



RAMBLE

DARE TO EXPLORE

3-6 players | 30 min - 1 hr

The Ramble sits in the heart of Central Park, a series of winding paths secluded from the day-to-day, from the crowds, from the grid. In this wooded area, lies adventure but also danger. It's easy to get lost in its twists and turns, and even easier when the lights go out.

As a parkgoer, you've come to this place to explore. You're may simply be discovering new landmarks and visiting notable locations within the Ramble, or you may also be making sure the paths stay well-lit and safe. You may even be looking for an opportunity to steal from unsuspecting parkgoers. Everyone comes to the Ramble for different reasons, but no matter the reason, there's always something new to find, a landmark to see, a path to explore.

Will you be the first to explore the Ramble, collect its treasures, and make it out...alive?

CONTENTS

64 Cards, including:

- 39 Explore Cards
(white back)
- 5 each of 6 Landmarks
- 3 In the Dark cards
- 3 GPS cards
- 3 Electrical Engineering Handbooks
- 19 Lights Out Cards
(black back)
- 6 Parkgoer Cards

19 Park Tiles

6 Wooden Pawns

6 Landmark Tokens

1 Light Meter

1 Light Meter Marker

OBJECT

You must try to collect as many tokens as you can before the Ramble gets dark. Once all of the tokens have been collected, you must get to the park exit in order to win.

If the Ramble becomes too dark and dangerous before you can explore and make your discoveries, you lose!

SETUP

1. CREATE THE RAMBLE:

Shuffle the 19 hexagonal Ramble tiles and place them face up (non black/dark side) into formation as follows: first, put one tile in the middle of the playing area. Next, place a new tile on each side of the first tile. Continue to place tiles around the center until no tiles remain. This forms the Ramble, and each player will move his or her wooden pawn from tile to tile as you would on a traditional game board.

2. PLACE THE TOKENS:

Place the six different Landmark tokens around the Ramble on their appropriate tiles. Each player will try to collect these Landmarks throughout the game by discarding 4 matching Explore cards when landed on the corresponding Ramble tile. Each Landmark token can be collected on a specific Ramble tile, as indicated on the symbol located on the tile.

3. DIVIDE THE CARDS:

Separate the cards into three decks based on back color: Lights Out deck (black back), Explore deck (white back), and Parkgoer cards (6 cards).

4. IT STARTS TO GET DARK:

Shuffle the Lights Out deck and place it to the side of the Ramble face down. This is the Lights Out draw pile.

To start the game, draw 6 cards from the Lights Out draw pile and place them face up next to it to form the Lights Out discard pile. For each card drawn, flip over the corresponding Ramble tile, revealing its dark side.

5. PLAYERS ENTER THE RAMBLE:

Shuffle the 6 Parkgoer cards and deal 1 to each player. Each player will have a different role with different abilities based on the card he or she received. Players should share their roles and abilities with other players before starting the game.

Each player should also receive the same color pawn as their Parkgoer card and place it on the corresponding Ramble tile. Note: You can start on a dark tile.

6. HAND OUT EXPLORE DECK CARDS:

Shuffle the Explore deck and deal 2 cards to each player. Place your cards face up in front of you so that every player can see them. If anyone gets an In the Dark card, give them a new card and shuffle the In the Dark card back into the deck. Place the Explore deck to the side of the Ramble face down.

7. SET THE LIGHT LEVEL:

Place the Light Level marker on the side of the Light meter and set it to the appropriate starting difficulty level.

PLAYING THE GAME

The player who has most recently been to Central Park goes first and play continues to the left. On every turn, do the following in order:

- 1. Take up to 3 actions.**
- 2. Draw 2 Explore deck cards.**
- 3. Draw Lights Out cards equal to the Light Meter level.**

The parts of each turn are described below. Also note that each Parkgoer has these instructions for game play printed on their reverse sides for quick reference.

1. TAKE UP TO 3 ACTIONS

Each player may take up to 3 actions per turn (0, 1, 2, or 3). Players are allowed to advise one another on which course of action is best. Actions can include the following:

- **Move**
- **Fix the lights**
- **Give an Explore card**
- **Collect a landmark token**

MOVE

Players may move their pawn to an adjacent Ramble tile for one or more actions.

FIX THE LIGHTS

Players may fix the lights of an adjacent Ramble tile, or the tile their pawn is currently on, for one or more actions. To fix the lights, simply flip the tile back over to its lit side.

GIVE AN EXPLORE LANDMARK CARD

Players may use 1 of their 3 actions to give 1 of their Explore Landmark cards to another player. But this action can only be done if both players have landed on the same Ramble tile. Players can use 1 action for 1 card, 2 actions for 2 cards, etc. Players may not give Special Ability cards.

COLLECT A LANDMARK TOKEN

Players may use 1 action to collect a Landmark token. To do so, players must discard 4 matching Explore Landmark cards from their hand when their pawn is on the corresponding tile.

2. DRAW 2 EXPLORE CARDS

After taking up to 3 actions, players must draw 2 cards from the Explore deck and add them to their hand. If a Lights Go Out card is drawn, it should not be added to the player's hand, but instead the instructions written on the card should be followed. Once the written instructions have been followed, the player should then discard the Lights Go Out card to the Explore discard pile.

EXPLORE LANDMARK CARDS

There are 5 of each of the Explore Landmark cards in the Explore deck. The goal is to collect 4 of the same Explore Landmark card in order to find the corresponding token within the Ramble. Players can give Explore Landmark cards to one another using the Give an Explore Landmark Card action (see previous page).

SPECIAL ABILITY CARDS

There are two types of Special Ability cards within the Explore deck – GPS (3) and the Electrical Engineer Handbook (3) – that can help you win the game. These cards are added to your hand and can be played at any time. Playing a Special Ability card does not require an action. Discard these cards to the Explore discard pile once played.

IN THE DARK CARDS

There are 3 In the Dark cards within the Explore deck. When a player draws an In the Dark card, he or she must do the following:

1. Move the Light Meter marker down one notch. Players should note that the darkness level number corresponds to the number of Lights Out cards that must be drawn at the end of each players' turn.
2. Take all of the cards from the Lights Out discard pile, shuffle them, and then place them face down on top of the Lights Out draw pile. *This means that previously drawn Lights Out cards will soon be drawn again.*
3. Discard the In the Dark card to the Explore discard pile.

Note: If an In the Dark card is drawn, players do not receive a replacement card. If 2 In the Dark cards are drawn in a row, the Lights Out discard pile is only shuffled once, but the Light Meter marker is moved up 2 notches. If a player draws an In the Dark card but there are no Lights Out cards in the discard pile, just move the Light Meter marker up 1 notch.

WHEN THE EXPLORE DECK RUNS OUT

When the last card in the Explore deck is drawn, shuffle the Explore discard pile and turn it face down to form a new Explore deck.

HAND LIMIT

Players may only have 5 cards in their hand, including Landmark and Special Ability Explore cards. If a player ever has more than 5 cards – either from drawing cards or receiving cards from another player – he or she must choose and discard the excess cards to the Explore discard pile. If a player chooses to discard a Special Ability card, he or she may use it before discarding it.

3. DRAW LIGHTS OUT CARDS

After taking up to 3 actions and drawing 2 Explore cards, players must now draw a number of cards from the Lights Out deck corresponding to the current Light Meter level. For each card drawn, find the matching Ramble tile and do one of the following:

If the matching Ramble tile still has its lights on, flip it over to its dark side.

If the matching Ramble tile is already dark, it becomes cordoned off and inaccessible to players as the area has become too dangerous – the tile is now removed from the Ramble. Both the tile and the matching Lights Out card are removed from the game.

PAWNS ON DARK TILES

If a pawn is on a tile that becomes dark, lift the pawn off the tile, flip it, and then return the pawn to the now dark tile.

If a pawn is on a tile that must be removed, it must be placed on an adjacent tile. Pawns can be placed on adjacent dark tiles as well. If there are no available adjacent tiles, this player loses and is out of the game.

WHEN THE LIGHTS OUT DECK RUNS OUT

When the last card in the Lights Out deck is drawn, shuffle the Lights Out discard pile and turn it face down to form a new Lights Out deck.

GAME END

WINNING THE GAME

Get to the Park Exit. Once all 6 Landmark tokens have been collected, players must move to the Park Exit tile. Then, one player must discard a GPS card to leave the park.

LOSING THE GAME

There are four possible ways to lose:

1. If both landmark tiles for any of the 6 different landmarks are cordoned off/removed from the game before their tokens are collected.
2. If the Park Exit/Street Access is cordoned off/removed from the game.
3. If a player is on a Ramble tile that is cordoned off/removed from the game and there are no adjacent tiles for him or her to move to.
4. If the Light Meter level reaches its maximum darkness level.