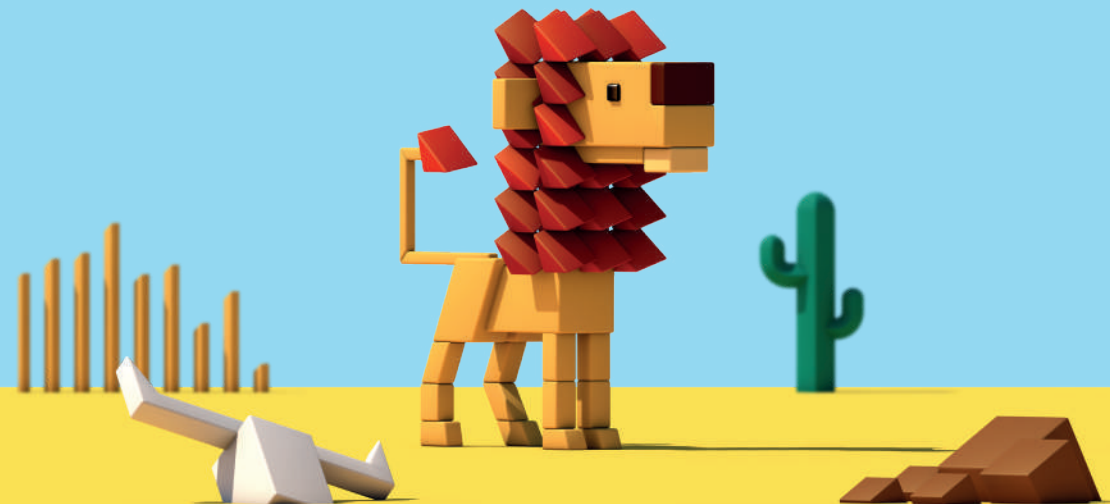


Wild Cards

Ferdinand Schnitzler



Wait, is that a peacock arrogantly walking past the edge of the fir forest? Are those busy squirrels nimbly jumping over branches? Do you see the ibex over there, jumping across craggy rocks within sight of a giant eagle? Was that a meerkat hiding in its protective hole after sensing a lion approaching?

In **Wild Cards**, you attract animals from a variety of cunning species, offering them beautiful habitats to live in. Outbid your competitors, collect majorities and gain the power of the animal leaders on your path to victory.

GAME COMPONENTS

- ▶ **25 score tokens** (15× ①, 4× ②, 4× ④, 2× ⑧)
- ▶ **6 Leader cards** – *double sided*
(1× peacock, squirrel, eagle, ibex, lion, meerkat)
- ▶ **42 Animal cards** – *yellow back*
(7× peacock, squirrel, eagle, ibex, lion, meerkat)
- ▶ **46 Habitat cards** – *green back*
(values 1–4; 14× forest, savannah, mountain and 4× wild cards)
- ▶ **5 Refill Hand cards** – *green back*
- ▶ **2 rulebooks** (English, German)

GAME SETUP

- ① Form a supply of **score tokens** within reach of all players.
- ② Split the cards by type into **Leader cards**, **Animal cards**, **Habitat cards** and **Refill Hand cards**.
- ③ Place the **6 Leader cards** as a common supply within reach of all players.

Place them with the effect-icon side up.

- ④ Shuffle all **Animal cards** and form a face down draw pile. Remove a number of **Animal cards** depending on the number of players: Remove **14/6/2*** cards in a game with **3/4/5** players. Put these cards back into the box, you won't need them.

** In a 3-player game, we suggest removing 1 animal of every species and 8 randomly.*

Example setup of a 5-player game.



- ⑦ Deal **7** face down **Habitat cards** and **1 Refill Hand card** to each player. Put the remaining Refill Hand cards back in the box.

Keep your cards secret. The number of cards in your hand should always be visible to all players.

***Hand card limit:** You can never have more than 10 Habitat cards in your hand. Whenever you would draw more cards simply stop drawing at 10.*

- ⑤ Reveal a number of **Animal cards** from the draw pile, **1 less** than the number of players. These form the **open display**.

With 3/4/5 players, you will reveal 2/3/4 Animal cards and form a row in the middle of the table.

- ⑥ Shuffle all **Habitat cards** and form a face down draw pile within reach of all players. Leave space for a discard pile.

- ⑧ Make some space in front of you for your **collection**. This is where you will place the Animal cards you collect throughout the game.



GOAL OF THE GAME

Outbid your opponents and collect animals on display in order to make your collection the most valuable among the players. Attract the Leader of a species to unlock its power. You win if you have achieved the most points at the end of the game.

GAMEPLAY

Wild Cards is played over the course of several rounds and **ends** immediately when you **cannot fully refill** the open display with Animal cards.

A round consists of **3 phases**, played one after the other by all players as follows:

1. Place bids
2. Resolve bids
3. Prepare the next round

1. Place bids

In this phase you will place a **face down bid**, choosing **1 card from your hand**. You may either bid a Habitat card trying to acquire **1 Animal card** from the open display or bid with your **Refill Hand card** in order to use its ability. Bluffing is strongly encouraged.

Place your bid face down in front of you. Then everyone **reveals** their chosen card **simultaneously**.



2. Resolve bids

Resolve the following steps one after another:

- A. Refill hands
- B. Acquire Animal cards

A. REFILL HANDS

If your bid was a **Refill Hand card**, choose and **discard any number** (even zero) of Habitat cards from your hand to the discard pile. **Draw new Habitat cards** until you have **7 Habitat cards** in your hand again. Then take your Refill Hand card back into your hand. This ends your turn.

If the Habitat card draw pile ever runs out of cards, shuffle the cards from the discard pile to form a new face down draw pile.

B. ACQUIRE ANIMAL CARDS

- ▶ If you bid the Habitat card with the **highest value**, you go first **choosing 1 Animal card** from the display. *In case of a tie see "Resolving bidding ties".*

To acquire an Animal card, do the following:

If your bid was higher than 1, you have to **pay** a number of extra **Habitat cards** of your choice from your hand. You pay **1 less** than your bid. Place your payment face up next to your bid. *Leave all bids and payments on the table, they are put onto the discard pile in phase 3.*

Take the chosen Animal card and add it to your **collection**. Now check whether or not you **receive the Leader card** of this species: If you have collected **the first of a species** or have **at least the same number of Animal cards** as the player with the majority in that species, you **immediately receive the corresponding Leader card**.

*Each species has its own power that you may use as long as you own its Leader card. These powers may overrule the basic rules of the game. They are explained in detail on page 8–9. It is possible that you have to hand over a Leader card to another player in the same round you have received it. If applicable, you may use the power of the Leader card **in the same round** that you have received it.*

Organize your collection by species. Fan out the cards to make sure everyone can see the number of animals you have of each species.

- ▶ Next up is the player with the **second highest bid** and so on. Repeat this process until all players have completed their turn.
- ▶ If you **cannot** (or don't want to) **take an Animal card**, you may **take your bidding card back into your hand** and then **draw 2 cards** from the Habitat card draw pile.

Remember the hand card limit!

Natural habitats

Each animal has its own **natural habitat**. If all bid and payment cards used to acquire the Animal card are of the animal's natural habitat, you immediately receive **2 points**. Take the respective **score token(s)** from the supply.

Wild cards always count as the animal's natural habitat!

Should you run out of score tokens, use a replacement.

EXAMPLE



Matea would like to acquire a peacock from the open display. Since Matea bid a forest Habitat card ① with a value of 3, she has to pay two cards ② from her hand. She chooses one additional forest card and one wild card so that she has acquired the peacock with a total of three forests (1 bidding card + 2 more cards), the peacock's natural habitat. Matea receives score tokens ③ worth 2 points for acquiring the peacock with only forest cards and adds the peacock to her collection.



Resolving bidding ties

If two or more players placed a bid with the same value, the tied players will determine who gets to choose an Animal card first as follows:

- ▶ Choose **the required number of Habitat cards** you want to pay with and place them face down next to your bid.

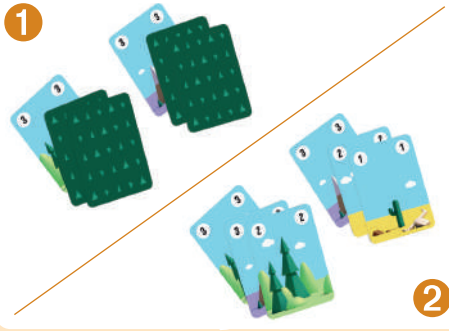
Reveal these cards simultaneously with the other tied player(s) and **compare the total values** of your chosen cards with each other.

If you have the highest total, you win the tie and **choose an Animal card** from the open display first.

- ▶ If there's still a tie, the tied players each draw **1 random Habitat card from the draw pile** or **choose 1 Habitat card from their hand**. Reveal and compare the value of these cards. Repeat this process until one player reveals a **higher value** than the other tied players. After that discard all cards revealed during that process **to the discard pile**. Whoever wins the tie goes first **choosing an Animal card** from the display.

Important: Do not add these cards to your cards placed as bid and payment!

EXAMPLE

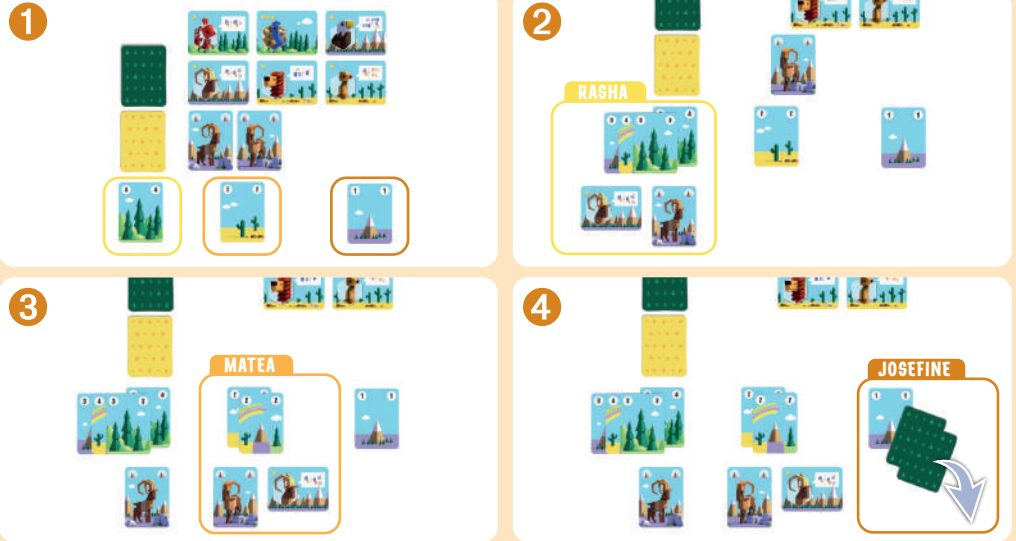


Rasha and Matea each bid a 3 ①. Both place their payment of two additional cards face down next to their bid. Rasha reveals a 3 and a 2 for a total of 5. Matea simultaneously reveals a 2 and 1 for a total of 3 ②. Rasha wins the tie and chooses an Animal card from the open display before Matea does.

3. Prepare the next round

After resolving all bids, put all bids and payments onto the face up discard pile. Animal cards from the open display that were not acquired are **put back into the box**. Then reveal **2/3/4 new Animal cards** in a game with **3/4/5 players**.

FULL ROUND EXAMPLE



1. Place bids:

Rasha places a Habitat card with value 4 as their secret bid, Matea a 2 and Josefine a 1. They reveal their cards simultaneously ①.

2. Resolve bids:

Rasha goes first. Their bid of 4 requires Rasha to pay three Habitat cards of their choice. Rasha pays three additional Habitat cards from their hand, placing them next to their bid. They choose an ibex card from the open display, placing it into their collection. Rasha now has the majority of ibexes and instantly receives the ibex Leader card ②. Then Matea resolves her bid in the same way, taking the last card from the open display. After picking an ibex she now has the same number of ibexes as Rasha and thus receives the ibex Leader card that Rasha previously got this round ③. Since Josefine goes last and the display is empty, she cannot take a card. She takes her bidding card back into her hand and draws two additional cards from the Habitat draw pile ④.

3. Prepare the next round:

After that all bids and payments are put onto the discard pile (while Matea uses her ibex Leader card's power). The open display is refilled and the next round begins with phase 1: Place bids.



LEADER POWERS

Leader cards grant you useful powers. Use these **Leader powers** wisely, if applicable. In case of conflict, Leader card powers **override** the general rules!

*If applicable, you may use the power of a Leader card **in the same round** that you have received it.*



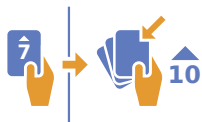
PEACOCK



This Leader card scores **3 points** at the end of the game (instead of 1).



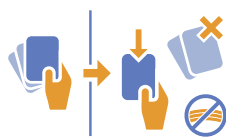
SQUIRREL



If your bid was the **Refill Hand card**, draw back to **10 Habitat cards** (instead of 7).



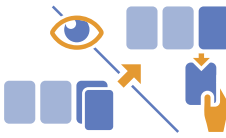
IBEX



You may **take your bidding card back into your hand** (unless it was a wild card) when all players' bids and payments are put onto the discard pile in phase 3.



EAGLE

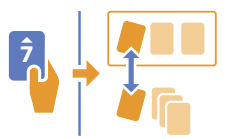


When you bid, you may place **2 face down cards** (instead of 1) from your hand.
Wait for the other players to reveal their bids, then **choose 1** of your two bidding cards as your bid.
After revealing your bid, **take** the other card back into your hand.

LEADER POWERS



MEERKAT

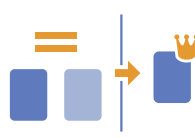


If your bid was the **Refill Hand card**, you may **exchange 1 Animal card from your collection with 1 Animal card from the open display**.
(Resolve this effect before resolving any other Leader card power and before drawing cards!)

*After the exchange you immediately receive a Leader card if you now have at least the same number of cards as the player with the most cards of the species gained. You immediately lose a Leader card if you now have zero cards or fewer cards of the species given away than any other player. Hand it to the player with the **most** cards of that species or, if not applicable, return it to the common supply.*



LION



You always **win ties** in bids.

EXAMPLE

Ida has the meerkat Leader card. During phase 1, she placed her Refill Hand card as her bid, which triggers her meerkat Leader's power. She uses it to exchange one ibex from her collection with one squirrel from the open display. After that she has the majority of squirrel cards and is handed the squirrel Leader card. She may immediately use the squirrel Leader's power, too, as it is also triggered by playing the Refill Hand card. She uses it and draws back to 10 Habitat cards.



END OF THE GAME

As soon as you **cannot completely refill the open display** with new Animal cards from the draw pile (in phase 3), the game ends. Discard your hand to the discard pile and proceed to *Final Scoring*.

FINAL SCORING

Add up your **total score** as follows:

- ▶ The species you have collected the **most Animal cards** of is worth **2 points** per card.
- ▶ The species you have collected the **second most Animal cards** of is worth **1 point** per card.

***Important:** You may only score **one species** per category above, even if you have the same number of cards of several species.*

- ▶ Each **Leader card** you own is worth **1 point**.
- ▶ Add the total value of your **score tokens**.

Whoever achieved the **highest total score** wins. In case of a tie, the tied player with the most Animal cards in their collection wins the tie. If there is still a tie, the tied players share their rank.



SCORING EXAMPLE



Rasha has collected the peacock Leader card, 4 peacocks, 3 ibexes, 3 squirrels and score tokens worth 8 points. Their total score is **(22)**, calculated as follows: The peacocks are the species they own the most of, so they score $4 \times 2 =$ **(8)** points for these. Ibexes and squirrels are tied with 3 copies each. However, Rasha can only score one of them as their second largest collection. For 3 ibexes (or squirrels) they score another $3 \times 1 =$ **(3)** points. The peacock Leader card scores another **(3)** points (because of its power!). Last but not least, Rasha's score tokens are worth **(8)** points in total.

If Rasha had collected 4 peacocks, 4 ibexes and 3 squirrels, they would score **(8)** points for the peacocks and **(4)** points for the ibexes. They would score zero points for the squirrels.

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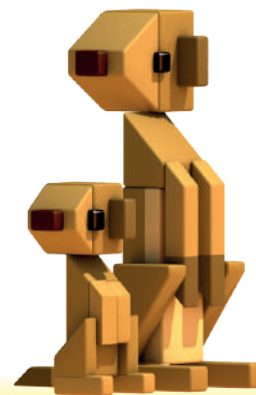
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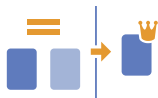
You are welcome at
our gaming tables!



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LEADER POWERS OVERVIEW



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