WILD REALMS™

DAYWALKER SYNDICATE

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Come Play in the Light™

OFFICIAL RULES

WELCOME TO WILD REALMS

About Wild Realms

Wild Realms is a 2-4 player adventure card game, featuring animals from around the world. In the game, you will explore the wild, searching for unique animals to join your Alliance and help you discover the four Wild Realms—Land, Water, Air and Fire. The first player to collect and lock all four realms wins the game!

Using This Guide

This player guide/rulebook is divided into two sections that cover:

Section 1—Quick Overview of the most vital parts of the game

Section 2—Detailed written rules for those difficult moments of decision and debate

Watch OUT For The Angry Chameleon!

Well, he's not really angry just very serious about the rules of the game. Most of the time he hides, until important info comes along. When you see him, read very carefully. It's no fun to find out halfway through that you are playing the game wrong!

What's In The Box

- **4x Player Decks (62 cards each)**
Each deck is comprised of:
  - 50x Animal Cards
  - 8x Realm Cards
  - 4x Unleash a Legendary Beast Cards

The back of each deck features one of the Four Realm colors (Blue, Gold, Red, Green) and an Animal Insignia.

- **1x Legendary Beasts Deck (12 cards)**

- **3x 12-Sided Dice**

- **4x Player Boards**

- **1 Rulebook**

- **4 Player Aids**

Something damaged or missing?

We work hard to make sure all games arrive with everything needed to play the game and have fun. However sometimes things happen. If you have any issue with damaged or missing components, please contact us immediately at DaywalkerSyndicate.com. We will do our best to reply within 48-hours.

ON THE TABLE

START HERE TO GET SET UP:

1. Shuffle the Legendary Beasts deck and set it onto the middle of the table.

2. Give each player their own Player Board and matching (by color/icon) Player Deck. Shuffle the *Unleash a Legendary Beast* cards into your deck, in the quantities:
   - for 4 players = 2 cards
   - for 3 players = 3 cards
   - for 2 players = 4 cards

3. Each player searches their deck for a Realm Card that marches their Player Board and the back of their cards. They place this Realm onto the matching slot in the Realm Area (along the top) of their Player Board. This is the start of their Kingdom.

4. Each player shuffles their deck and places it face down onto the deck slot on their Player Board; then draws 5 cards to form their starting hand.

5. The player who most recently has petted an animal goes first. Otherwise, each player rolls a die and lowest number goes first.

4-player configuration

STEP #3

Each player starts with a Realm that matches the theme of their board. In this case, the volcano (a Fire Realm) is slid into the Fire Realm slot on the Fire Realm Themed Player Board.

Player Decks

Each player receives their own 62-card deck during the setup of the game. Each deck is themed around one of the Four Realms (Air, Land, Water, Fire) by color and central animal insignia. Players are free to pick their deck by favorite color or animal icon as all decks contain the same cards. Only the backs differ.

The following are the three types of cards you will find in your deck:
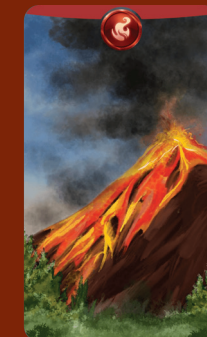
Animals
50 cards per deck

The most prolific card type in the Player Deck. An animal's icons show their native Realm, Group, as well as if they are a Leader. Also, every animal has its own unique instructions for attacking.

Realms
8 cards per deck

Realms represent the exotic lands, oceans and skies of Wild Realms. Every animal in the game comes from its native Realm designated by the symbol at the bottom of its card.

Unleash a Legendary
4 cards per deck

These cards allow a player to "summon" a Legendary Beast and "unleash" its powerful effect on the game. Multiple of these may be played in a single turn.

Legendary Deck

There is only one Legendary Deck (center of table). Legendaries are never added to your Hand and their effect always plays immediately. Although, some effects result in a timed action/result.

ON YOUR TURN

The following is a compacted version of the official rule set. Please see the Complete Written Rules section beginning on page 7 for the complete rule set.

PLAYER TURN PHASES	
1	Unleash
2	Play Cards
3	Attack
4	Wrap-Up

1 Turn = 4 Phases

Once the game begins (see page 2), each player takes their turn and passes the dice to the next player on their left. Each player's turn consists of four phases. The first three phases are optional, but any phases played must be completed in the order listed in the "Player Turn Phases" chart.

PLAYER TURN PHASES	
1	Unleash
2	Play Cards
3	Attack
4	Wrap-Up

Play Cards

In this phase, you may do any (or all) of the following actions as many times as you can in any order.

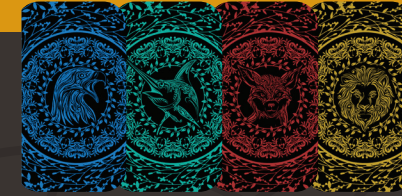| PLAYER TURN PHASES	
1	Unleash
2	Play Cards
3	Attack
4	Wrap-Up

Unleash a Legendary

If you hold an "Unleash a Legendary Beast" card, you may play it now. You may play more than one, if you so chose, during the same turn during this phase.

To play a Legendary:

1. At the beginning of your turn If you have an "Unleash a Legendary Beast" card, declare your intention to call a Legendary, then discard your "Unleash" card.

2. Draw a Legendary Beast card from the Legendary Deck (center of the table) and show it to the other players.

3. Every Legendary Beast has two effects (abilities). Declare which (of the two) you will use.

4. If the action is immediate, follow the instructions then discard to the Legendary discard pile (next to the Legendary deck). If the action lasts for a certain duration or has other special (usually timing based) circumstances, place the card in front of your kingdom, until the start of your next turn or when the special circumstances occur.

Add Realms to Your Kingdom

Place a Realm(s) into any open "slot" of matching type in your Realm row at the top of your Player Board. (Must place at least one defender, from your hand, on it at the same time. If not, you cannot play the Realm this turn.)

Add an Animal to a Realm

If there is a Realm in your Kingdom with less than 5 defending Animals, you may place more Animals into it, until there are a maximum of 5 defenders. All animals can be placed in any Realm.

Add an Animal to Your Alliance

Place an animal from your hand into an open "slot" in your alliance. There can only be a maximum of 5 Animals in your Alliance at a time.

Ignore Realm type for all attacks this turn

All Players draw & discard, until a Leader is found; Add Leader to Hand

BIG-HORNED RAM

UNLEASH A LEGENDARY

LEGENDARY BEAST

Draw & Play one card from the Legendary Deck

ABOUT ANIMALS & REALMS

Animal Cards

Animals are the main characters of Wild Realms. Players will use animal cards to defend & lock realms and to attack opponents. Player decks are mainly comprised of 50 animal cards. Here is what key information you will find on the Animal cards (and where it appears):

① Animal Name
The "common" (non-scientific) name.

② Group
Each animal belongs to a "family" group. The group name is printed just below the common name in the top, left corner.

③ Strike Value
This number (from 1 to 12) represents the number a player must roll to "strike" the animal when attacking.

④ Realm Icon
This icon denotes what realm a animal can attack.

Leader Icon
⑤ Must have a Leader in your Realm to lock it. Also, one in your Alliance to attack. There are 10 leaders in your deck.

Class Icon
⑥ Represents the type of special ability it will have. There are five classes.

GRAY WOLF
CANINE
12

3 ROLL 1x

Draw two cards—place Animals in Kingdom, discard all others

⑦ Attack Instructions
Composed of two halves (Roll Attack and Special Ability), explicitly states how to attack with the animal.

- Roll Attack Icon—The first number (on the silhouettes) is how many dice to roll, the second is how many times to roll them. The "Do Not" symbol denotes—no roll attack.

- Special Ability Text—A class-based "power" that is executed as written. Any conflicts with core rules are resovled in favor of the special ability.

Realm Cards

Realm cards are the foundational element of Wild Realms. Winning the game revolves around utilizing your Animal Allies to defend and lock (more on this in Phase 4) your Realms. Every player has the same eight Realm cards in their deck.

Identifying Realms

There are 4 types of realms Air, Land, Water, Fire. Realms are easily identified by three factors—Realm Icon, Color, and Animal Insignia. These three visual indicators are on Player Deck cards and the Player Board.

DART FROG
AMPHIBIAN
2

3 ROLL 1x

If attack fails—discard a random card from opponent's hand

The Player Board and the Player Deck are a set, they are both themed in Icon, Color and Animal Insignia to match each other.

REALM ICONS appear on the bottom of every Animal card—representing that Animal's native Realm, which is the Realm type they may attack. They appear on the Player Boards in the top right corner (designating the Player's starting Realm type) and also in the Realm "slots" along the top of the board, they also appear at the top of a Realm card.

AIR   LAND   FIRE   WATER

ON YOUR TURN

PLAYER TURN PHASES

1	Unleash
2	Play Cards
3	Attack
4	Wrap-Up

Attack: 3 Modes

During this phase, you may attack an opponent in the following ways:

1. Attack an Unlocked Realm

(Requires a Leader in your Alliance)
Declare the Animal you wish to attack with (from your Alliance) and the target Kingdom & Realm. Remember, the Animal may only attack its native Realm type (found on the bottom of the animal card and top of the realm card).

For the attack, do what the Roll Attack Icon and Special Ability text says. Special ability text overrules any conflicts with basic rules. If rolled value, "hits" (matches) target Animal's Strike Value, opponent must discard it. If more than one "hits", attacker chooses one of the values.

Regardless of outcome, discard attacking Animal. You may repeat as many times as you have Animals (and a Leader) in your Alliance.
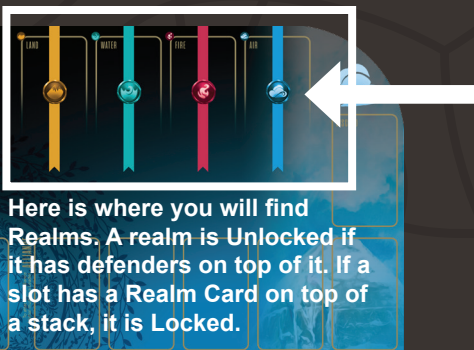
2. Attack an Alliance

(Requires a Leader in your Alliance)
You may ONLY attack an opponent's Alliance, with a Leader (from your Alliance). Declare target Alliance. Ignore the Attack Roll Icon and Special Ability Text, instead roll three dice. All three rolled values that match Alliance Animals' Strike Values "hit" and those Animals are discarded. Discard attacking Leader.
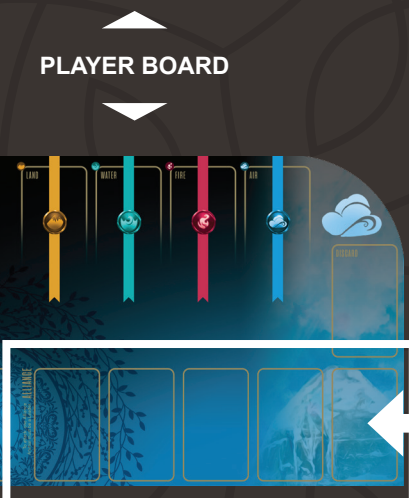
3. Attack in a Realm Battle

(Requires that you have a Locked Realm)
Declare the Locked Realm you are going to use in the Duel, and your opponent's Locked Realm that you are targeting.

Here is where you will find Realms. A realm is Unlocked if it has defenders on top of it. If a slot has a Realm Card on top of a stack, it is Locked.

PLAYER BOARD

Here is the Alliance row. It holds a maximum of 5 Animals and can only be attacked by a Leader.

REALM BATTLES!

Realm Battles may only be done once per turn. Follow these steps:

1. **Declare the opponent & locked realm you want to battle.** You and your opponent must each have at least one locked realm, or the duel cannot take place.

2. **Put the realm card from the top of each locked realm to the side** of its respective realm pile. *NOTE: A realm card is placed on top of the pile when a realm is locked. Locking realms is explained on the next page.*

3. **Each player rolls one die** to see who wins the face-off between the first two animals. The player with the lower roll loses that round and must flip their defeated animal face-down onto their realm card.

4. **Repeat the previous step** until one player has lost ALL their defenders. This player has been defeated.

5. **The winner of the duel chooses** to either:

   - Steal the opponent's locked realm. *To do this, the winner cannot already have a locked realm of the same type. If they have an unlocked realm of the given type, they must discard that realm and its defenders to obtain the locked realm they won.

   - Force the opponent to discard their Locked Realm—including all of that Realm's defenders.

ON YOUR TURN

LOCKING REALMS

PLAYER TURN PHASES

1	Unleash
2	Play Cards
3	Attack
4	Wrap-Up

Wrap-Up

In this final phase, move animals around your Kingdom for maximum value, lock realms and draw cards in preparation for the next turn.

In this final phase you may:

- **Move Animals around your Kingdom**
  You may "travel" (move) Animal cards from Realm-to-Realm, Realm-to-Alliance, or Alliance-to-Realm. There is no limit to how many Animals you move (or how many times), EXCEPT for the maximum occupancy limit of 5 Animals for Realms and Alliances. You may "swap" Animals between areas (as described above), even if there is no open space, as long as you don't exceed the limit at the end of this phase.

- **Lock Realms**

- **Discard as many Animals from your Hand or Kingdom, as you like.**

- **Draw/Discard from Hand until you hold five cards.**

- **Declare your turn ended and pass the dice to the next player (clockwise).**

The Key to Winning

Locking a realm is simple, and the first player to lock all four realms wins the game.

To lock a realm:

1. You must have 5 animals on the realm, including 1 leader, and one of each class (Growth, Decay, Adapt, Swarm, Lethal).

2. Collect the cards into a stack with the Realm card on top.

3. Place locked Realm back into it's "slot".

Pro-Tip: The animal classes you need to lock a realm are listed on your Player Board.

This Land Realm can now be locked. It has all 5 Classes and the Fire Ant is a Leader (crown icon). Stack it into a 6-card deck with the Realm on top. Place it back into the "slot." Congrats! It's locked!

TO LOCK REALMS
All five classes and a leader are needed

CRESTED LIZARD REPTILE 4
BLUE HERON BIRD 8
PLAINS ZEBRA HORSE 4
FIRE ANT INSECT 1
SPOTTED TROUT FISH 3

WATER

1 ROLL 1x
Attack affects all Realms in target Kingdom

AIR 🔒 LAND 🔒

FIRE 🔒 WATER 🔒

YOUR KINDGOM

= WIN

Animals can defend and lock any Realm, not just their native Realm (designated by the Realm Icon at the bottom of their card).

Attack affects all Realms in target Kingdom

ROUND 1: ALLIES & REALMS

An Example Turn

This example is to help visualize what a player might do on their first turn. We will run through part of an imaginary game with the player's "thoughts" to guide us.

Important: Round 1 is the only round in which attacking are not allowed. As such, Round 1 usually plays quickly.

Your Kingdom

A Kingdom is comprised of Realms and an Alliance. Your Player Board represents your Kingdom and includes slots for Realms, Alliance Members, Deck and Discard.

Realms

Realms represent the four natural habitats of the animals. You can only have one of each realm type in your kingdom. Each guarded by a max of 5 Animal defenders at one time.

Alliance

These Animals may be from any realm and any class, but to attack an opponent, one of them must be a Leader. Your Alliance can have a maximum of 5 Animals.

PHASE 1

Player will hold the Unleash card to play it next turn

Phase 1: Unleash a Legendary Beast

A player will take their turn in four phases. The first phase is to Unleash a Legendary Beast. This phase is voluntary, so our player opts to hold their card for the next turn when it will have a better chance of having an effect on gameplay.
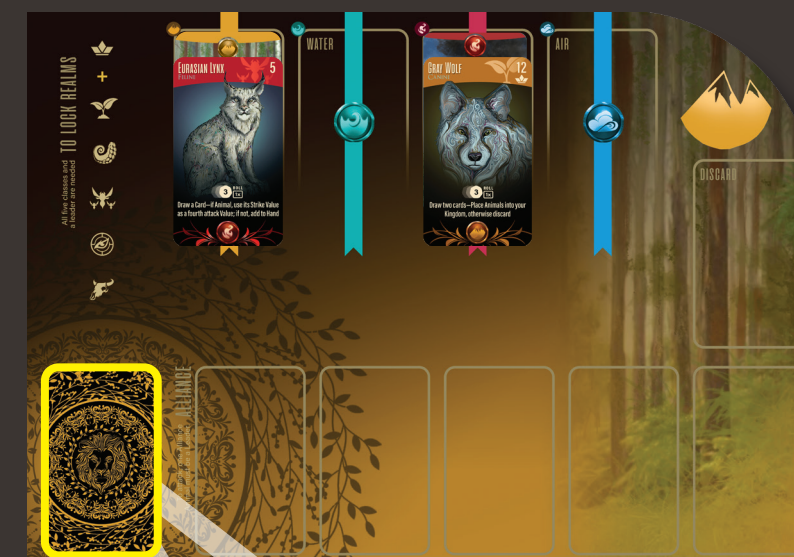
PHASE 2

Phase 2: Play Cards

Next phase is Playing Cards, so our player chooses to play three of their cards—Wolf, Lynx and Fire Realm. Since our Player can't have more than one Realm of the same type in play together, the second Land Realm is held for now. If so desired, it can be discarded later.
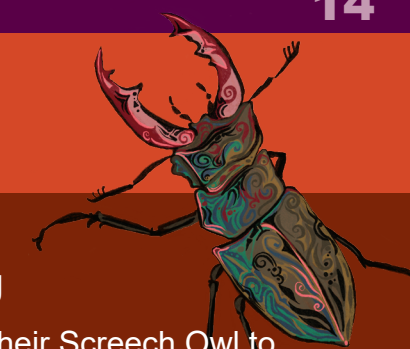
PHASES 3 & 4

Phase 3: Attacking

Not allowed in the first round of the game.

Phase 4: Wrap-Up

Our player desides not to move any animals and keep both remaining cards—Land Realm and Unleash. The only thing left is to draw three new cards, so that the turn is ended with 5 cards in hand.

ROUND 2: ATTACKING

You May Now Attack

Here in Round 2 of our imaginary game, our Player may now attack their opponents. In Phase 3, look for the alternate attacking scenario, which demonstrates another path by which our Player could attack.

ALTERNATE—Phase 3: Attacking

Our player could have also opted to use their Screech Owl to attack the opponent's Alliance. Such an attack would have invovled rolling all three dice, but instead of picking just one number all three would count. This allows our Player to potentially "strike" both the Crimson Rosella and the Caribbean Lobster, resulting in their discard and the opponent's Alliance being left empty.

PHASE 1 & 2

Phase 1: Unleash

We will hold our "Unleash" card this turn.

Phase 2: Play Cards

Our player plays all three Animals from their hand into their Alliance. This fills the first three of the five available slots.

PHASE 3

DICE ROLL = 2, 6, 12

Phase 3: Attacking

Our player has a Leader (Screech Owl) in their Alliance, so declares an attack with Crested Lizard (can attack Fire Realm) against opponent's unlocked Fire Realm. We roll three dice (see Attack Roll Icon) and the numbers are 2, 6, 12. Two numbers (2 & 12) match target defenders' strike values. Only one can be chosen. We choose 12 because Redtail Hawk is a Leader—opponent discards Hawk and two cards from their Hand (see special ability text). Our Lizard is discarded—ending our attack. We could attack the opponent's unlocked Water Realm with Octopus, but we do not.

PHASES 4

Phase 4: Wrap-Up

Our player desides to dicard the extra Land Realm and move the Screech Owl to the Unlocked Land Realm on the board. Finally, to end the turn, they draw four cards to bring their Hand back up to 5 cards per the rules. Play passes to the next player.

Key Facts & Rules to Remember

Through playtesting, we discovered some facts and rules that are easily overlooked. Here they are again and in a nice convient list for your reference during a game.

1. **Leaders are needed to attack an Unlocked Realm or an Alliance.**
   You must have at least one Leader in your Alliance to allow the rest of your Alliance members to attack. The only exception is the Realm Battle, which does not involve your Alliance.

2. **Only Leaders can attack an Alliance.**
   Leaders are the only Animal that can attack an opponent's Alliance directly. Its attack instructions are ignored and three 12-sided dice are rolled. All three values "strike" the Alliance. For example, if you roll a "2, 5, 10" then any <u>and</u> all Animals in the target Alliance with a "2, 5 or 10" Strike Value are discarded.

3. **After an Animal attacks, it is discarded.**
   The only exception would be if an Animal's special ability over-rides this base rule. (i.e.—Bali Tiger attacks and then is returned to your hand.)

4. **Other than round one, a Realm can never be without defenders.**
   If at any time (except round one) a realm is without any defenders, you must discard it. In case it is not self-evident, this does not include while you are physically in the act of moving Animal cards around your Kingdom during Phase 4.

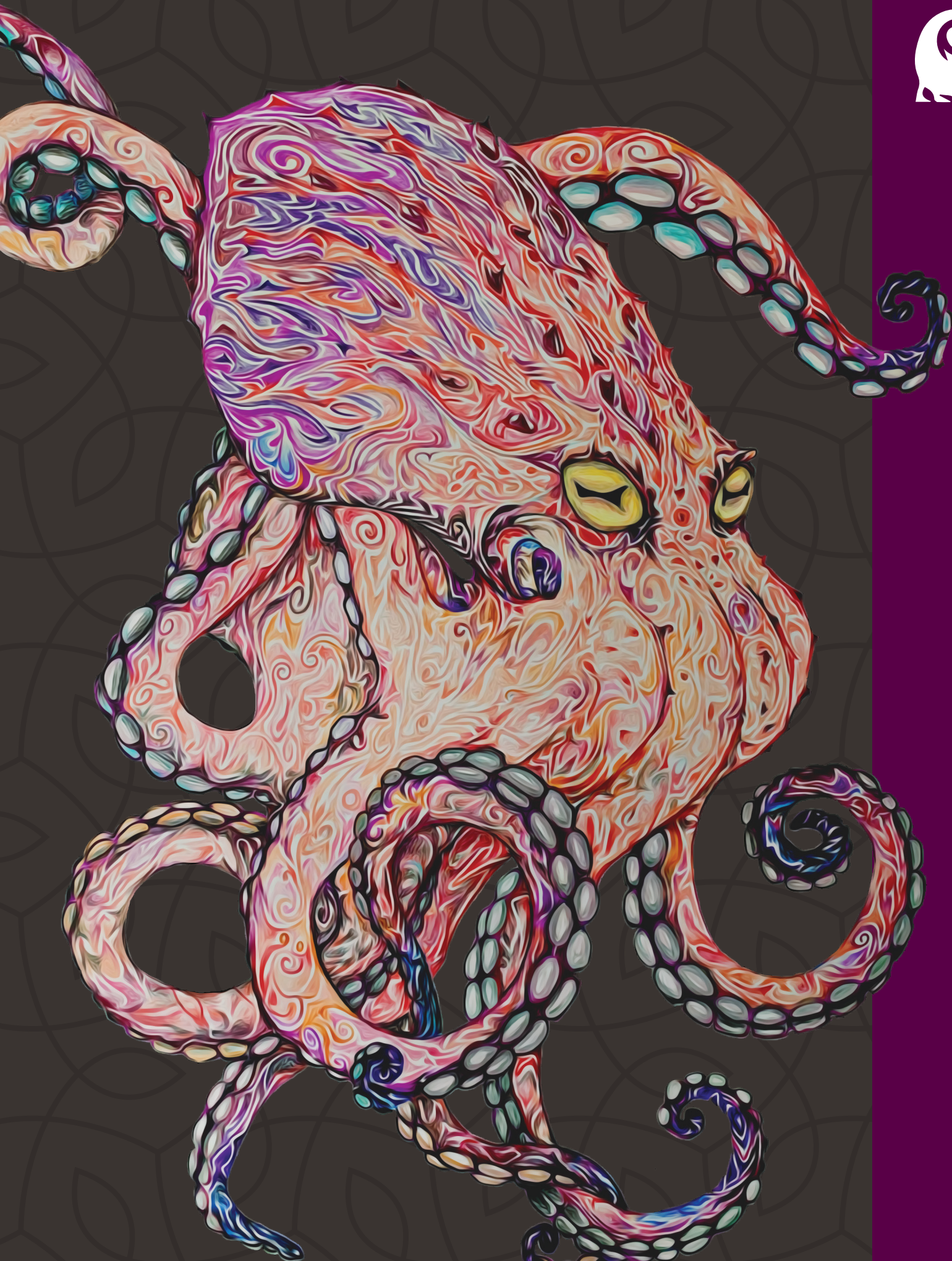5. **The number 5 is a critical number in Wild Realms.**
   There can never be more than 5 Defenders on a Realm. There can never be more than 5 Animals in your Alliance. Lastly, unless allowed by a special ability or Legendary effect, you can never end a turn with more than 5 cards in your hand.

6. **Unleash, Play Cards & Attack phases are all optional. Wrap-Up is the only required phase.**
   If you so wish, you could skip all phases except Wrap-Up, to legally complete your turn.

7. **Any animal may defend any Realm type.**
   An animal's native realm type (see its Realm Icon at bottom of card) designates what realm type it can attack. Realm type has nothing to do with which animals can defend a Realm.

OFFICIAL DETAILED WILD REALMS RULESET

The following is the most comprehesive verion of the game's rules for those among us who really like words, details and other minutia. For the ones that demand the most precise gameplay experience possible—this section is for you!

About Wild Realms

Overview

Wild Realms is a 2-4 player adventure card game, featuring animals from around the world. In the game, you will explorethe wild, searching for unique animals to join your alliance and help you discover the four Wild Realms—Land, Water, Air, and Fire. The first player to collect and lock all four realms wins the game!

Realms

Realms are the animals' habitats. The four realms in the game are: Land, Water, Air, and Fire. You can only have one of each type in play at any given time. You may play up to 5 animals into each of your realms. These animals can be from any class initially, but to lock a realm, you will need one from each class, and one of those five must also be a leader.(Leaders, classes and locking realms will be explained later.)

Alliance

Your alliance is a coalition of animals that will help you on your quest. You can have up to 5 animals in your alliance at any given time. These animals may be from any class, but to attack an opponent, one must be a leader.

Animal Cards

Animals are the main characters of Wild Realms. Players will use animal cards to defend and lock realms, and to attack opponents.

1) Animal Name

The animal's "common" name is on the top, left corner of the card. (Some animals are known by different names throughout the world or have names that do not fit well on a card. In these cases, we chose the name that worked best for the purposes of the game.)

2) Group

Each animal belongs to a "family" group. The group name is printed just below the common name in the top, left corner of the card

3) Strike Value

The animal's strike value is on the top, right corner of the card. This number (from 1 to 12)

corresponds to the sides of the 12-sided dice and represents the number a player must roll to "strike" the animal when attacking.

4) Leader Icon

While all animals in Wild Realms are awe-inspiring, some stand above the rest. These leaders are marked with a three-point crown in the top-right corner of the card, just below the Strike Value. You must have at least one leader in your alliance to perform an attack, and at least one leader in a realm (along with all 5 classes) to lock a realm. Each player's deck has10 leaders.

5) Class

The class symbol is depicted on the top of the card, between the animal's name and strike value. The animal's class represents the type of special ability it will have.The five classes are:

- **Growth**—Allows more card draws or card "resurrection"
- **Adapt**—Modifies dice values or animal placement
- **Lethal**—Bypasses dice rolling for aggressive, targeted removal of opponent's cards
- **Swarm**—Allows multi-attacks and "spread" attacks
- **Decay**—Depletes an opponent's resources

6) Realm Icon

This round icon on the bottom of the card signifies the animal's native realm. The four realms are: Land, Water, Air and Fire. ANY animal may be placed in (to defend) ANY realm, but an animal in your alliance can ONLY attack its native realm.

7) Animal Special Ability

Each animal has a unique ability printed above its realm icon at the bottom of the card. When activated (usually during an attack), the ability affects the declared target Animal, or sometimes has an effect unrelated to the targeted Animal (i.e.–Draw 2-cards, Opponent discards all Birds from Alliance, etc.). After the ability and attack are resolved, the animal is discarded. If there is a conflict between an animal ability and the core game rules, the ability over-rides the rules.

When to perform a special ability:

- Abilities may be performed before, during, or after the attack. "Attack" refers to rolling the dice.
- If the ability states "before attack," follow the instructions prior to rolling the dice.
- If the ability states "don't roll," follow the instructions without performing a dice roll.
- If the ability indicates a specific realm, kingdom, number of attacks, attack value, or amount of dice, this affects the attack itself. Follow the instructions while rolling/attacking.
- If the ability requires the "success" or "failure" of an attack, roll first, then follow the instructions.
- If the ability allows the attacker to draw/discard a card, search the discard and/or draw deck, discover a realm and/or defender, shuffle or reshuffle, switch, deploy, etc.,follow the instructions after rolling the dice.

Legendary Cards

A player may call forth a powerful legendary animal by playing an "Unleash a Legendary Beast"

card and drawing from the top of the legendary deck. The player will then choose one of the two legendary actions on the card. Some actions have an immediate effect which is played right away, then the card is discarded to the legendary discard pile. Others continue through an entire round (or longer) and should be played in front of your kingdom, then discarded afterwards.

Setting Up

1. Shuffle the Legendary deck and place it in the middle of the table.

2. Each player receives a matching set of Player Board and Player Deck. Each Player Deck contains 62 cards—50 Animal, 8 Realm and 4 "Unleash a Legendary Beast" cards. Shuffle the appropriate number of "Unleash a Legendary Beast" cards into the deck, depending on the number of players: 2 for 4-players, 3 for 3-players, 4 for 2-players.

3. Search your deck for a starting Realm matching the color of the back of your cards (or icon on your Player Board)—Blue=Air, Sea Green=Water, Burnt Yellow=Earth, Red=Fire. Place this Realm into the matching "slot" in the Realm Area of your Player Board. This is the start of your kingdom.

4. Shuffle your deck and place it face down onto the Deck "slot" (bottom left of Player Board).

5. The player who most recently pet an animal goes first. Otherwise, each player rolls a die, lowest number goes first.

6. Draw 5-cards to form your starting hand.

How to Play Wild Realms

Play begins with the starting player and continues clockwise around the table. When a player possesses all four realms and they are locked

, the game ends immediately.

Each player's turn consists of four phases. The first three are optional, but any phases played must be completed in the following order: 1) Unleash a Legendary, 2) Play cards, 3) Attack, and 4) Wrap-up.

1) Unleash a Legendary (optional)

Want to wreak overwhelming havoc or release overflowing bounty? Unleash a beast of legend! If you have an "Unleash a Legendary Beast" card in your hand, you may choose to play it or to keep it in your hand for a future turn.

If you decide to play it:

1. Declare your intention, then discard it.

2. Draw a Legendary Beast card from the Legendary Deck.

3. Declare which (of the two) Legendary actions you will use.

4. If the action is immediate, follow the instructions then discard it to the Legendary discard pile next to the Legendary deck. If the action lasts for a certain duration or has other special circumstances, place the card in front of your kingdom until the start of your next turn.

2) Play Realm and/or Animal Cards (optional)

In this phase, you may add animals to your alliance or realms, and/or add additional realms to your kingdom.

Add an Animal to Your Alliance

Choose an animal card from your hand and place it in the Alliance row on your Player Board. There are no restrictions for which animals can be placed here, but keep in mind:

- You can have a maximum of five animals in your alliance at any given time.
- To perform an attack in the next phase, you must have a leader in your alliance.

Add an Animal to a Realm

Choose an animal card from your hand or alliance, and place it on one of your realms, overlapping either the realm card or the top-most animal present in the realm.

There are no restrictions for which animals can be placed in a realm to defend it, but keep in mind:

- You can have a maximum of five animals in each realm at any given time.
- To lock a realm, you must have five animals—one of each class, and one animal must also be a leader. (In phase four, you will be able to rearrange your animals before trying to lock a realm if you choose.)

Add Realms to Your Kingdom

1. Choose a realm card from your hand that is different from those already in your kingdom, and place it in your realm row.

2. Immediately add at least one animal to the realm as explained in the previous section. From your hand, you may add up to the maximum of five animals, if you so choose. (A realm must ALWAYS be defended by at least one animal to keep it in play.)

NOTE: If at any time a realm is left without a defender, it must be discarded.

3) Attack (optional)

If you have a leader in the ranks of your alliance, you may summon an animal from your alliance to attack another player's unlocked realm (or alliance, if attacking animal is a leader). These attacks can be done as often as you wish, provided you have a leader in your alliance, an animal to attack with (which may be that leader), and a viable target. You can also duel for control of a locked realm. This works differently and can only be done once per turn.

Attack an Unlocked Realm

The following may be done multiple times per turn.

1. Make sure you have at least one leader in your alliance. If not, you may not attack.

2. Declare which animal you will attack with, and which opponent and specific realm you will target. Note that an animal can only attack its native realm, indicated by the realm icon on the bottom of the card.

3. Each animal has an ability you may use when attacking an unlocked realm with that animal. If you so choose, read the ability and apply the effect accordingly. Different effects may happen before, during, or after the actual attack (rolling the dice).

4. Roll all three dice (unless using an ability that changes the number of dice or says "don't roll").

Check to see if any of the numbers rolled match the strike value of any of the animals in the opponent's target realm.

- If none of the numbers match, the attack failed.
- If there is a single match, your opponent must move that animal from their realm to their discard.
- If there is more than one match, the attacker chooses which matching animal to discard.

5. After completing the attack, discard the attacking animal, even if the attack failed, unless that card states otherwise. If the defending realm no longer has any animal defenders, it must also be discarded.

Attack an Alliance

Unlike attacking an Unlocked Realm, where you may attack with any Animal. For an Alliance, you may only attack with a Leader. The following may be done multiple times per turn.

1. Declare which Leader from your Alliance, with which you will attack, and which opponent's Alliance you will target. You cannot use animals' abilities during alliance attacks.

2. Roll all three dice and check to see if any of the numbers rolled match the Strike Value of any of the defending animals in the opponent's targeted Alliance.

- If none of the numbers match, the attack failed.
- If any of the three rolled values matches any Strike Value of target Alliance's animals, opponent discards every matching card.

3. After completing the attack, discard the Leader you attacked with, even if the attack failed.

Locked Realm Duel

(May only be done once per turn.)

1. Declare which opponent and locked realm you want to duel. (You and your opponent must each have at least one locked realm, or the duel cannot take place.)

2. Put the realm card from the top of each locked realm to the side of its respective realm pile. (A realm card is placed on top of the pile when a realm is locked. Locking realms is explained on the next page.)

3. Each player rolls one die to see who wins the face-off between the first two animals. The player with the lower roll loses that round and must flip their defeated animal face-down onto their realm card.

4. Repeat the previous step until one player has lost ALL their defenders. This player has been defeated.

5. The winner of the duel chooses to:

   a. Steal the opponent's locked realm. *To do this, the winner cannot already have a locked realm of the same type. If they have an unlocked realm of the given type, they must discard that realm and its defenders to obtain the locked realm they won.

   b. Force the opponent to discard their Locked Realm—including all of that Realm's defenders.

4) Wrap-Up (parts are optional)

In this stage, you may choose to do any of the following:

- Have your animals travel. You may freely move any animals previously played to any location in your kingdom (alliance or realms). You may NOT place new animals from your hand. This will help you set up a realm to be locked.
- **Lock a Realm.** To do this, five animals must defend the realm, representing all five classes, and one animal must also be a leader. This may happen from animal placement in phase two or from animals traveling in this phase. To lock a realm, move the realm card from the bottom of the realm pile to the top.
- Discard any cards you wish from your hand or alliance. This will help you get more of the cards you need into your hand or your kingdom in future turns.

You MUST then draw or discard cards until you have five cards in your hand, unless otherwise specified by a card ability, or unless you already have exactly five cards in hand. To complete your turn, pass the dice to the player on your left.

Winning the Game

The first player to lock all four realms—Land, Air, Water, Fire—immediately (regardless of turn) wins the game!

Thank You!

This concludes the official rules for Wild Realms. Thank you for taking the time to play our game, we hope that you had an enjoyable time with family and friends.

Best Wishes,

Jeremy, Chris, Xander, Nate

Credits

Designer & Artist—Jeremy Gulotta

Developers—Chris Case, Xander Estelle, Nate Estelle

Graphic Design—Nate Estelle

Additional Rulebook Editing—

Manufacturing—

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Gamefound.com
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