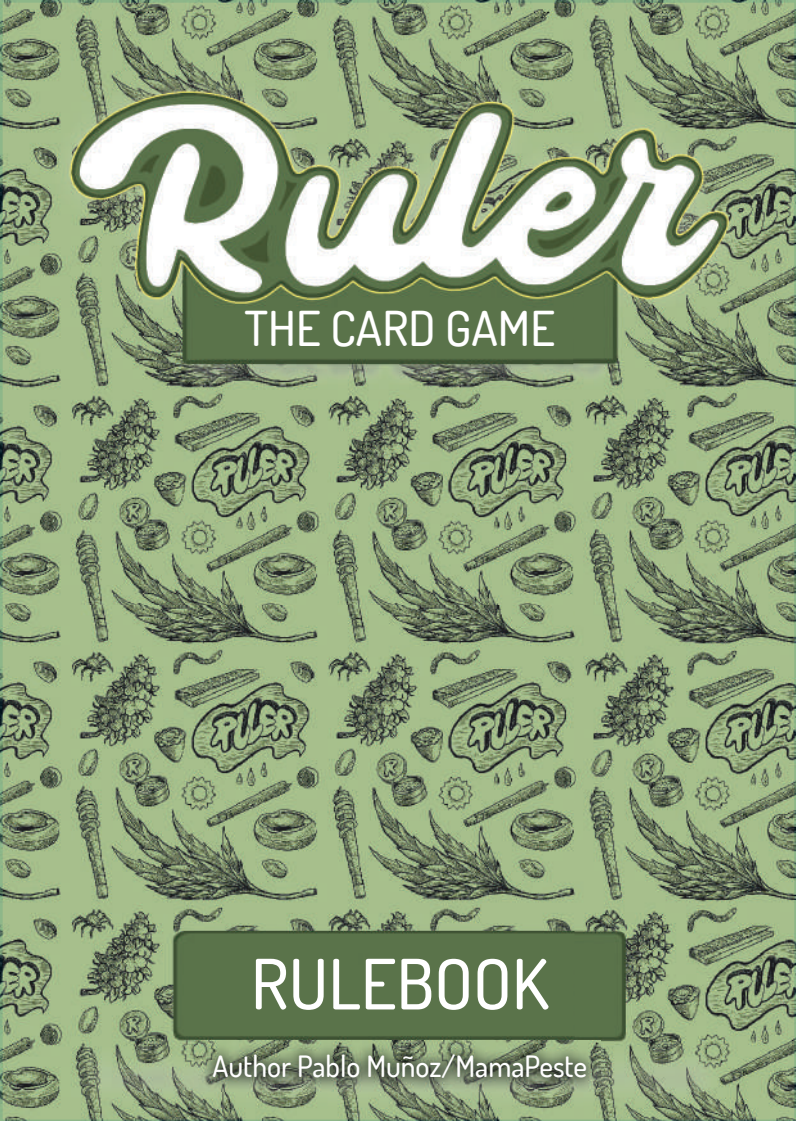




Ruler

THE CARD GAME

RULEBOOK

Author Pablo Muñoz/MamaPeste

Greetings, I'm Don.Cogollo!

You've just become a member of RULER, my association, as it's known around here. I hope you enjoy the game and your gatherings with friends. This game is for both consumers and non-consumers.

Everyone is welcome here!



CREDITS

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WHAT IS RULER?

RULER is a unique **association**, a paradise for **cannabis** lovers where a very special competition is organized.

You will face a series of challenges that will test your skills in tasting genetics, resisting rivals' sabotages, and overcoming various EVENTS.



WHAT'S IT ABOUT?



In RULER, you **simulate** your time at a cannabis consumers' association. Your goal is to be **the first person to reach the maximum score (30 points)** by tasting and enjoying different MATERIAL cards. You can combine these, or not, with PARAPHERNALIA cards (DISPOSABLE and PERMANENT) to accumulate large amounts of points. It will be easier if you make good use of SUPPORT cards.

In turn, you'll have to MESS WITH your rivals' moves. For this, you have a wide variety of edibles (MUNCHIES) that will allow you to subtract points from others. You can also use TRICK cards to halve a rival's move score.

While playing, a series of EVENTS will appear, activated by the RULER in each ROUND. These will affect the development of the games and your strategies.

WELCOME TO RULER!

CONTENTS

150 cards (5 help cards), 48 point tokens, Don.Cogollo (RULER) figure, and RULEBOOK.



DISPENSARY DECK: 131 cards (green back)

MATERIAL: 57 cards.

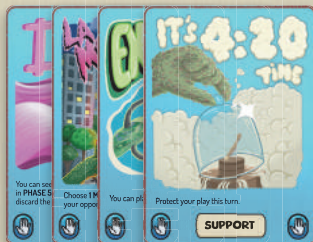
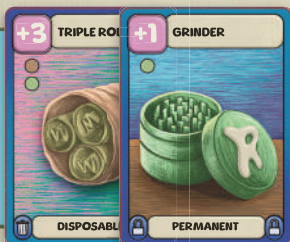
BROWN, GREEN, AND YELLOW.
16 different types.



PARAPHERNALIA: 27 cards. 2 types:

DISPOSABLE: 21 cards,
8 different.

PERMANENT: 6 cards,
3 different.



SUPPORT: 20 cards. 4 different:

- La Mona Chita.
- I see...
- EXTRA-HIGH.
- It's 4:20 time.



+1 32 tokens
= 1 point

+5

9 tokens
= 5 points

+10 7 tokens
= 10 points



MUNCHIES: 21 cards.
8 different.



TRICK: 6 cards: Pass that, won't you?



PASS THAT, WON'T YOU?



Divide your opponent's play by 2. Add half of those points to your Total Score. Round down if necessary.

TRICK

EVENT DECK:
14 cards (white back)




EVENT: 12 cards.
SPECIAL EVENT: 2 cards.

Don.Cogollo (RULER) figure

RULEBOOK



TABLE SETUP

Example with 4 players:

Regardless of the number of players, **all cards** are always used.



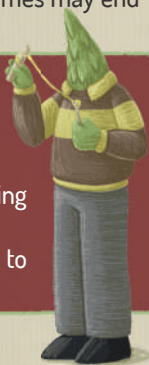
HOW TO START?

Before starting, you know me, I'm Don. Cogollo, or the **RULER**, owner of the association. You will have to represent my role throughout the game, a different person in each **ROUND**. Some games may end before everyone gets to be the **RULER**.

- **How is the RULER chosen and what do they do at the start?:** They are chosen however you like. Once chosen, the **RULER** decides the direction in which turns will go. You will play one by one and in the established order.

- **RULER's Functions:** Activates **EVENTS** at the beginning of the **ROUND** and deactivates them at the end of it.

At the end of the **ROUND**, the **RULER** figure is passed to the next player in playing order.



GAMEPLAY

The **RULER** must begin by following these **3 steps only at the start of the game**:

1. Shuffle the **DISPENSARY** deck and deal 6 cards to each player (including the **RULER**).
2. Activate the **EVENT**: reveal the first card from the **EVENT** deck and read it aloud.
3. The **RULER** starts the game by playing their turn.

YOUR TURN (same for everyone, including the RULER):

To play your turn, you must follow these phases in order:

1. **DISPENSE** (if you have fewer than 6 cards in hand).
2. **PLAY CARDS** (**MATERIAL**, **PARAPHERNALIA**, and **SUPPORT**), **PASS** or **DISCARD**.
3. **MESS WITH** (Only if you are going to score on your turn, rivals play **MUNCHIES** and **TRICK**).
4. **SCORE** (Add points to your **TOTAL SCORE**).
5. **DISPENSE AGAIN** (until you have 6 cards in hand).

1. DISPENSE: Draw cards from the DISPENSARY until you have **6** in your hand, unless an active EVENT indicates otherwise.

2. PLAY CARDS, PASS or DISCARD:

- **PLAY CARDS:** You can only score once per turn by playing a single **MATERIAL** card (with exceptions). You can play it alone or combine it with **PARAPHERNALIA** cards (**DISPOSABLE** and/or **PERMANENT**) and/or with **SUPPORT** cards to improve the play. Show what you are going to “taste” (your play) before the **MESS WITH** Moment.

Playing 2 or more MATERIALS: Normally, you only play one **MATERIAL** per turn to score. However, you can score with 2 or more **MATERIAL** cards if you have the **SUPPORT** card: “EXTRA-HIGH! in your hand, or if the **EVENT**: Grandpa Juan is active.

If you don't have Material in hand or are looking for a better option, you have these alternatives:

- **Play SUPPORT cards:** You can play **SUPPORT** cards like “La Mona Chita”. These cards help you get a **MATERIAL** or improve your move.

- **Play Permanents to the table:** You can play **PERMANENT** cards from your hand to your **PERMANENTS ZONE** without needing to combine them with a **MATERIAL**. These cards do not count in your hand, allowing you to continue dispensing **6** cards in subsequent turns. You can have up to **3** non-repeated **PERMANENTS** in your zone.

* When you play your card/cards of **MATERIAL** or “**TASTE**”, you can't play more cards. Play the next **PHASE** of your **TURN**.

Finally, if you are not going to **PLAY CARDS**, you have the options to **PASS** or **DISCARD**:

- **PASS:** Skip your turn without doing anything; you don't play cards or dispense.

- **DISCARD:** Discard your entire hand and **DISPENSE 6** cards again. Your turn ends without having played cards.

3. MESS WITH: (only rivals)

Now your rivals decide what to do with your play (if you are going to score in the ROUND). It is not mandatory to **MESS WITH**. If they want, they will use MUNCHIES and TRICK cards to subtract points from you. There is no specific order for MESSING WITH, they will have to pay attention and act fast!

- Rivals can only play one type of MUNCHIES card, or 2 cards if they are combinable with each other (check the card description).
- They cannot remove more points than you were going to make in the play.
- When a rival plays the TRICK card: "Pass that, won't you?", the MESS WITH moment ends and you have to resolve the play.

(The MESS WITH phase can also end if rivals decide not to do it).

Points are subtracted in the order in which the cards were played to MESS WITH.

4. SCORE:

When the MESS WITH moment ends, check if you have any points left to add to your **TOTAL SCORE**. Discard used cards to the "ashtray" (or discard pile).

Here's an example:

YOUR 'TASTE' (PLAY)

$4 + 7 = 11 \rightarrow \times 2 = 22$

ACTIVE EVENT

MESS WITH TIME

RIVAL 1

RIVAL 2

$22 - 3 = 19$

TOTAL SCORE

YOU
10 points
RIVAL 2
(ROUND DOWN) 9 points

$19 \div 2 = 9.5$

5. DISPENSE AGAIN:

Draw as many cards as you used in the play to have **6 cards in hand again**. This indicates that your turn has ended and it's the next person's turn.

END OF THE ROUND

Each player repeats the turn phases until it is the turn of the **RULER** who initiated the **ROUND** again. When it's the **RULER**'s turn again, they can only **DISPENSE** if they have fewer than 6 cards in hand. This indicates that the **ROUND** ends and the active **EVENT** is deactivated. Now, the **RULER** figure passes to the next person in playing order. This person repeats the same process, and so on...

END OF THE GAME

The game ends when one person reaches **30 points or more** (recommended for fast games).

* If there is a tie, the person who is first in the established order wins.

Pay attention because you can win the game out of your turn with a **TRICK** card.



KEY DEFINITIONS

- **DISPENSE:** Draw cards from the **DISPENSARY** deck.
- **ROUND:** A set of turns that includes each player's turn. It ends when the initial **RULER** has their turn again.
- **Active EVENT:** The **EVENT** card that is currently in play and determines what must be done in each **ROUND**.
- **Round Down:** If the result of a division includes decimals, always round down to the nearest whole number. For example, if a rival or an **EVENT** must subtract points from you, the amount removed will be the lower whole number.
- **PERMANENTS ZONE:** The space on the table where you place the **PERMANENT** cards you play. These cards don't count as cards in your hand.
- **TOTAL SCORE:** The sum of all points you have collected throughout the game. Your **TOTAL SCORE** cannot be modified, unless an **EVENT** or a **MUNCHIES** card indicates otherwise.

Learn RULER easily.

Welcome!



The game is always set up the same way on the table.

DISCARD



ACTIVE
EVENT



Choose the RULER (however you like).
Decide the order. You play 1 by 1.



Me?

The RULER deals
6 cards to everyone
(including themselves).



Active
"Porrito al sol"
Event

Play your MATERIAL or
SUPPORT cards to score.
Combine with
PARAPHERNALIA!

4+7



Show your move.
The others decide whether
to mess with you.

I'm going
to taste an
outdoor strain
in a Blunt...



To MESS WITH, they use:



Dispense until you have 6 cards.
No more moves. It's the next
person's turn.



Add the points you have left.
Remember the EVENT.



When it's the RULER's turn,
the ROUND ends.
Pass the RULER figure.



The game ends when
someone reaches
30 points.



QUESTIONS?

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MATERIAL

MATERIAL cards are the only ones that allow you to score on their own. You can play several in your turn if possible (for example, thanks to a SUPPORT card or an EVENT).

Points and Color: Indicates how many points it adds and what color it belongs to.

Effect Text: Summarizes the specific effect of the card or if it has any special ability.

Origin Details: Additional information about the MATERIAL.

A MATERIAL card simulates a joint made with medium paper.



There are 3 types of MATERIAL, identified by their colors: **BROWN**, **GREEN**, and **YELLOW**. These colors indicate what type of PARAPHERNALIA you can combine them with and how they are used in certain EVENTS.



WHAT IS EACH MATERIAL?

Here's a more detailed explanation of the game's MATERIAL. As you know, there are 3 types: **BROWN**, **GREEN**, and **YELLOW**. The point value of each MATERIAL represents the amount of THC it could contain. Remember it's fictional... wink, wink...



- **BROWN:** These are solventless extractions, made by hand or with homemade tools. Think of Hash or homemade Dry Sift, that which is obtained by sieving buds by hand. Its process is simple, but the result is pure essence.



- **GREEN:** Refers to what we commonly know as “buds” or “dried flowers.” Different cultivation types are also distinguished. Think of classic strains like Haze, OG Kush... and so on, given the endless crosses that exist—and those yet to come.



- **YELLOW:** Includes extractions made with and without solvents, generally using professional machinery and a very meticulous process. Here we are talking about high-end concentrates, such as Rosin (made with specialized presses), BHO (Butane Hash Oil) in its different textures like Shatter or Wax. They are the result of technical and precise work.



PARAPHERNALIA

There are 2 types of PARAPHERNALIA cards:



DISPOSABLE



PERMANENT



- They **combine** with MATERIAL cards.
- You can only play 1 DISPOSABLE card for each MATERIAL card.
- They **do not score on their own**.
- They are **discarded** along with the MATERIAL at the end of the move.
- They have colored circles that indicate what type of MATERIAL they can be **combined with**.

PARAPHERNALIA is every tool used for the "tasting" of Material.

- They combine with all corresponding MATERIAL you play on your turn.
- You can play it to the table **without combining it with a MATERIAL**.
- They **do not score on their own**.
- They are placed in your **PERMANENTS ZONE** on the table until the end of the game.
- You can have a maximum of **3 DIFFERENT PERMANENT** cards.
- They have colored circles that indicate what type of MATERIAL they can be **combined with**.



SUPPORT

SUPPORT cards facilitate your plays in **different ways**.

- You can only play them **before** the SCORE PHASE.

- **You cannot play them** during the MESS WITH moment.

Read them carefully to prepare a good strategy during your turn.



- **IT'S 4:20 TIME:** Protects your move from any rival, except from the effect of the active EVENT. It only protects you during the MESS WITH moment.

- **LA MONA CHITA:** Randomly choose a MATERIAL card from one of your rivals' hands (they will only show you the back). You can use this MATERIAL on your turn to SCORE if you haven't already. You can play a maximum of 2 La Mona Chita cards on your turn.

- **EXTRA-HIGH!:** You can play 2 MATERIAL cards this turn to SCORE. Both can carry their corresponding PARAPHERNALIA. You can only play a maximum of 2 EXTRA-HIGH! cards on your turn.

- **I SEE....:** When it's time to DISPENSE in PHASE 5: DISPENSE AGAIN (e.g., 3 cards), you can keep as many as you want (e.g., 1). Discard the rest (e.g., 2) and DISPENSE again as many cards as you discarded (e.g., 2). You can only do this once per turn.



MUNCHIES

A wide variety of consumables.

- They are used **to subtract points** from your rivals.
- You can only use them during the MESS WITH moment.
- You can only play 1 MUNCHIES card to mess with your rival, unless they are combinable with each other. Read the card descriptions carefully to know how they combine.
- They cannot subtract more points than the total you were about to score in that move.



TRICK

"Sharing is caring..."

- They are **used to halve your rival's move and add that amount to your TOTAL SCORE.**
- You can only play them during the MESS WITH moment.
- When you play this card, the MESS WITH moment ends immediately.
- If the division results in decimals, always round down. That amount of points, **ROUNDED DOWN**, is added to the **TOTAL SCORE** of the player who played the TRICK card.



EVENTS

These are the cards that **make each game unique**. There are 14 different EVENTS.

Their effects are activated in different ROUND phases: **before scoring, during scoring, and at the end** of each turn.



- **BAD HARVEST:** During this ROUND, you play with 1 fewer card in hand (5). When the ROUND ends, each player, in order, DISPENSES until they have 6 cards in hand.



- **GOOD HARVEST:** During this ROUND, you play with 1 more card in hand (7). When the ROUND ends, each player, in order, DISCARDS one card from their hand before starting the next.



- **SUPER JOINT:** All moves this ROUND are protected from the MESS WITH moment of each turn. No one can play MUNCHIES or TRICK cards.



- **CHARA'S TIME:** During this ROUND, GREEN MATERIAL doubles its value.



- **THE BENCH:** During this ROUND, BROWN MATERIAL doubles its value.



- **GRANDMA ASUN:** During the MESS WITH moment this ROUND, 2 MUNCHIES can be played even if they don't combine with each other. Points removed cannot exceed the amount that was going to be scored.



- **GRANDPA JUAN:** During this ROUND, 2 or more MATERIALS can be played per turn.



- **YOUR BUDDIES:** All scores made this ROUND are divided by 2. Round down if necessary. (You add the remaining lower amount).



- **PORRITO AL SOL:** All scores made this ROUND are multiplied by 2.



- **THE PLAGUE:** Discard all MATERIAL cards at the beginning of the ROUND. DISPENSE again, in order, as many cards as you discarded.



- **GRANDMA'S STEW:** All players divide their TOTAL SCORE by 2 at the beginning of their turn. Round down if necessary.



- **IT WAS A GOOD DAY:** All players add 5 points to their TOTAL SCORE at the end of their turn.

Special EVENTS: These EVENTS fulfill their function at the beginning of the ROUND, right when they are activated. Then, the RULER themselves activates the next EVENT from the deck.



- **PARADISE:** At the beginning of the ROUND, in order, exchange a card from your hand for the next MATERIAL from the DISPENSARY.



- **RULER-FEST:** You all have to play your turn (to score) at the same time. At the count of 3, the MESS WITH moment will be activated. Only this time you can remove more points than the total that was going to be scored. (They are subtracted from the TOTAL SCORE).



GLOSSARY

- **La Mona Chita:** This card represents the Spanish expression “tener mono”, which means to have a craving or withdrawal for something. You’re so desperate that you’re ready to snatch something from someone else — and that’s exactly what you do: steal a card from your opponent.
- **GRANDMA’S STEW:** Classic image of stuffing yourself with grandma’s homemade stew. You’re so full you can’t move or think straight. Comfort food overload.
- **Porrito al Sol:** When you smoke a joint under the sun and the heat makes it feel like you’ve had two. The warmth amplifies the high — pure summer daze.

We hope you enjoy every game of RULER!

If you have any questions about the rules, need clarification, or simply want to share your experience, don’t hesitate to get in touch.

CONTACT

Publisher website: www.genxgames.es

Official game website: www.rulerthegame.com

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And so, the game comes to an end... or at least, this round of learning. On behalf of the RULER association, I hope you have enjoyed discovering the secrets of this cannabis paradise. Now that you master the rules, the real journey begins. May your moves be strategic and your “tastings” legendary.

See you at the table!
Until next time, Gamers!

