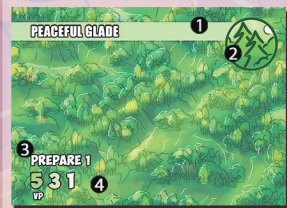




- Names
- Starting Cards
- Mastery Ability

- Mastery Name
- Mastery Details



- Field Name
- Location Type
- Win Reward
- Victory Points

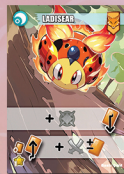
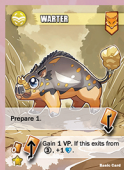
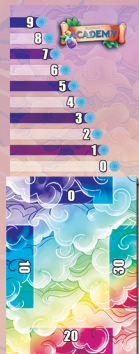
- Study Card Name
- Card Type
- Style(s)
- Ability 1
- Ability 2
- Owned Value
- Graded Value
- Set Information



SETUP

(Below is an Example of what each player should collect to play)

- 1 Place the 3 Field cards in the center of the play area, with Glade, Village and Summit from left to right. If you are playing 2 Player, use the alt side (see page 6)
- 2 Each Player takes 2 Tarot sized cards to make 1 Player Board (called your "Plan"), matching colored cubes and a deck of Basic Cards, consisting of 2 copies of; Shatta Herb, Terrachic, Ladisear, Warter, Petalamander and Jellicane.
- 3 Each Player takes 1 Student card and their 2 Tactic cards. Place the Basic Cards in Slot 1 and Slot 2, matching the symbols (shown in their starting cards). Place the Student in its Slot at the bottom of your Plan.
- 4 Each Player shuffles their remaining Basic Cards and Legend Tactic Cards into a deck. Then, place it to the left of their Player Board or "Plan" and draw a hand of 6 Cards.
- 5 Shuffle the 50-Card Study Deck, then reveal from the top 5 Cards into a row, creating the Study. Place the Mastery card to the right of the Study with all the blue Mastery Cubes on top of it.
- 6 Give the First Player Token to the last Player who won a Battle of any kind. Place your VP cards next to you set to 0 VP. You are ready to start the first round!



HOW TO WIN

Players will earn Victory Points (VP) by having the most Power in a Field at the end of each Round. There are other ways, like Card Abilities. Owning cards, and Grading cards.

After 4 Rounds, the Player with the Most VP wins.

PLAYER TURNS AND ACTIONS

Starting with the First Player, moving clockwise, Players take 1 Action until all Players have ran out of cards. The Actions are:

- 1 Prepare Action
- 2 Summon Action
- 3 Play Action
- 4 Mastery Action

1 PREPARE ACTION

Players may discard any card from their hand to place 1 card from the Study (regardless of Styles), face up, on top of their Preparation Area (on the bottom of their Plan). Refill the Study whenever you take a card from it. Prepared Cards will be drawn first when players replenish their hands between Rounds.

2 SUMMON ACTION

Players may discard 2 cards from their hand to Summon 1 Card from the Study into their Active Card Slot, gaining any Play Abilities, just like the Play Action *See Play Action (the following Page) for what happens when to the cards in your Plan. When you Summon a card from the Study, all of the Style Types in the upper left MUST be present on the cards you discarded, at least once.

Refill the Study after taking this Action.

Example: Amie discards Shatta Herb and Terrachic to Summon Inner Fire (paying for both of its Style Types) from the Study into their Active Card Slot, gaining its Played Ability to attack her opponents!

Wildhearts Academy is not a traditional Deck Building Game. Players will not be playing out the entire hand on their turn.



Active Card Slot

While Summoning may seem expensive, it nets VP as well as new Powerful Abilities!

ACTIONS CONTINUED

3 PLAY ACTION

Players may play a card from their hand to the Active Card Slot. If there is already a card in the Active Card Slot, Players must push that card to the left or the right in their Plans when playing a new one.

Any Played (↓) or Ongoing (♂) Abilities of a card played can only affect the Fields represented in that Slot. Any card pushed into an empty Slot does not push cards. While the Active Card Slot can affect any Field, you can see in the example to the right, Slot 1 cannot affect the Summit Field. Resolve in the following order:

- 1 Play Ladisear to the Active Card Slot.
- 2 Terrachic, Warter and Shatta Herb move right.
- 3 Activate the Ladisear's Play Ability (+1 Power in one of the Active Card Slot's available Fields; Glade, Village or Summit.)
- 4 Gain Shatta Herb's Exit Ability (+1 Power in one of the 3rd Card Slots available Fields, Village or Summit). It gains an additional +1 Power because it exited from Slot 3. Shatta Herb moves to your discard.

**Note: A card doesn't exit your Plan until it moves to your discard.*



MASTERY ACTIONS AND ABILITIES

4 MASTERY ACTIONS

Some effects will give Players Mastery (♥). When gaining Mastery, Players will take that number of Blue Cubes from the Mastery Card near the Study. The maximum Mastery a Student can have is 5. If you would gain Mastery and already had the maximum, the effect still takes place (*though you gain no Mastery*).

If a Player has the Mastery required to use their Student's Mastery Ability and has not run out of cards, they may make a Mastery Action by paying its cost and putting any spent Mastery back on the Mastery Card near the Study.

When a Mastery Ability would have an effect like adding Power (⚔) or Supplanting (⚔), Students may affect ANY Field with said Ability. Javi for instance, can Supplant 2 Power in any Field for 4 Mastery.



SCORING THE FIELD

At the end of the round (when all Players have run out of cards), Players will score Victory Points and gain Win Rewards from the Fields. Players score Victory Points from left to right (*highest to lowest*) in regards to their position.

Each time you score a Field, return all Power to the Players.

At the end of the round, if we were scoring the Fields in this 4 Player Game, Players would gain the following, in order:

GLADE FIELD

Pink Player: +5 VP & Prepare 1 **Green Player:** +3 VP **Purple Player:** +3 VP

The Pink Player would Prepare 1 from the Study as a Win Reward, while the Green and Purple Players would both score 3 because they are tied for the 2nd Position.



You **MUST** have Power in a Field to score in that Field.

VILLAGE FIELD

Purple Player: +3 VP & 1st Player Token **Green Player:** +1 VP **Pink Player:** +0 VP

The Purple Player would gain the 1st Player Token because the Village gives it as a Win Reward, while the Green Player would gain 1 VP and Pink Player 0.

SUMMIT FIELD

White Player: +7 VP **Green Player:** +7 VP **Pink Player:** +4 VP

White and Green Players tied for the most Power, both gain 7 VP and the Win Reward (*this Summit has no Win Reward*), while the Pink Player comes in 2nd, scoring 4.

After scoring all Fields, a new Round begins.

Players replenish their hands. First, Players draw all of the cards from their Preparation Area, then cards from their Deck until they have 6 cards in their hand.

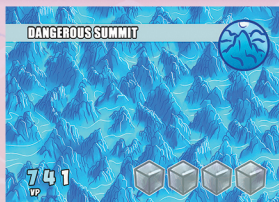
**Note: After Round 4 return any Prepared cards to the Study deck.*

After 4 Rounds, the Player with the highest VP total (*1st Player Token is worth 1 VP*), Owned Cards and Graded Cards wins! If there is a tie, the Player with the most Graded Cards wins.

PLAYING WITH 2 PLAYERS

SETUP CHANGES

When playing with 2 Players, there are some rule changes to be aware of. Players will use the alternative side to each Field, as a “dummy player” in each Field, represented by one of the colors of cubes the 2 Players are not using themselves. Place these cubes on the Fields at the start of each Round.



Each Field shows, in the bottom right hand corner, a number of Power (*Player Cubes*) to have on the Field at the start of the Round for the “dummy player”. For all Abilities and scoring purposes, these “dummy player” cubes belong to an opponent. Example: Troy has 6 Power, while Erica has 2 and the “dummy player” has 4 on this Field. Erica would gain 1 VP instead of 4 as she is behind 2 opponents. Players will follow the same rules of Power and scoring as a 3 or 4 Player Game.

RIVAL MODE

To play Wildhearts Academy Solo, or add more Tamers to your table, we have the Rival Mode!

Choose a color for the Rival, flipping over the Plan Cards to show the Rival side.

The Rival (or any one of them) begin(s) with the 1st Player Token and 2 cards in the 1 and 2 Slot.

When a Round begins, put cards facedown from the Rival Deck into the “Cards to Play” area on their Plan, equal to the chart below’s value.

When a card is played, the → or ← in the upper right will tell you which direction to push the Active Card.

At the end of each Round, the Rival removes the lowest ★ Value Card from the Study. If there is a tie, you choose.

If the Rival would ever Prepare cards, they add 1 card to their total “Cards to Play” below.

Optional: Add the ♦ value of the Rival to end game scoring to make it harder!

Rounds	1	2	3	4
Easy	4	4	5	5
Normal	4	5	6	6
Hard	5	6	6	6

When the Rival needs to reshuffle and make a new deck, Grade the highest ★ value card in the Study.

ICONS & ABILITIES

POWER ICON

Gain/Lose Power (Cubes) equal to the value shown. If you would gain Power but have no more cubes in your area, you do not gain any. If you would lose Power but have none in the affected Field, you do not lose any. Cards may still be played even if you cannot gain Power or force opponents to lose any.

SUPLANT

Replace other Player's Power with this many of your own. If there is no Power to replace with your own, this has no effect. If you have no Power left in your area, this has no effect. Cards can still be played even if you cannot Supplant.

ATTACK

Attack Abilities always affect all opponents unless stated otherwise or they cannot be affected. If an opponent has a Defense Ability in their Plan, any negative effects they may suffer from your attack are cancelled and the attack is considered "defended".

Some Attack Abilities have additional effects when not defended, and some when defended. If an opponent would have 2 or more Cards that qualify for being Stunned by your Attack Ability, they choose which one gets stunned.

DEFENSE

Defense Abilities **MUST** be triggered when an opponent plays an Attack Ability. If you have multiple Defense Abilities in your Plan (Player Board), choose 1 when an opponent plays an Attack Ability. These cancel any negative effects an Attack Ability may have had on you specifically.

DRAWING & DISCARDING

In order of their appearance, Players must draw (+) and/or discard (-) cards to/from their hand. If you would draw cards and cannot draw any more Cards, first Grade 1 card from your Discard Pile (*placing it face down into the Graded Area*), then shuffle the cards to create a new Deck to continue drawing from.



ADDITIONAL RULES AND DETAILS



ONGOING ABILITIES

These Abilities always activate as long as this card remains faceup and in play, activated multiple times during a Round (*Never by their own abilities*).



GRADING

Grading Cards is done primarily by playing cards and not having any more cards to draw. Cards will specify which cards can be Graded and from where, while not having any cards to draw is simpler.

Whenever you need to draw and cannot, you shuffle your discard pile to create a new Deck. Before doing so, you must Grade 1 Card from the discard pile.

STUNNING AND RECOVERING CARDS

When a card is Stunned, flip it facedown in its slot. The card's Abilities no longer have any effect. This means when the card exits, if it had an Exit Ability, it does not activate and has no effect. If a card Recovers, flip it faceup.

FIELDS



Each game of Wildhearts Academy must have 1 of each Field Type represented. Each Field has its own rewards for having the most Power, and winning it. If you examine the Plan (Player Boards), you will see that each Slot only affects certain Fields. Ties are always shared, with one exception. If there is a tie for a Field with the 1st Player Token as a Win Reward, it remains with the Player who currently has it.

SWAPPING

When cards are "swapped" they exchange positions only. Swapping a card is not considered "playing it" and does not activate any Play Abilities.

CARD TYPES & STYLE

Each card in Wildhearts Academy will have at least 1 Style and 1 Card Type.



Wild



Special



Might



Tactics



Fortitude



Ferocity



Creature
Card



Item
Card



Tactic
Card

Wild is spent as if it were any of the Styles, but ISN'T any Style in your Plan.