

WILD WARS OVERVIEW

The Story: *The world of man has been depleted and now only a handful of people survive. Those that have, have allied themselves with hordes of animals from the five habitats: **Land, Sea, Underground, Forest, and Sky.** You are a general of one of these hordes and will work together with your animals to claim a new habitat to live in, fighting against enemy generals' who seek to stop you in these **Wild Wars** for survival.*

The Basics: Food is harvested from food sources, which players may put out once per turn. (Food sources regenerate each turn, but harvested food spoils if not used on the turn its harvested, so unused food cannot be "saved.")

To get animals on the battlefield, you will have to feed them enough of the food they like to eat to entice them. (Objects have a universal food cost, because this food is fed to omnivorous animals to get them to haul the objects onto the field.) Once animals enter the battlefield, they must wait a turn to attack, at which point they can be sent to attack the enemy general. (All attacks are directed at the opposing general, not other animals.) Any creatures that have not performed an attack this turn may be used to block incoming enemy attackers. (Creatures that are not destroyed in a single turn heal their defense completely by the following turn and may be used as attackers or blockers at that time.)

WILD WARS RULES

To Begin: Each player draws 8 cards from their personal 42 card deck and begins with 10 life.

Goal: Reduce your opponents life total from 10 to 0. The first to achieve this goal wins.

How Each turn is played:

- 1) Reset any exhausted* animals and harvested food sources †
- 2) Draw one card †
- 3) Play one food source (if able)
- 4) Harvest any food necessary to put a creature or object on the battlefield
- 5) Attack opposing general with any creatures that have been on the battlefield at least one turn ↗
- 6) Defending player may declare blocking creatures or choose to accept damage.
(Traps automatically spring if they have already been set. Defender may choose who they effect if multiple targets are attacking.)
- 7) All creatures who are blocked subtract their opponents' attack from their defense and vice versa.
(Creatures with 0 or less defense at the end of the turn are dead.)
- 8) Dead creatures go into the boneyard
- 9) You may play any creatures (or objects ♣) you still have unharvested food sources for
- 10) Turn is passed to the other player

*creatures that have attacked or blocked once in a single turn are exhausted

†Steps 1 & 2 do NOT occur on the first turn

↗Creatures suffer one turn of confusion when first played

♣Objects may be played at any time, while creatures may not

Generals:

Generals personify the player and provide special rules based on the skills of the chosen avatar.

Beginner Play: Generals aren't used

Intermediate Play: Each player chooses his general ahead of time

Advanced Play: Each player's general is randomly selected for the next game

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Cut sheet on dotted lines to trim to 7.5 x 10.5 inches size, which folds down easily to 2.5 x 3.5 inch size to match card size and thus fits neatly in a box with your cards for storage.

WILD WARS WORDS & TERMS



ATTACHED

(This creature can't move. It can only defend, not attack.)



OVERPOWER

(Attack damage beyond what is blocked goes to your opponent.)



BURROW

(Can only be blocked by underground creatures.)



PERCEIVE

(Hidden creatures cannot hide from this creature.)



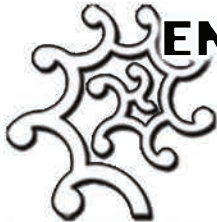
DIVIDE

(When this animal dies, it creates TWO smaller versions of itself.)



POUNCE

(May directly attack an enemy animal instead of a player.)



ENTANGLE

(This creature can block flying creatures and removes flying.)



RUSH

(Creature can attack as soon as it enters the battlefield.)



FLYING

(Can only be blocked by creatures with flying or entangle.)



SAVAGE

(Attacks TWICE, with the first attack unable to be countered.)



HIDE

(If hidden creature kills an opponent, it takes no damage.)



SUCK

(Damage done by this creature is added to your life total.)



LETHAL

(Destroy any animal that this animal damages.)



VIGOR

(Have the energy to both attack AND block in a single turn.)

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