WILD CROWN

RULEBOOK

GOAL OF THE GAME

Lead your beast clan through four Seasons and score the most Victory Points by controlling Territories, fulfilling your Clan's seasonal objective, and holding Conflict-marked lands at the end of the game.

SETUP

1. Create the Territory row: **2 players = 4 Territories; 3–4 players = 5 Territories**. Include at least 1 Water, 1 Hunting Ground, and 1 Ancestral Territory.
2. Each player takes 1 Clan card, the 8 matching Influence cards (**0, 1, 1, 2, 2, 3, 3, 4**), and the matching Clan Markers.
3. Shuffle the Trap/Tactic deck. Place Glory tokens, VP tokens, Conflict markers, and Guard Decay markers within reach.
4. Each player starts with **0 Glory** and **0 VP**.
5. Randomly choose the First Player. The game lasts **4 Seasons.**

COMPONENTS

CARDS



CLAN CARD
Shows your clan abilities and its Season Scoring objective.



TERRITORY CARD
Shows its type, printed VP, Income and unique rule.



TACTIC CARD
Keep it in hand. Play it at the timing shown, then discard it.



TRAP CARD
Place it face-down in a Territory. Reveal and pay its cost only when it triggers.

INFLUENCE CARDS



ONE CLAN EXAMPLE

0 x 1 | 1 x 2 | 2 x 2 | 3 x 2 | 4 x 1

Each clan has 8 clan-specific Influence cards. Play them face-down into Territories; their printed value becomes Strength when revealed in combat.

COMPONENTS

MARKERS & TOKENS



CLAN MARKERS

Two examples shown. Each player uses matching Clan Markers to show ownership of face-down Traps and mark clan-specific effects or reminders.



GLORY TOKENS

Spend Glory on combat bids, Traps and card effects. Unused Glory carries over.



CONFLICT MARKERS

Placed after tied combat, up to 2 per Territory. Each is worth 1 VP to its controller at game end.



GUARD DECAY MARKERS

Place one when a Guard weakens from Strength 2 to 1. Remove the Guard if it weakens again.



VICTORY POINT TOKENS

Use 1 VP and 5 VP tokens to record points gained during Season Scoring. Keep them visible throughout the game.

Core Concepts

- **Influence** - Influence cards are played face-down into Territories. Their printed value is their Strength when revealed in combat.
- **Face-down Cards** - You may look at your own face-down cards at any time. You may only look at an opponent's card when an effect allows it.
- **Presence** - You are present in a Territory if you have at least 1 face-down Influence card or a Territory Guard there.
- **Control** - You control a Territory only while your Territory Guard is there.
- **Territory Guard** - When you take control, your highest revealed Influence becomes the Guard. A fresh Guard has 2 Strength. Use Guard Decay markers to track 2 → 1 → **removed**. When removed, return that Influence card to its owner's hand.
- **Exhausted** - Exhausted Influence cannot be used again this Season and returns to hand during Cleanup.
- **Glory** - Glory is spent on combat bids, Traps, and card effects. Unused Glory carries over. Glory and costs can never fall below 0.
- **Victory Points** - VP are gained during Season Scoring. Keep your VP tokens visible throughout the game.

Playing A Season

Guard Decay & Income → Deployment → 2 Actions → War Phase → Season Scoring → Cleanup

Start of each Season

1. Weaken every Territory Guard by 1.
2. Each player gains **2 Glory.**
3. If you control no Territory, gain **+1 Glory.**
4. Gain the Income shown on each Territory you control.
5. Trap/Tactic hand limit: **3 cards.** If you exceed it, immediately discard down to 3.

DEPLOYMENT & ACTIONS

DEPLOYMENT

Starting with the First Player and proceeding clockwise, each player places up to **2 Influence cards** from hand face-down into any Territories. They may be placed together or split between two Territories.

ACTION PHASE

Each Season has **2 Action Turns.** Starting with the First Player and proceeding clockwise, each player performs 1 Action per turn. Your second Action must be different from your first.

ACTIONS

1. **GLORY** - Gain 2 Glory.
2. **TRAIL** - Draw 2 Trap/Tactic cards. Keep 1 and discard the other. Then you may place 1 Trap face-down in a Territory where you are present. Pay its Glory cost only when it triggers. You may have no more than 1 of your own Traps in the same Territory.
3. **MOVE** - Move up to 2 of your face-down Influence cards to adjacent Territories. Territory Guards cannot move.

ACTION TACTICS & TRAP OWNERSHIP

- **Action Tactics** - During your Action Turn, you may play up to 1 Action Tactic before or after your Action.
- **Trap Ownership** - When you place a face-down Trap, place one of your Clan Markers on it. The owner is public; the Trap itself remains hidden.

COMBAT

Combat Order

The player who controls the Territory at the start of combat is the Defender. All clans present participate.

1. **Traps -** Reveal and resolve any Traps that trigger when combat begins. Pay a Trap's Glory cost only when it triggers.
2. **Reveal -** Reveal all face-down Influence cards in the Territory.
3. **Guards -** Add the Strength of any Territory Guard.
4. **Glory Bid -** Each participant secretly chooses any amount of Glory. Reveal simultaneously, spend it, and add the bid to total Strength.
5. **Tactics -** Each participant may play 1 Combat Tactic.
6. **Resolve -** Total Strength = Influence + Guard + Glory Bid + card effects. Highest total wins.

TOTAL STRENGTH = INFLUENCE + GUARD + GLORY BID + EFFECTS

- If a player no longer has Presence before Influence is revealed, they leave the combat.
- If multiple effects trigger at the same time, resolve them clockwise starting with the First Player.

After Combat

- **New Winner -** The previous Territory Guard is exhausted. The winner's highest revealed Influence becomes a new Strength-2 Guard. All other revealed Influence is exhausted.
- **Defender Wins -** The Guard remains. All revealed Influence is exhausted.
- **Tie -** Control does not change. All revealed Influence is exhausted. Add 1 Conflict marker (max 2 per Territory). Conflict markers are scored only at the end of the game.

WAR PHASE

After all players have completed both Actions, resolve every contested Territory from left to right. Continue until no Territory contains more than one clan.

UNCONTESTED CLAIMS

If an uncontrolled Territory contains Influence from only one player after all combats are resolved, that player claims it without combat. Reveal their Influence; the highest card becomes a Strength-2 Guard, and any remaining cards there return to that player's hand.

SEASON SCORING

Before Cleanup, each player:

1. Scores the printed VP of every Territory they control.
2. Scores the **Season Scoring** condition on their Clan card.
3. Takes VP tokens equal to the total scored.

Conflict markers are not scored during Season Scoring.

TRAPS & TACTICS

- Traps remain face-down until triggered or removed. Their owner is public; keep a Clan Marker on each of your Traps. Clan Markers may also be used as reminder aids for player-specific effects.
- Tactics are played from hand. Max 1 Action Tactic per Action Turn and 1 Combat Tactic per player per Combat.
- If the Trap/Tactic deck is empty, shuffle the discard pile to form a new deck. Card text overrides the general rules.

CLEANUP

- Return all exhausted and remaining face-down Influence to hand.
- Territory Guards and untriggered Traps stay in play. Keep unused Glory and VP.
- Pass the First Player role clockwise. After Season 4, proceed to End of Game instead of beginning another Season.

END OF GAME

After Season 4 Season Scoring, gain **+1 VP per Conflict marker** on Territories you control. Highest VP wins the Wild Crown. Tiebreaker: most Glory, then most controlled Territories, then shared victory.

Quick Reference

Season

Guard Decay & Income → Deployment → 2 Actions → War Phase → Season Scoring → Cleanup

Guards weaken: 2 → 1 → removed. Gain 2 Glory (+1 if you control no Territory), then gain Territory Income.

Deployment

Place up to 2 Influence cards from hand face-down into any Territories.

Actions – Choose 2 different

Glory: Gain 2 Glory
Trail: Draw 2, keep 1, discard 1; may place 1 Trap
Move: Move up to 2 Influence to adjacent Territories

Combat

Traps → Reveal → Guards → Glory Bid → Tactics → Resolve
Total Strength = Influence + Guard + Glory Bid + effects
Tie = no control change + 1 Conflict marker

Cards & Markers

Trap/Tactic hand limit = 3
Max 1 Action Tactic per Action Turn; max 1 Combat Tactic per Combat
Max 1 of your own Traps per Territory
Clan Marker identifies each face-down Trap; Guard Decay markers track Guard Strength

Scoring

Each Season: Territory VP + Clan Season Scoring
After Season 4: +1 VP per Conflict marker on Territories you control
Highest VP wins. Tiebreaker: Glory, then controlled Territories, then shared victory.