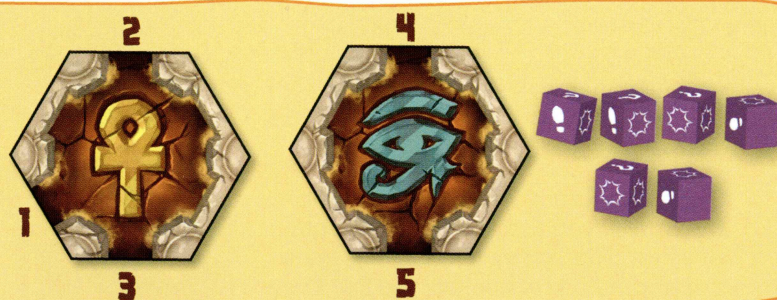
The Room Cards that you hold in your hand may be used to expand the maze when you decide to explore it, but you can also use them to fight: the Combat Strength of each card is equal to the number of exits that it has (1 to 6).

When you choose to fight, proceed as follows:

- **Move through the maze** (see **Move Your Catventurer**) and stop as soon as you encounter a Mummy ;
- **Discard** Room Cards from your hand to know the number of **Combat Dice** that you're going to roll.

Example:

Discarding these two cards will allow you to roll **5 dice** since there are three exits on the left card and two exits on the right card.



Note:

- You may not roll more than **6 Combat Dice**;
- You always have to keep at least one Room Card in your hand (otherwise, you would die, causing the defeat of your group).

Roll the dice and apply the results:



For each Hit symbol, you may remove one Heart from the matching Mummy Card.



For each Question Mark symbol, you may use your Special Ability.



For each Hex symbol, you may draw a new Room Card.



The Footprint symbol allows you to move to an adjacent Room when the fight is over.

IMPORTANT:

- As soon as a Mummy loses its last Heart, it is eliminated. The matching Mummy Card must be shuffled back to the draw pile, along with the other remaining Mummies. If there were Hearts on the top Mummy Card, set them aside, shuffle the stack, then place them back on the top card.
- A Catventurer may face several Mummies at once. In that case, the Catventurer splits the damage as they wish among their opponents.

III - COOPERATE

When all hope seems to be lost, take a break and regroup with your friends to find solutions. Be careful though, as you can only do this a limited number of times.



If you choose to take a break and regroup:

- Take one "Regroup" Tile from the stack and remove it from the game (put it back in the box). Once you've used all tiles, you can no longer perform this action.
- **Do not move** your Catventurer.
- **Regroup.** Each other player willing and able to take a break may join you in your Room. Such a move is free, regardless of the distance; although it is **NOT** possible to cross an hex occupied by a Mummy.
- Players that decided to regroup now choose up to 2 Room Cards from their hand and place them face down in the middle of the table for an exchange.
- They **also** receive new Room Cards: randomly draw two previously discarded cards (from the discard pile), **plus two extra cards** (from the discard pile) for each Torch that they sacrifice.
- Reveal all cards. Players that decided to regroup may discuss how they want to share them. You may decide to give several cards to the same player, or to share them equally, as you wish.
- It is also possible to use this break to exchange Sarcophagus Tokens (or to give them for free).

Running out of Room Cards

If the Room Cards draw pile is empty, you must make do with the cards that you have. Keep playing, but ignore any effect that would allow you to draw new cards.

END OF THE GAME


The game may end in different ways:

- ✓ If you managed to connect the Exit Door to the maze, and if you defeat the Boss **and** all the Mummies roaming through the corridors, then **you win!**
- However, if either:
 - ✗ - one of the player runs out of Room Cards, or
 - ✗ - a Mummy reaches the Pharaoh's Vault.


Then you immediately **lose** (and put all mankind at risk!)

THE CATVENTURERS




For each  rolled in Combat, draw 1 Room Card.




For each  rolled in Combat, draw 1 Sarcophagus Token.

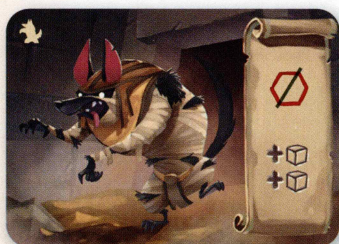


For each  rolled in Combat, inflict 1 extra damage.

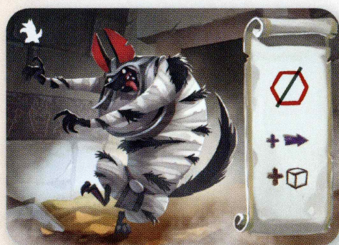


For each  rolled in Combat, add 1 Torch to the common supply (which can, in that case, exceed 5 Torches).

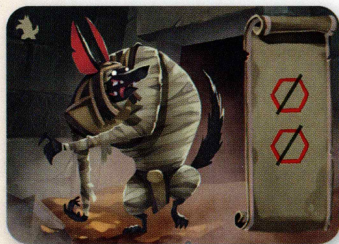
THE MUMMIES



- **Attack:** One of the attacked Catventurers must discard a random card from their hand.
- **Extra Mummy Dice:** As long as this Mummy is in the maze, roll 2 extra Mummy Dice at the beginning of each player's turn, during the Mummies' actions step.



- **Attack:** One of the attacked Catventurers must discard a random card from their hand.
- **Move:** The Mummy moves by one extra Room further than indicated on the dice at the beginning of each player's turn.
- **Extra Mummy Die:** As long as this Mummy is in the maze, roll 1 extra Mummy Die at the beginning of each player's turn, during the Mummies' actions step.



- **Attack:** One of the attacked Catventurers must discard two random cards from their hand, or two of the attacked Catventurers must each discard one random card from their hand.



- **Attack:** One of the attacked Catventurers must discard a random card from their hand.
- **Discard Torches:** When this Mummy appears, discard 2 Torches from the players' supply.

BOSSSES



Place **8** Hearts on this card

- **Attack:** The Catventurer that is in the same Room as the Boss loses 4 random cards from their hand. If there are several Catventurers, they lose a total of 4 cards (to be split as they wish).
- **Move:** The Boss moves by one extra Room further than indicated on the Mummy dice at the beginning of each player's turn.



Place **10** Hearts on this card

- **Attack:** The Catventurer that is in the same Room as the Boss loses 3 random cards from their hand. If there are several Catventurers, they lose a total of 3 cards (to be split as they wish). As long as this Mummy is in the maze, it cancels the Catventurers' Special Abilities.
- **Move:** The Boss moves by one extra Room further than indicated on the dice at the beginning of each player's turn.



Place **12** Hearts on this card

- **Attack:** The Catventurer that is in the same Room as the Boss loses 2 random cards from their hand. If there are several Catventurers, they lose a total of 2 cards (to be split as they wish).
- **Move:** The Boss moves by one extra Room further than indicated on the dice at the beginning of each player's turn.

SOLO MODE

Run Run Run! can be played solo using the exact same rules as a multiplayer game. Choose your Catventurer, explore the pyramid, and defeat the Boss and its Mummies!

You can still use the "Cooperate" Action: even if no one will join you, you can still recover cards from the discard pile.

CREDITS

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THE FLYING GAMES



RUN RUN RUN!

RULES



30MN



8+



1-4 PLAYERS

THE FLYING GAMES

1 MUMMIES' ACTIONS

- Roll as many **Mummy Dice** as the current Mummies' Power. Each symbol grants a move to the Pharaoh's Vault (shortest route). For each also place a Heart on the top Mummy Card. As soon as you place the fifth Heart, the Mummy awakes and appears in the maze.
- A Mummy stops upon encountering a Catventurer;
- At the end of this step, each Mummy attacks the Catventurers that are present in its Room.

2 PLAYER'S ACTION (1 OUT OF 3)

EXPLORE

- **Play a card** from your hand to expand the maze;
- **Move your Catventurer** onto that card (see p.8);
- **Light up the Room.** If you still have torches, use one. Otherwise, add a Heart on the top Mummy Card.
- **Draw** a card for each connection you made.
- **Apply** the Room effects
 - If you added a Sarcophagus Card, draw 1 Sarcophagus Token .
 - If you formed a triangle of **3 identical symbols**, trigger a Torch Mechanism and replenish your Torch Supply to 5.
 - If you formed a triangle of **3 different symbols**, trigger a Door Mechanism .

FIGHT

- **Move** your Catventurer onto a Room with a Mummy.
- **Discard** cards from your hand.
- **Roll** as many dice as the number of exits that you discarded.
 - Inflicts **1 damage** to the Mummy. Remove one Heart from the Mummy Card.
 - Allows the Catventurer to use their Special Ability.
 - Allows the Catventurer to draw a Room Card.
 - Allows the Catventurer to move to an adjacent Room after the fight.

You may split the damage among several opponents if needed.

COOPERATE

- Discard a Regroup Token and randomly draw **two cards** from the discard pile.
- **Regroup** in the same Room.
- Each cooperating Catventurer may exchange up to 2 cards from their hand.
- Each discarded Torch allows you to randomly draw 2 extra cards from the discard pile.
- **Share** these cards as you wish.

