



Content

- 144 faction cards (16 cards per faction)
- 2 overview cards
- 14 damage tokens (red)
- 10 fury tokens (orange)



Stronghold



Animal



Item

Game Objective

You win the game by destroying all 3 of your opponent's Strongholds.

Alternatively, if you would have to draw a card, but there are no cards left in your deck, you lose the game.

Setup

- Separate the cards of each faction (indicated by the icon in the top right corner) into separate piles. Randomly decide who will go first. Then, players take turns choosing a faction, and taking all cards of that faction, until both players have 3 factions.
- Each player chooses which of their factions' Stronghold card they want to start with, places it on the table in front of them and puts the other two Strongholds underneath their starting Stronghold (in the order of their choice).

- The players shuffle their three chosen Animal Factions together to form their deck and places it facedown on the table.
- Players draw a hand of 8 cards. If players don't like their initial hand they may shuffle all cards back into their deck and draw a new hand of 8.
- Finally, players place 1 card of their choice from their hand face up into their Support Area (right hand side of their stronghold).

Ready & Exhausted Cards

Cards can either be Ready (upright), or Exhausted (sideways). When you play an Animal, it always comes into play Exhausted (unless it has Surge or is played through the Rally effect, in which case it comes into play in the Ready position). However, when you play a card as a Power (face down), it always comes into play Ready.



Ready



Exhausted

Gameplay

Players take turns playing Animal and Item cards and Attacking with their Animals until one player wins the game.

Your turn consists of 2 phases, the Main Phase followed by the Upkeep Phase. Once you have completed your End Phase the other player starts their turn.

1. Main Phase

During the Action Phase you may perform the following actions in any order:

- Play a card
- Attack with one of your ready Animals
- Generate Power (1x per turn)
- Use your Stronghold's Ability (1x per turn)
- Pay 2 Power to draw an additional card (1x per turn)

2. Upkeep Phase

You must perform the following actions:

- Move all of your Exhausted cards to their Ready position.
- Draw 2 cards from the top of your deck.
- Place 1 card from your hand face up into your Support Area. (*The starting player skips steps 2 & 3 during their first turn of the game*)

Resources and Playing Cards

The game has 2 types of resources: **Power** (♦) and **Support** (🐾).

Power is used to play cards and draw extra cards. You can gain Power by using the "Generate Power" action during your turn.

Support is used to activate powerful card abilities. You automatically gains Support during your End Phase by placing a card in your hand into your Support Area (on the right hand side of their Stronghold). Additionally, Item cards that you have played, Animal cards that have been defeated in battle and cards that have been discarded from your hand are also always placed (face up) into your Support Area. Each card in your Support Area counts as 1 Support (🐾).

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Example of a Player's playing area:



To play a card you must first pay its Power cost. **Power costs** are paid by exhausting the number of Power cards indicated by the number in the icon.

A card is exhausted by turning it from its Ready position to its Exhausted position. If you cannot pay the full Power cost of a card, you cannot play the card or perform the action.

A Power cost of 1

Cards in your Support Area can be used to pay for **Support costs**. Support costs are indicated by a number followed by a icon in a card's ability text.

You can pay a Support cost by removing the specified number of Support in your Support Area from the game (you can choose which specific cards you remove). Paying Support costs is always optional.

You always pay all costs first, and only then resolve the effects on cards.

The actions in detail

Play a card

Each turn you may play as many cards as you want, as long as you can pay for them (see the textbox “Resources and Playing Cards” for more info).

- If you played an Item card, perform the effects written on it, then put it in your Support Area.
- If you played an Animal card, put it into play (in front of your Stronghold) in the Exhausted position (unless the Animal has Surge). You can have a maximum of 5 Animals in play.

Attacking with an Animal

To attack, choose one Ready Animal you control and move it to its Exhausted position. Then choose the target of your Animal's attack: your opponent's Stronghold OR an opponent's Animal.

- When attacking your opponent's Stronghold, place damage tokens equal to the Attack value (the number in the icon) of the Animal on the Stronghold.
- When attacking an opponent's Animal, the attacking animal places damage tokens equal to its Attack value on the Animal it's attacking. The animal being attacked does the same to the Animal attacking it. The two Animals deal damage to each other simultaneously.

If a card ever has equal or more damage tokens on it then its health value (the number in the icon), the card is defeated and placed into their owner's Support Area (in the case of an Animal card) or removed from the game (in the case of a Stronghold). If a card isn't defeated the damage tokens remain on the card until it's defeated or it's healed.

Generate Power (1x per turn)

Play a card from your hand face down into your Power Area (on the left hand side of your Stronghold) as a Power. You can have a maximum of 5 cards in your Power Area. If you have reached this number, you may no longer perform this action.

Use Stronghold Ability (1x per turn)

Once per turn, you may pay the Support cost (written next to the Stronghold Ability), and immediately trigger the effect written on your Stronghold.

Pay 2 Power to draw an additional card (1x per turn)

Once per turn you may pay 2 Power to draw a card.

Destroying a Stronghold

Whenever your Stronghold is destroyed, you immediately draw cards equal to how many of your Strongholds have been destroyed thus far. If any of the cards drawn have the black 'Rally' indicator next to their name, you may play that card immediately without paying its Power cost. If that card has any Support costs, you must still pay them, if you wish to get the Support effect. Any effects of playing that card are resolved immediately, even if it's not that player's turn. Animals played through the Rally effect, come into play Ready.

The destroyed Stronghold is removed from the game, and the Stronghold beneath the destroyed one becomes your new Stronghold. Any excess damage does not carry over to the new Stronghold. If the destroyed Stronghold was your last remaining Stronghold, you lose the game.

Multi player rules

The rules above describe the standard 2 player game, however Untamed can also be played by more than 2 players using the following game modes. Note that game modes with more than 3 Players require a second copy of Untamed: Feral Factions.

Slayer

3+ Players

The rules are the same as the 2 player game however, players can only attack the Stronghold of the opponent to their left, though animals of all other players may be attacked. The first player to defeat another player, wins the game.

Two Headed Panda

4 Players (2v2)

The rules are the same as the 2 player game however players share Strongholds. A team selects 1 stronghold to start with and then puts 3 other Strongholds (belonging to the factions they are playing) beneath it. Players on a team have their own deck, Support Area and Power Area. A player may not use their teammate's Power, Support or cards in hand, however they may discuss, share info and strategize together. The Team that defeats all 4 of the opposing Team's Strongholds, wins.

Game Terms

Animal – Card type. Animals are placed on the table in the Exhausted position when played, and thus cannot attack on the turn that they were played. Animals have Power Cost (blue icon), Attack (red flame icon) and Health (green shield icon) values, as well as one or more special abilities. Animals can attack other Animals or the opponent's Stronghold.

Arrive – Card Ability. This effect happens when an Animal comes into play. A player can also decide not to use the Arrive effect.

Fury – Token. A token that grants the Animal it is placed on +1 Attack for as long as the token is on the Animal.

Guard – Card Ability. This Animal must first be defeated before other Animals or Strongholds can be attacked. When multiple Animals with Guard are on the board, the attacker may choose one of them to attack. Guard does not affect Items and Animal/Stronghold card effects.

Item – Card type. Items have a single use effect and are placed into their owner's Stronghold after they are resolved.

Last Words – Card Ability. This effect happens when an Animal is defeated.

Power – Any card that is placed face down in a player's Power Area (on the left hand side of their Stronghold). Each card face down card in a player's Power Area counts as 1 Power. Players may only play a single card as a Power per turn and can have a maximum of 5 Power.

Rally– An indicator on a card. A player checks if the card(s) they draw when their Stronghold is defeated has the Rally indicator (black ribbon with white star) on it. If so, that card may immediately be played without having to pay the card's Power Cost.

Reveal – Action. When a card states to reveal a card, the player shows the card to the other player, then puts the card back where it came from. If multiple cards were revealed from the top of a player's deck, put it back in the same order.

Surge – Card Ability. Animals with this ability come into play in the Ready Position and may immediately be used the turn it's played to attack the opponents Animals. It cannot however attack the opponent's Stronghold on the same turn it was played.

Credits

Game Design: Jeremy Falger, Milan Lefferts

Development: Jeremy Falger, Milan Lefferts

Artists: David Tenorio, Joe A. Howard, Andrew Soman, Julien Vandois, Baukje Jagersma, Ilse Harting, Andrea Sodaro, Alex Shiga, Albert Bruun, Radu Mihai, Régis Torres

Art Direction: Jeremy Falger

Marketing: Vincent van Gils

Playtesters: TBA

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