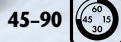
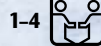




**CAN BE  
PLAYED ONLY  
TOGETHER  
WITH:**



The green hell of **MENARA** has often put your explorer's hearts to the test. But what you now discover during a solar eclipse at this place is breathtaking: Blue and red crystals, ruins, column segments, and floor fragments present you with completely new challenges. Will you, despite all adversities, be able to build the temple even higher and let it shine in the twilight of the solar eclipse?

## INTRODUCTION

The game materials expand the equipment of the basic game with new columns, temple floors, and construction plans. Additionally, new components ensure that **RITUALS & RUINS** offers new challenging game variants for **MENARA**.

The new components in the game are:

1. **The TEARS OF THE GODS** (crystal tokens)
2. **The RITUALS** (Ritual cards)
3. **The FATE** (Temple Floor cards)

You can decide for yourselves which components you want to use or not use. This way, you determine the level of the challenge you will face together.

From p. 15 of these instructions, you find predefined scenarios that you can use for some game variants. Later on, with some experience, you can combine the components you want, and thus assemble your game to your own liking.

Have fun!

## MATERIALS

1 cloth bag



35 columns:

3 white



6 black



15 yellow



2 blue



9 red



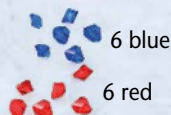
2 golden columns



8 Temple floors



12 Tears of the Gods:



6 blue

6 red

69 cards:



30 Construction Plan cards



26 Fate cards



13 Ritual cards

## SET-UP OF THE GAME

Always include all the materials from the basic game. For this, use the bag that is contained in **RITUALS & RUINS**; it is large enough for playing all possible variants. The **basic game** contains the following materials:

76 columns:

- 30 yellow
- 20 red
- 12 black
- 8 white
- 6 blue

35 Construction Plan cards:

- 9 easy tasks (☺)
- 12 medium tasks (☺☺)
- 14 difficult tasks (☺☺☺)

18 Temple floors

1 camp

5 level cards

To begin with, set up **RITUALS & RUINS** in the same way as the basic game.

Choose what additional materials (from **RITUALS & RUINS**) you want to use for the expanded game:

- Add the **Temple floors** you want (and as many as you want).  
*The new Temple floors are explained on page 11.*
- Depending on the Temple floors chosen, take new **Construction Plan cards** and **columns** as listed in the **table below**.
- Decide whether to include the **golden columns**. If you do, place them next to the camp.
- Decide whether to include the **Tears of the Gods**. If you do, place them next to the camp.
- Decide whether to include the **Ritual cards**. If you do, shuffle the cards thoroughly, draw one of them and lay this card face up next to the camp. This card is then in force as explained on p. 13–14. Put the remaining Ritual cards back into the box.
- Decide whether to include the **Fate cards**. If you do, shuffle them thoroughly and put them as a face-down pile next to the camp.

To become familiar with the expanded game, play your first game with the **golden columns** and the **first four Temple floors** of the table below – along with the required cards and columns.

The table below shows how many (new) Construction Plan cards and columns from **RITUALS & RUINS** you have to **add to the basic game** if you choose to play with certain Temple floors.

To this end, shuffle each individual category (  ) of the new Construction Plan cards, draw the number of cards indicated in the table, and then shuffle these cards into the respective pile of the same category of cards from the basic game. Throw the additional columns – along with the columns from the basic game – into the bag.

| Temple floor                                                                        | Name                          | + Construction Plan cards                                                         |                                                                                   |                                                                                   | + columns                                                                         |                                                                                   |                                                                                    |                                                                                     |                                                                                     |
|-------------------------------------------------------------------------------------|-------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
|                                                                                     |                               |  |  |  |  |  |  |  |  |
|    | The Double Ax                 | 1                                                                                 | 2                                                                                 | 1                                                                                 | 2                                                                                 | 1                                                                                 | 1                                                                                  | 1                                                                                   | 1                                                                                   |
|    | The Wheel of the Five Winds   | 1                                                                                 | 0                                                                                 | 1                                                                                 | 2                                                                                 | 0                                                                                 | 2                                                                                  | 1                                                                                   | 0                                                                                   |
|   | The Bridge of Dangers         | 0                                                                                 | 1                                                                                 | 0                                                                                 | 1                                                                                 | 1                                                                                 | 1                                                                                  | 0                                                                                   | 0                                                                                   |
|  | The Wheel of the Three Truths | 0                                                                                 | 0                                                                                 | 1                                                                                 | 1                                                                                 | 2                                                                                 | 0                                                                                  | 1                                                                                   | 0                                                                                   |
|  | The Wedge Moon                | 1                                                                                 | 0                                                                                 | 1                                                                                 | 3                                                                                 | 1                                                                                 | 0                                                                                  | 0                                                                                   | 0                                                                                   |
|  | The Ring of Balance           | 1                                                                                 | 1                                                                                 | 1                                                                                 | 3                                                                                 | 1                                                                                 | 1                                                                                  | 0                                                                                   | 0                                                                                   |
|  | The Thorn Moon                | 0                                                                                 | 1                                                                                 | 0                                                                                 | 2                                                                                 | 1                                                                                 | 0                                                                                  | 0                                                                                   | 1                                                                                   |
|  | The Crescents of the Sun      | 0                                                                                 | 0                                                                                 | 1                                                                                 | 1                                                                                 | 2                                                                                 | 1                                                                                  | 0                                                                                   | 0                                                                                   |

**Example:** If you use “The Double Ax”, shuffle **1 easy** () **2 medium** () and **1 difficult** () Construction Plan card into the basic game card piles of the respective categories. Then throw into the bag **2 yellow** , **1 red** , **1 black** , **1 white**  and **blue column**  from **RITUALS & RUINS**, along with **all columns** from the basic game.

## THE NEW TEMPLE FLOORS

All temple floors of **RITUALS & RUINS** show a symbol on their light side and on their dark side:



This way, you can easily distinguish these temple floors from those of the basic game.

For most temple floors, the **building rules** for **both sides** are the same. Only a few temple floors have different rules for the light side and the dark side.



### THE DOUBLE AX:

**Both sides:** Always build on two connected bases (twin bases) on the same game turn.

If you have only one suitable column available, you cannot build.

**Attention:** The task "Move columns up" requires moving one column to a higher level. The "twin" of this column remains in place. You can build on an emptied single base only when its twin base has been emptied, too.



### THE WEDGE MOON:

**Light side:** You may build columns only in number sequence (starting with "1").

**Attention:** Through the task "Move columns up", occupied bases can become vacant again irrespective of the numbering. If you place new columns on this temple floor later on, you have to build on vacated bases with lower numbers first.

Two bases have a "2," another two bases, a "3." Choose which of the two "2"-bases and (subsequently) which "3"-base to build on first.

**Dark side:** Columns on these colored bases move, following the same rules as for the temple floor "The Bridge of Dangers".



### THE RING OF BALANCE:

**Both sides:** The rules are the same as for the temple floor "The Wedge Moon".



### THE THORN MOON:

When you build this temple floor, no column underneath it may protrude into the openings of the floor (see illus. 1).

**Both sides:** You may not put any further temple floor on top of this temple floor; it has ruin bases only. When you build on it, you place the column in the opening in such a way that it sits slightly tilted (see illus. 2). This may also be a golden column.

**Attention:** This temple floor may never be used for extending the temple base. If you cannot add this temple floor, you move it to the last position of the quarry (or move its Fate card to the very bottom of the card pile). Then you need to add two Construction Plan cards to the row of level cards; take these cards from any discard piles.



### THE WHEEL OF THE FIVE WINDS:

**Both sides:** You may build on the central white base only when the other bases of this temple floor are occupied.



### THE BRIDGE OF DANGERS:

**Both sides:** Each column color may be used for building only once. In this context, it doesn't matter on which bases the color columns are standing. You may build exclusively on the starting base. If this base is occupied, you move the column standing there (along the arrows ) to the second base without touching it with your fingers. To move it, use only the column that you are (now) going to place here.

If the second base is occupied as well, you move the column standing there (following the same rules) to the third base, before you move the column from the first base to the second base in the same manner, etc.

**Attention:** Golden columns cannot be moved! Once you have placed a golden column on the starting base, it can never be moved or removed from there. This way, it blocks any further completion of this temple floor.



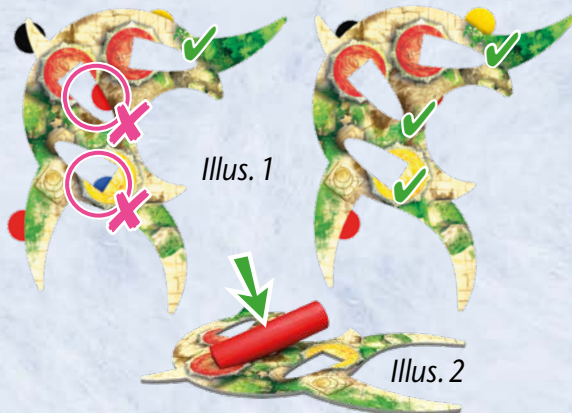
### THE WHEEL OF THE THREE TRUTHS:

**Both sides:** The rules are the same as for the temple floor "The Bridge of Dangers".



### THE CRESCENTS OF THE SUN:

**Both sides:** For the ruin base in the middle, the rules of the temple floor "The Thorn Moon" apply. For the other bases, the normal building rules of the basic game apply.



## THE GOLDEN COLUMNS



The two golden columns are **shorter** than the normal columns. **Instead** of a column from your supply, you may build a golden column on a base of **any color**. Golden columns may **never carry a temple floor**.

**ONCE BUILT, GOLDEN COLUMNS  
CAN NEVER BE REMOVED OR MOVED!**

## THE NEW CONSTRUCTION PLAN CARDS

All Construction Plan cards from **RITUAL & RUINS** show this symbol:  This way, you can easily distinguish them from those of the basic game.

### AN EXPLANATION OF THE CONSTRUCTION PLAN CARDS:



#### COMPLETE 2 DIFFERENT LEVELS:

Keep placing columns, one after another, on **two temple floors** until **all** bases of these floors are occupied. After you have done this with the first temple floor, you **immediately** add a new temple floor to the tower. Only **after that** may you place columns on the **second** temple floor. (This can even be on the just-placed temple floor.) After that, you add another temple floor.



#### BUILD 2 OR 3 COLUMNS ON DIFFERENT TEMPLE FLOORS:

Place **two** or **three** columns on **different** temple floors.



#### BUILD 1 OR 2 BLACK COLUMNS:

Place **one** or **two black** columns on black bases.



#### BUILD 2 OR 3 COLUMNS OF DIFFERENT COLORS:

Place **two** or **three** columns in **different** colors on color-matching bases.



#### BUILD 2 OR 3 COLUMNS OF THE SAME COLOR:

Place **two** or **three** columns of the **same color** on color-matching bases.

## THE TEARS OF THE GODS



If you play with **THE TEARS OF THE GODS**, during the set-up of the game, put the **6 blue** and the **6 red** Tear tokens next to the camp. They can be **acquired** and **placed** by all players during their game turn. Your objective is to place **all 12** Tear tokens in the temple **before the game ends**. Only then will the spiritual balance of the temple be preserved.

### HOW DO YOU ACQUIRE A TEAR TOKEN?

- If you want to acquire a Tear token, you throw **any** column from your supply back into the bag before you draw a Construction Plan card. Then you choose a blue or a red Tear token and put it in front of you.
- You may even acquire more than one Tear token on your turn if you throw one column into the bag for **each** token.

### HOW DO YOU PLACE A TEAR TOKEN IN THE TEMPLE?

- Tear tokens may be placed only on those spots on (some) temple floors that show a **magically glowing** mark of the **same color** (illus.).
- Only **one** Tear token may be placed on each magical mark.
- Whenever it is your turn, you may place **any number of** Tear tokens you have acquired in the temple, regardless of when you acquired them.
- You may place a Tear token in the temple even if you can't fulfill the Construction Plan card you have drawn.
- If a Tear token falls off "its" temple floor during a game turn, you immediately have to put it back there.



## WHAT HAPPENS IF THERE ARE TEAR TOKENS LEFT AT THE END OF THE GAME?

Tear tokens that have **not been placed in the temple** by the end of the game are added to the end of the **row of level cards**. Each token – like each level card – increases the **number of levels** the temple needs to have for you to win the game.



## THE RITUALS

Shuffle the 13 Ritual cards, draw **one** of them and lay it next to the camp. This card is then in force for the **entire** game of **RITUAL & RUINS**. Put the other 12 Ritual cards back into the box; they are not needed for this game. The rituals **modify** the rules of the (basic) game.



### THE ENLIGHTENMENT:

Add temple floors to the temple **exclusively** with the **light** side facing up.

**Attention:** If you play with the *Tear* tokens, you need to consider that the light sides have **no** spots where you can place **red** Tear tokens. Consequently, these 6 Tear tokens will invariably be left over at the end of the game.



### THE DARK:

Add temple floors to the temple **exclusively** with the **dark** side facing up.

**Attention:** If you play with the *Tear* tokens, you need to consider that the dark sides have **no** spots where you can place **blue** Tear tokens. Consequently, these 6 Tear tokens will invariably be left over at the end of the game.



### THE CURSE OF THE GODS' TEARS:

Play with the **Tear** tokens! Temple floors with magically glowing marks may be completed with columns only after **all glowing marks** of that floor

have been **covered with Tear** tokens.



### THE BAN OF THE BLUE COLUMNS:

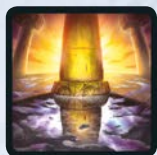
At the beginning of the game, you equip the camp with 3 blue columns and 3 columns of different colors, drawn from the bag. Nobody has blue columns to begin with. During the course of the game, any drawn **blue** columns are thrown back into the bag **without replacement**.

**Exception:** If all columns of the camp are exchanged (which is possible if a new card has to be added to the row of level cards) and any blue columns are drawn in this process, they remain in the camp and **may be used** during the course of the game. If there are not enough non-blue columns left in the bag when new columns are drawn at the end of a turn, the game ends immediately.



### THE GRACE OF THE YELLOW COLUMNS:

If you perform the task "Move columns up", you may use **only yellow** columns for this.



### THE JINXED YELLOW COLUMNS:

If you successfully **place or move** yellow columns on your turn, you lay the completed Construction Plan card in front of you – not on the discard pile. You may put it on the discard

pile **only when you don't place or move any yellow columns** on a **subsequent** game turn. If you have any such cards still lying in front of you at the end of the game, you have to add them **to the row of level cards**.

**Attention:** If you use a *golden column* to place it on a yellow base on your turn, this column also counts as a "jinxed" yellow column.



### THE UNHOLY WHITE COLUMNS:

When you **place or move** a white column, take the **top one** of the **easy** Construction Plan cards (👉) and put it on the **discard pile**. This Construction Plan card is not executed; it is just no longer available. If the pile of easy Construction Plan cards is depleted and you place or move a white column, you take and discard a **medium** Construction Plan card (👉).



### THE THIN TIP:

From the **fourth** level on, you may build only **one** temple floor per level.

**Attention:** The temple floor “**The Thorn Moon**” cannot be used for this ritual; remove it from the quarry. If you play with the Fate cards, remove the corresponding card from the pile.



### THE GLOWING RED COLUMNS:

In this ritual, red columns are blazing hot. If you build a **red column** into the tower, you may **not** have **any direct body contact** with the column. To protect your fingers, you can use the sleeves of your pullover, a handkerchief or any other object that allows you to avoid skin contact with the column. However, you don’t need to protect your fingers when you draw red columns out of the bag, exchange them with columns from the camp, or handle them in your supply.



### THE BALANCE OF FATE:

If you draw an **easy** Construction Plan card (↔) and are able to fulfill it, you don’t lay this card on the discard pile (as would be usual) but put it **in front of you**. On your **next** turn, you **must** draw a **difficult** Construction Plan card (↔). If you fulfill this card, you may throw it – along with the card in front of you – **on the discard pile**. If you cannot fulfill it, the difficult Construction Plan card is added to the **row of level cards**, and the easy one **remains in front of you**. On your **next** turn, you have to draw **another difficult** Construction Plan card (↔). If there are no difficult Construction Plan cards left, you have to draw a **medium** one (↔). If there are only easy Construction Plan cards left, this ritual rule is omitted. If you still have an easy Construction Plan card lying in front of you at this time, put it on the discard pile.



### THE SLIGHT EARTHQUAKE:

If you draw an **easy** Construction Plan card (↔), remove all (non-golden) freestanding columns from **completed temple floors** – before the execution of the card – and throw them **back** into the bag. (A column is freestanding if its upper end doesn’t touch any temple floor.)

**Attention:** This way, twin columns can be torn apart (as on the temple floor “**The Double Ax**”).



### THE NARROW BASE:

Use the **three smallest temple floors** (illus.) to form the temple base. In doing so, turn the side upwards that shows fewer bases:



**Attention:** If you play with the Fate cards, remove the cards of these 3 temple floors from the pile before the start of the game.



### THE FLOATING QUARRY:

If you are to add a new temple floor to the tower, you draw the **top three temple floors** from the quarry (if you play with the Fate cards, you draw the top three cards from the respective pile). Choose **one of these three** temple floors and put the other two back into the quarry (or onto the pile of Fate cards) without changing their order. If you choose the **second** or **third** temple floor, you may build it only as the top level of the temple.

**Attention:** If you play with the Fate cards, you cannot choose the variant “*Merciful Fate*” (see below and on page 15).

## THE FATE

The Fate cards show all types of temple floors that exist in the game. Before you start playing, remove the cards of those temple floors in **RITUALS & RUINS** that you do **not** want to include in the game. (Then don’t forget to adjust the applicable quantities of columns and Construction Plan cards according to the table on p. 10).

Shuffle the cards thoroughly and put them as a face-down pile next to the camp.

Draw the top three cards. If you draw the temple floors “**The Thorn Moon**” or “**The Crescents of the Sun**”, shuffle them back into the pile after having drawn a different card for each of them. Then pick out the temple floors from the quarry that are indicated on the three cards you have drawn and use them to form the temple base. It is up to you whether to use the light or the dark side of the temple floors for the base.



You can choose from three fate levels:

### **MERCIFUL FATE:**

Lay **three** Fate cards face up next to the pile. When you build a new temple floor, you have the **choice** among the three temple floors shown on these cards. Pick out the chosen temple floor from the quarry. Put the Fate card you have used on a discard pile and add a new card from the pile face up to the two other Fate cards.

**Attention:** If you play the ritual “**The Floating Quarry**”, you can’t choose this difficulty level.

### **BEARABLE FATE:**

Lay **one** Fate card face up next to the pile. When you build a new temple floor, use the temple floor depicted on this card (from the quarry). Put the Fate card on a discard pile and lay out a new card face up.

### **TOUGH FATE:**

Do **not** lay out **any** Fate cards. Only when you build a new temple floor do you draw the top card from the pile of Fate cards and use the depicted temple floor (from the quarry). Put the Fate card on a discard pile.

## **TIPS**

- At the beginning of the game, have a look at the newly-drawn Construction Plan cards before shuffling them into the respective piles. If you want to make the game more difficult, shuffle them in unseen.
- It is advisable to form an extra discard pile for each pile of Construction Plan cards, and to check from time to time what cards have already been discarded.
- Consider carefully when to use a golden column. Sometimes, using such a column can save the current game, but a golden column can also be disrupting since you may not move it or put a temple floor on it.
- Don’t be afraid of continuing to build upwards. Sometimes, not building beyond the required minimum number of levels creates more complications in the temple than you think.
- Also keep in mind that it can occasionally be useful to build a temple floor on only two columns.
- Sometimes it makes sense to build in such a way that a column carries two temple floors (these may never overlap, however).
- Even if you have the impression that you are no longer able to win the game, don’t give up too soon. It often happens that opportunities arise to still save the temple during the further course of the game.

## **SCENARIOS**

If you want to use a **predefined** combination of rules and materials, you can avail yourselves of the following **scenarios**. The list below shows you which **temple floors** (with the associated Fate cards), **columns**, and **Construction Plan cards** from **RITUALS & RUINS** you’ll need. You can also see whether to play with the **Tear tokens** and what **Ritual card** tops the scenario off:

### **1) WHEELS AND THE MOVING COLUMNS**

**Temple floors:** The Wheel of the Five Winds,  
 The Bridge of Dangers, The Wheel of the Three Truths, The Wedge Moon

**Columns:** 7 , 4 , 3 , 2 , 0

**Construction Plan cards:** 2 , 1 , 3

**Ritual:** The Dark

### **2) RUINS AND TEARS**

**Temple floors:** The Bridge of Dangers,  
 The Ring of Balance, The Thorn Moon,  
 The Crescents of the Sun

**Columns:** 7 , 5 , 3 , 0 , 1

**Construction Plan cards:** 1 , 3 , 2

**Ritual:** The Curse of the Gods’ Tears

**Tear Tokens:** 6 , 6

### 3) BLOCKADES

**Temple floors:** The Double Ax,  
 The Wheel of the Five Winds, The Wedge  
Moon, The Ring of Balance

**Columns:** 10 3 4 2 1

**Construction Plan cards:** 4 3 4

**Ritual:** The Grace of the Yellow Columns

### 5) ROUGH TIMES

**Temple floors:** The Double Ax, The Wedge  
Moon, The Ring of Balance,  
 The Thorn Moon, The Crescents of the Sun

**Columns:** 11 6 3 1 2

**Construction Plan cards:** 3 4 4

**Ritual:** The Narrow Base

**Tear Tokens:** 6 6

### 7) IN THE HEAT OF THE MOMENT

**Temple floors:** The Double Ax,  
 The Bridge of Dangers, The Wedge Moon,  
 The Ring of Balance,  
 The Thorn Moon, The Crescents of the Sun

**Columns:** 12 7 4 1 2

**Construction Plan cards:** 3 5 4

**Ritual:** The Glowing Red Columns

### 9) WHOEVER HAS THE CHOICE, HAS THE AGONY

**Temple floors:** The Double Ax,  
 The Wheel of the Five Winds, The Bridge of  
Dangers, The Wheel of the Three Truths,  
 The Wedge Moon, The Ring of Balance,  
 The Thorn Moon, The Crescents of the Sun

**Columns:** 15 9 6 3 2

**Construction Plan cards:** 4 5 6

**Ritual:** The Floating Quarry

### 4) OUT OF THE BLUE

**Temple floors:** The Double Ax,  
 The Wheel of the Five Winds, The Ring of  
Balance, The Thorn Moon

**Columns:** 9 3 4 2 2

**Construction Plan cards:** 3 4 3

**Ritual:** The Ban of the Blue Columns

**Tear Tokens:** 6 6

### 6) AIMING HIGH

**Temple floors:** The Wheel of the Five Winds,  
 The Bridge of Dangers, The Wheel of the Three  
Truths, The Wedge Moon, Der Ring der  
Ausgewogenheit, The Crescents of the Sun

**Columns:** 11 7 5 2 0

**Construction Plan cards:** 3 2 5

**Ritual:** The Thin Tip

### 8) AS BRIGHT AS DAY

**Temple floors:** The Double Ax, The Wheel of the  
Five Winds, The Wedge Moon, The Ring of  
Balance, The Crescents of the Sun

**Columns:** 11 5 5 2 1

**Construction Plan cards:** 4 3 5

**Ritual:** The Enlightenment

**Tear Tokens:** 6 6

### 10) THE YELLOW PERIL

**Temple floors:** The Double Ax,  
 The Wheel of the Five Winds, The Bridge of  
Dangers, The Wheel of the Three Truths,  
 The Wedge Moon, The Ring of Balance,  
 The Thorn Moon, The Crescents of the Sun

**Columns:** 15 9 6 3 2

**Construction Plan cards:** 4 5 6

**Ritual:** The Jinxed Yellow Columns

**Tear Tokens:** 6 6

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