

UNTAMED

FERAL FACTIONS

Rulebook
Collector's Edition



BOX CONTENT



96 ANIMALS



39 ITEMS



9 STRONGHOLDS



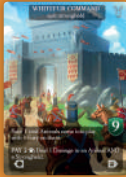
12 FURY TOKENS



9 MYTHIC ANIMALS



6 SPIRIT ANIMALS



9 EPIC STRONGHOLDS



2 OVERVIEW



12 DAMAGE

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.

FACTIONS

Each faction consists of Animal and Item cards.



Chameleon

The crazy Chameleons gain effects as they play multiple cards in a turn.



Crocodile

The mighty Crocodiles use Last Words abilities and trigger them multiple times.



Fox

The sneaky foxes manipulate attack values as well as their own deck.



Panda

The merchant Pandas focus on Stronghold abilities and producing extra Support.



Rabbit

The dutiful Rabbits overwhelm their foes but remain flexible with their Arrive abilities.



Raccoon

The tinkering Raccoons protect your other Animals and increase their attack power in the process.



Rat

The unsavoury Rats are a versatile faction that prefer playing and interacting with low cost Animals.



Rhino


The powerful Rhinos manipulate damage tokens and generate a lot of Fury.



Tiger

The fierce Tigers defeat other Animals to grant them a bonus.

SETUP

1. 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, until both players have 3 factions.
2. Each player chooses which of their factions' Stronghold cards 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) to form a stack of 3 Strongholds.
3. The players shuffle their 3 chosen Animal Factions together to form their decks and places them facedown on the table.
4. The player going second places the top card of their deck facedown beneath their Strongholds, positioning it so the Power icon  on the back of the card is visible. This card is referred to as 'Bonus Power'.
5. The player going first draws a hand of 8 cards, the player going second draws a hand of 9. If players don't like their initial hand they may perform a 'mulligan': shuffle all cards from their hand back into their deck and draw a new hand of cards. This mulligan can only be performed once by each player.
6. Finally, players place 1 card of their choice from their hand face up into their Support Area, which is located to the right of their Stronghold.

EXAMPLE OF A PLAY AREA



GAMEPLAY

You and your opponent take turns playing Animal and Item cards and attacking with your 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 Upkeep Phase the other player starts their turn.

1. MAIN PHASE

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

- Play a card
- Attack with an Animal
- Play a card as Power (1x per turn)
- Use your Stronghold Ability (1x per turn)
- Pay 2 Power to draw an additional card (1x per turn)

2. UPKEEP PHASE

You must perform the these actions in the following order:

1. Turn all of your Exhausted cards to their Ready position.
2. Draw 2 cards from the top of your deck.
3. Place 1 card from your hand, face up, into your Support Area.

BONUS POWER

If you did not start the game you have an extra action available during your Main Phase: Use **Bonus Power**. To use Bonus Power, move the Bonus Power card from underneath your Stronghold to the top of your deck. Then, you may reduce the Power cost of the next card you play this turn by 1. You can only perform this action if you have Bonus Power underneath your Stronghold.

CARD ANATOMY



READY & EXHAUSTED

Cards can either be Ready (upright position), or Exhausted (turned 90 degrees sideways). When you play an Animal, it always comes into play Exhausted. There are two exceptions to this however: when that Animal has the Surge ability or is played through the Rally effect. In these cases it comes into play in the Ready position. When you play a card as Power (facedown), it always comes into play Ready.





READY




EXHAUSTED

RESOURCES AND PLAYING CARDS

The game has 2 types of resources:
Power  and Support .

Power


Power is used to play cards and draw extra cards. You can gain Power by using the “Play a card as Power” action during your turn.


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. Exhausted Power cards cannot be used to pay for cards. If you cannot pay the full Power cost of a card, you cannot play the card or perform the action.



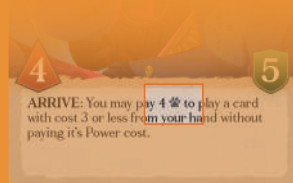
Support

Support is used to activate powerful card abilities. You gain Support each turn during your Upkeep Phase by placing a card from your hand into your Support Area (on the right side of your 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 placed (face up) into your Support Area. Each card in your Support Area counts as 1 Support .

Cards in your Support Area can be used to pay for Support costs. Support costs are indicated by a number followed by an  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 a card.



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’ve played an Item card, perform the effects written on it immediately, then put it into your Support Area.
- If you’ve 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 a 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 onto 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, even if the animal being attacked is exhausted.

If a card ever has equal or more damage tokens on it than its health value (the number in the ■ icon), the card is defeated and placed into its 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 its damage tokens are

(re)moved through an effect.

You may as attack as often as you like, as long as you have Ready Animals to attack with.

Play a card as Power (Once per turn)

Play a card from your hand face down into your Power Area (on the left 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 (Once 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 visible Stronghold.


Pay 2 Power to draw an additional card (Once 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, including the Stronghold which was just destroyed. If any of the cards drawn have the 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 want to activate 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.

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



Variations & Expansions

MULTIPLAYER GAME MODES

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.

Hunter

3+ PLAYERS

In this game mode, 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.

Survival of the Fittest

3+ PLAYERS

In this free-for-all game mode, players can attack all other players. The last surviving player wins the game.

Alpha

3+ PLAYERS

In this game mode, a single player takes the role of the Alpha, while the other players try to take the Alpha down. The Alpha has several special rules: their Strongholds have twice the Health they usually have (14 instead of 7), they are able to use the 'Play a card as Power' action twice per turn and have a maximum Power of 10. In their upkeep phase, the Alpha draws cards equal to 2 plus the number of enemy players. They also place a number of cards into their Support Area equal to the number of enemy players instead of just one. The Alpha always starts the game. The Alpha wins if all other players are defeated. The other players win if the Alpha is defeated.

Hydra

4 PLAYERS (2V2) OR 6 PLAYERS (3V3)

In this game mode, players team up and share their Strongholds. During setup, each player chooses 3 Factions. A team selects 1 Stronghold to start with and then puts 3 (in the six player variant: 5) other Strongholds beneath it. Players must decide which of their respectively 6 (in the six player variant: 9) total Strongholds they will choose to play with. Players on a team each have their own deck, Support Area and Power Area, but teammates play their turns simultaneously. A player may not use their teammate's Power, Support or cards in hand, however they may discuss, share info and strategize together. Whenever a Stronghold is destroyed, all players in the team always draw 2 cards for their Rally effect. The Team that defeats all of the opposing Team's Strongholds, wins.

Manticore

4 PLAYERS (2V2)

In this game mode teammates share one deck, one Support Area and their Strongholds. Each player on the team chooses 3 factions, those 6 factions are shuffled together to form the team's deck. The team then selects 1 stronghold to start with, and puts the 3 Strongholds of their choice beneath it. Players on a team alternate taking a turn (so for example Jeremy on team A, takes a turn, then Milan on team B takes a turn, then Vincent on team A, then Miltos on team B). Players may not share info and strategize with each other. The Team that defeats all of the opposing Team's Strongholds, wins.

EXPANSION GAME MODES

Mythic Mode

2 - 6 PLAYERS (THIS CAN ONLY BE PLAYED WITH THE MYTHIC EXPANSION)

Mythic Mode introduces Mythic Animals and a new game zone for each player: the Hall of Myths. The rules are the same as the regular game, with the following changes:

- Mythic Animal cards are more powerful versions of your favorite characters. All rules that apply to Animals also apply to the Mythic versions of Animals.
- During setup: after drawing your starting hand (and after the mulligan, if you choose to perform it) select one of the three Mythic Animal Cards belonging to the 3 factions you're playing and add it to your starting hand. Shuffle the other 2 into your deck.
- Each player has one Hall of Myths, which has space for 3 cards.
- Cards that have been removed from the Support Area to pay for Support Costs can be placed in your Hall of Myths instead of being removed from the game. This is the only way to add cards to your Hall of Myths.
- If you would like to place one or more cards in the Hall of Myths but there are already 3 cards there, you can remove any of the cards in the Hall of Myths from the game to make room for the new card(s).
- You may also choose not to place a card in the Hall of Myths, that card is then removed from the game.
- When playing a card from your hand, you may reduce its Power cost by the amount of copies of that same card in your Hall of Myths.
- The Power cost of the card you're playing cannot be reduced below 0 in this way.

Epic Game Modifier

2 - 6 PLAYERS (THIS MODIFIER CAN BE ADDED TO ANY GAME MODE)

After each player draft their factions, replace all the Strongholds with their Epic variant. These Strongholds function the same way as regular Strongholds, except their power levels are greatly increased.

Legendary Game Modifier




2 - 6 PLAYERS (THIS MODIFIER CAN BE ADDED TO ANY GAME MODE)

After the starting player has been selected, the second player starts by choosing one of the two Spirit cards. Both players then shuffle their respective Spirit cards into their decks. In 3 or 6 player games, the 1st (or 4th) player receives 2 Dawn Spirit cards, the 2nd (or 5th) player receives 2 Dusk Spirit cards and the 3rd (or 6th) player receives a Dusk and a Dawn Spirit card in their decks.



GAME TERMS


Animal

Card Type. Animals can attack other Animals or the opponent's Stronghold when they are Ready. Animals are placed on the table in the Exhausted position when played, and thus cannot attack on the turn they are played. Animals have a Power cost , Attack  and Health , as well as a textbox with one or more special card abilities.

Arrive

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

Bonus Power

Resource. A facedown card from the top of the player's deck placed underneath their Strongholds, with the  icon visible. During their Main Phase a player with Bonus Power may place it back on top of his deck, facedown. This action reduces the Power cost of the next card that player plays that turn by 1. A player (or team) going second receives one Bonus Power during setup. In a multiplayer game, the players going third and later all receive 2 Bonus Power during setup.

Fury

Token. A token that grants the Animal +1 Attack for as long as the token remains 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 in play, the attacker may choose which one of them to attack. Guard does not affect Items and card abilities. Guard is always active, even if the Animal is exhausted.

Item

Card Type. Items have a single use effect and are placed into their owner's Support Area after they are resolved.

Last Words

Card Ability. This effect happens when an Animal is defeated. A player can decide not to use the Last Words effect.

Power

Resource. Any card that is placed face down in a player's Power Area (on the left side of their Stronghold). Each 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

Event. A player checks whether the card(s) they draw when their Stronghold is defeated, has the Rally symbol 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 them 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 be used immediately to attack a Stronghold.

Support

Resource. A card that is discarded, an Animal that is defeated or an Item that has been used is placed in your Support Area (right side of your Stronghold). These can be used to pay for  abilities on cards. Cards that have been used to pay for Support costs are removed from the game afterwards.

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