

Daniel McKinley

# R.A.V.E.L.

RARE ARTEFACT VERTIGINOUS  
ENIGMATIC LOGICAL

**CAN YOU PIERCE THE SECRETS  
OF THE R.A.V.E.L.?**

R.A.V.E.L. is an endlessly resettable puzzle for one player.

You'll have to manipulate 8 dice placed in the center of a grid in order to solve the Cog cards placed around it. Each solved Cog card will grant you a unique opportunity to further unlock the remaining cards, but only the clever use of your limited resources will allow you to pierce the secrets of this strange contraption.

## COMPONENTS

### 32 COG CARDS

16 standard



16 advanced



Each Cog card presents a condition and a reward:

Condition



Reward



### 1 GRID TILE



### 12 TINKER TOKENS



### 8 DICE



2 of each of the  
4 colors



## SETUP

- 1 Place the Grid tile in the center of the play area, leaving room for cards above, below and to the sides.
- 2 Using the box, mix the dice. Take one at random, roll it, and place it on the top left space of the Grid tile. Continue to do this with all the dice until each side of the Grid tile has 3 dice.
- 3 For your first game set aside all the Advanced Cog cards (more on those on page 5). Shuffle the Standard Cog cards, and form 4 stacks of cards, each with 4 cards. Place one stack on each of the 4 sides of the Grid tile: above, below, left and right.
- 4 Reveal the top card of each stack.
- 5 Take 8 Tinker tokens and place them within reach. Put the remaining 4 back in the box.



## GAMEPLAY

During your turn you may either:

**Unlock** or **Tinker**.

### UNLOCK

The condition of a Cog card regards the 3 dice that are next to the Cog card, i.e., placed on the side of the Grid tile facing the stack of this Cog card.

When the condition of a Cog card is met (see pages 6-7), you can unlock it by following these steps:

- 1 Take the unlocked Cog card, and place it in front of you.
- 2 Reveal the Cog card that was beneath it; if the removed Cog card was the last card of its stack, continue playing with one stack less.
- 3 You may then trigger the reward on the Cog card you just unlocked (see pages 6-7 for a description of all rewards). Then remove the Cog card from the game (put it back in the box).

*Note: You cannot save a reward for later. You must use it right after unlocking the Cog card and revealing the Cog card underneath it.*

### TINKER

Spend Tinker token(s) to either:

**Swap** (cost: one Tinker token): Swap two orthogonally adjacent dice.

**Tune** (cost: two Tinker tokens): Set one die on the side of your choice.

## END OF THE GAME

### VICTORY

You win the game if you remove the last Cog card from the game.

### DEFEAT

You lose the game if, at the beginning of a turn, you're unable to Unlock (because no condition is met) or Tinker (because all the Tinker tokens are spent).

### ADJUSTING THE DIFFICULTY


#### For an easier game:

Start the game with 9 to 12 Tinker tokens instead of 8.

#### For a more challenging game:

During setup, replace one or several Standard Cog cards with Advanced Cog cards. This can be done in two ways:

**Wild:** Randomly remove 1 to 15 Standard Cog cards from the deck, set them aside (without looking at them), randomly take the same number of Advanced Cog cards, shuffle those into the deck of Cog cards, and proceed with the setup as described on page 1 under point 3.

**Controlled:** Randomly remove 1 to 15 Standard Cog cards from the deck, look at them and replace them with their Advanced counterparts (same number followed by ). Then shuffle those into the deck of Cog cards, and proceed with the setup as described on page 1 under point 3.

#### Note:

- You may also decide to play with all 16 Advanced Cog cards instead of the Standard cards.
- You may combine both ways of adjusting the difficulty by replacing Standard Cog cards with Advanced Cog cards AND starting the game with more than 8 Tinker tokens.

# THE COG CARDS

## CONDITIONS AND REWARDS

- 1 The two orange dice are on the side of this card (advanced: both dice must be even).
- 2 The two white dice are on the side of this card (advanced: both dice must be even).

**Reward:** Turn one (advanced: up to two) di(c)e on its (their) opposing side(s).

- 3 The two black dice are on the side of this card (advanced: both dice must be uneven).
- 4 The two blue dice are on the side of this card (advanced: both dice must be uneven).

**Reward:** Add or subtract 1 to/from up to two dice (advanced: three). You are allowed to choose the same die.

- 5 All 3 dice on the side of this card have values less than 4 (advanced: less than 3).
- 6 All 3 dice on the side of this card have values more than 3 (advanced: more than 4).

**Reward:** Move one (advanced: up to two) face-up Cog card(s) from one stack to another (the card on top of the stack it moves to remains face up where it is. If there's a card underneath the card you moved, reveal it, after having resolved all movements).

- 7 All 3 dice on the side of this card have uneven values (advanced: have values 1, 3 and 5, in any order).
- 8 All 3 dice on the side of this card have even values (advanced: have values 2, 4 and 6, in any order).

**Reward:** Rotate the Grid tile 90° (advanced: 90° or 180°) clockwise or counterclockwise.

- 8 The sum of all dice on the side of this card is less than or equal to 7 (advanced: 5).
- 10 The sum of all dice on the side of this card is more than or equal to 14 (advanced: 16).

**Reward:** Swap any two (advanced: up to three) dice on the Grid tile.

- 11 All three dice on the side of this card form a street. They must not (advanced: they must) be next to each other in ascending order.
- 12 All three dice on the side of this card are of different colors (advanced: and values).

**Reward:** Retrieve up to two (advanced: three) spent Tinker tokens.


- 13 The sum of two dice on the side of this card is equal to the third die. (Advanced: all dice are of different colors).
- 14 The three dice on the side of this card have equal values (advanced: all dice are of different colors).


**Reward:** Reset one line (i.e., re-roll all three dice on any one side of the Grid tile, then place them as you wish). (Advanced: re-roll one to three dice on any one side of the Grid tile, then place them as you wish; you may also move a die even if you didn't re-roll it).

- 15 Two dice on the side of this card have equal values (advanced: and equal colors).
- 16 Two dice on the side of this card have equal colors (advanced: and equal values).

**Reward:** Reset (shuffle all remaining Cog cards together and dispatch them face down as equally as possible on the four sides of the Grid tile. You decide which side you want to start with and, if there are not enough cards to dispatch equally, which side(s) will have more cards. Then reveal the top card of each stack). (Advanced: you may choose not to shuffle some of the stack of cards).

# PLAYER AID

**Swap**  : Swap two orthogonally adjacent dice.

**Tune**  : Set one die on the side of your choice.



**Game Design:** Daniel McKinley

**Artwork:** Christine Alcouffe

**Development:** Shadi Torbey

**Layout:** Émilie Signals

© 2024 inPatience  
100 Winston Churchill  
1180 Brussels - Belgium

**inPatience**  
[www.inpatience.com](http://www.inpatience.com)