




Prowl

Clans & Cunning

 2-5 PLAYERS |  AGES 14+ |  15-25 MIN

Overview

The clans grow restless, and the empire teeters on the brink of collapse. As the clans jostle for power, manoeuvre them against each other so that yours rises to the very top.

In *Prowl*, you will manipulate a motley cast of animals to secure your place as the true power behind the throne. Use their abilities, shift your allegiances, and accuse other players – all to ensure that when the dust settles, your reign is uncontested.

Objective

Make sure that when the game ends, your chosen clan is at the top of the track!

Components



4 Clan tokens
(1 per clan)



32 Clan cards
(8 per clan)



1 Dominance
token



1 Rule book



5 Reference
cards

Key Game Terms

THE CLANS

Each card hails from 1 of the 4 clans.



Spring



Summer



Autumn



Winter



THE TRACK

The line of Clan tokens represents the power hierarchy in the kingdom. The clan at the top is the current ruling clan.



Summer
is the
top clan

LEADER CARDS

There are 4 clan leaders in the game, each with a unique way to win.



Clan
leader
border
in red

Set-up

- 1 Shuffle the 4 Clan tokens, then place them in a column in the middle of the table to form the **track**.
- 2 Distribute a Reference card to each player.
- 3 Shuffle all Clan cards, then distribute 6 to each player. Return any spare cards to the box. (For beginner, we recommend playing with 3 or 4 players. If you do, remove the Leader Cards.) (For a 2-player game, see page 13.)
- 4 Each player chooses a card from their hand and places it face-down in front of themselves. This is **your clan**.
- 5 Pass the Dominance token (🏰) to the most scheming player at the table. They will be the starting player this game.

Example of a 3-player game



How to Play

Prowl is played over 5 quick rounds.
Each round, players take turns in clockwise order.

On your turn, perform 1 action.
All actions use up 1 card in your hand.
Once everyone has used up all their cards, the game ends.

ACTIONS

There are 3 actions you can take.
On each turn, pick 1 to perform:

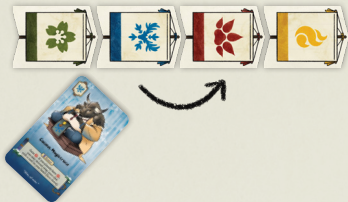


1. Play

Play a card from your hand,
(i) strengthening its **clan**; and
(ii) triggering its **effect**.
Both are compulsory, but you can choose to perform them in either order.

Strengthen Clan

When you play a card, **raise its corresponding clan by 1 position on the track**. The more cards from 1 clan are played, the stronger that clan's influence.



E.g., Since I played a Winter card, Winter moves up to 2nd position. This causes Autumn to move down to 3rd position.

Card Effects

Each card has a special effect. All effects are compulsory, unless stated otherwise. Some cards have special passives or conditions on top of the effect text box, for example:



Attachments

These cards temporarily remain on the table once played. Instead of placing them into your Discard Pile, put them in front of yourself, towards the middle of the table.



Hourglass Early

Early cards **do not** trigger their effects if they are the last card you play this game. i.e. to use their effects, you must play them in your first 4 turns. (Their clans are still strengthened.)

Hourglass Final

Final cards **only** trigger their effects if they are the last card you play this game. (Their clans are still strengthened.)



Eye Peek

Some effects tell you to **Peek** at an opponent's cards. When you do, look at the card(s) **without showing it to any other player**. You cannot share what you saw!



2. Change

Discard your current clan.
Then, place a card from your hand face-down as your new clan.



Note that the cards used to indicate your current clan **do not** trigger their effects or strengthen their clan, unless stated otherwise.



3. Accuse

Discard a card from your hand, without triggering its effect or strengthening its clan. Choose an opponent whose clan is face-down. Then name a clan; that opponent must (truthfully!) answer if that is their clan. If...

...You successfully guess their clan...

They flip their Clan card face-up. You then choose 1 of the following:

- (i) Gain . If you already have , instead raise a clan by 1 position.
OR
- (ii) Force that player to *Change* on their next turn.

...You fail to guess their clan correctly...

Nothing happens. They do not reveal any other information.

Once you have taken your action for the turn, the opponent on your left takes their turn.



Your
Clan card



Your
Discard Pile

DISCARDED CARDS


Whenever you discard a card, place it **face-up** in a horizontal stack to the right of your clan. This is your Discard Pile. It can be seen and checked by any player at any time.



2-PLAYER GAME

In a 2-player game, randomly chosen clans are strengthened.

During set-up, shuffle the unused Clan cards and place them face-down beside the track.

At the start of each player's turn, if they currently have , they **must** reveal the top card of that deck. That card's clan is raised by 1 position, then discarded (its effects do not activate).

Ending the Game

The game ends after all players run out of cards in their hands (i.e., after all players have taken 5 turns).



All players reveal their clans; whoever controls the highest clan on the track wins! In the case of ties, see **DOMINANCE AND TIEBREAKING** below.

Player A wins!



Player B Player C; Player A No player
Player D supporting


DOMINANCE AND TIEBREAKING

If multiple players reveal the highest clan on the track, use  to tiebreak. If 1 of the tied players has , that player wins!

Player B wins!



Player C Player D Player A;
Player B
(with )

If none of the tied players have , **they all lose**. An unbroken tie splits the power of the clan; as it falls to infighting and factionalisation, players controlling that clan are out of the running for the throne. As long as more than 1 player supports a clan, they are all considered tied. (This includes cases where 1 of them already loses through a card effect.)

In that scenario, the player who controls the **next-highest** clan wins instead!

Player D wins!



Player C Player D Player A;
(with ) Player B



Expanding the Game

The struggle for the empire never ends, and new clans are always emerging, ready to seize power at a moment's notice. By swapping in different clans (available separately) each time you play, the game's tactical options and opportunities always remain fresh.

When replacing a clan, simply remove the old clan's (i) Clan token and (ii) 8 Clan cards, and replace them with the corresponding components from the new clan. Always ensure that there are only 4 clans in play during the game.

ADJUSTING GAME LENGTH

Players who wish to experiment with longer games could start with more cards in hand (+1 card = +1 round). However, note that the game was designed with a tight 5-round play length in mind; longer games can lead to unexpected or unpredictable outcomes.

The Clans



SPRING

A lair of shadowy cultists wielding dark magic, the Spring clan uses sabotage, information gathering, and unpredictability to their advantage.




SUMMER

Disgraced after the Winter clan's rise, the Summer clan is more aggressive than ever. When everyone is an enemy, the way forward appears simple.



AUTUMN

A disciplined army under the command of a mighty warlord, the Autumn clan prides itself on its balanced tactics and consistent ability to claim .



WINTER

The decadent nobles and corrupt officials that make up the Winter clan rely on strong protective effects and powerful, situational sabotage to win.

FAQ

Can I *Accuse* an opponent whose clan is already face-up?

No, you cannot.

If a card's effect says to "*Accuse* an opponent [...]", do I need to discard a card?

No, you only discard a card if you are Accusing as an action.

If an effect swaps my clan with someone else's, can I check my new clan?

Yes, you can.

If a card lets me force an opponent to do something on their next turn, can I wait until their turn starts to decide if I want to force them or not?

Definitely not! All card effects must resolve neatly before the next player can start their turn. So if a card tells you to decide on something for an opponent, you need to make the decision now, on your turn.

Can I trigger cards like the *Headstrong Scout* the same turn they are played?

Yes, if you choose to resolve the card's effect before you strengthen its clan.

What does "another clan" mean?

It refers to any clan other than that of card the effect originates from. E.g., if you just Played the Wanderer, "another clan" would refer to Autumn, Spring, or Winter.

Some cards refer to "movement" and others to "effects". Are these the same thing?

While card effects can often result in movement, the game treats them as distinct things. Effects refer to the text on cards, and what they tell you to do. Movement instead refers to the physical manipulation of tokens on the track.

If I play the *High Mage* then win the game normally, do I still need to trigger its effect?

Yes, you do! Once the *High Mage* is played, that player has contracted themselves to it. If they win the game with a clan different from what they promised the *High Mage*, they then lose instead. The game will have no winner.

Does the *Hooded Figure*'s swapping effect occur simultaneously?

Yes, it does. All players simply pass their current clan to the player on their left or right, at the same time.



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