



Official Rules V.2.1

PLAYER COUNT: 3-4 PLAYERS

PLAY TIME: 7-10 MINS.

RECOMMENDED AGES: 12+

Goal

To build and end the game with the strongest Alliance of 3 animals. You do this by making smart recruitments (from a draft) decisions to engineer your best path to victory. Strategic considerations center around the key animal attributes of: Strength, Symbol Value, and Ability.

Winning

At the end of the game, the player with the largest combined animal alliance strength wins the game.

Set-Up

Shuffle all 18 animal cards into a deck. Deal each player four cards. Place the remainder of the deck in the center of the play area.

Drafting Animals

Players build their Alliance by drafting animal cards. This begins with each player choosing one card from the four they were dealt. This card is your first Alliance recruit. It remains hidden from all other players, and is placed face down in front of the respective player.

Next, pass the remaining cards to the player on the left and receive cards from the player on the right. Players again chose one card to keep. It is added (face down) to their Alliance. Repeat this until you have just two cards to draft. Choose 1 and place the other card into the center. Once all players have completed the final draft and discarded into the center, shuffle all discarded cards and place as a "new" deck in the center of the play area.

Each player should now have a total of three cards in hand and be ready to assign roles within their the Alliance.

Assigning Alliance Roles

Each Alliance begins with three animals, which are assigned a specific role within the Alliance. There are three roles—Leader, Fighter, and Collector. Each role serves a specific function, these functions are:

- Leader—provides advantage to the Alliance by activating its ability
- Fighter—participates in the Battle, outcome is decided by its Strength
- Collector—most versatile role; defends fighter or triggers ability and recruits from center deck

Players assign an animal to each role, then place them in a row face down in front of them. They should be placed as follows:

- Left = Leader
- Center = Fighter
- Right = Collector

Playing

Generally, play occurs simultaneously in the following phases:

1. Leadership
2. Battle
3. Support
4. Scoring

As each phase progresses you will reveal your Alliance members one at a time from left to right.

Leadership Phase

All players simultaneously flip to reveal their Leader (left card). Read (we recommend out loud to all players) and perform the ability. If your Leader has two abilities (separated by a horizontal line of graphic icons), pick the one that's strategically strongest for your Alliance. Once all Leader abilities are resolved, it is time to battle!

Battle Phase

All players simultaneously flip to reveal their Fighter (middle card). Once revealed, the player whose Fighter's Strength is highest wins the battle. The player whose Fighter has the lowest Strength loses the battle.

What occurs at the resolution of the Battle varies based on the Battle's outcome for each individual player.

- Winner—may draw (from the center deck) one card to add to their Alliance
- Loser—must discard their Fighter, unless defended (See Support Phase)
- All Others—maintain their current Alliance (no bonus or loss)

Although the primary way to resolve the Battle is by comparing Fighters' Strength, it can also be influenced by certain Leader and Collector abilities.

Note: The player that loses the Battle may choose to "save" (keep) their Fighter by utilizing their Collector's Defend ability. Every Collector inherently has the ability to Defend, it does not matter which animal is assigned to be the Alliance's Collector.

Unless overridden by a Leader ability, the Collector may only Defend or Collect. So if you Defend to preserve your Fighter, you will be unable to collect in the Collection Phase.

Collection Phase

All players simultaneously flip to reveal their Collector (right card). The Support phase occurs in the following order:

1. The Loser of the Battle reviews their Collector's ability and either: Defends their Fighter or Collects a card from the center. If collecting, discard Fighter to bottom of center deck.
2. All others collect a card from the center in turn order starting with the winner.
3. The Loser of the Battle activates their Collector's ability. (Choose one if animal has two.)
4. Each player determines which three animals (from what they have accumulated) forms the strongest Alliance and discard the rest to the center of the play area.

This ends the game and moves into the final phase—Scoring.

Scoring Phase

In the final phase, each player must perform the following:

5. Add together all three strengths of your Alliance animals (top left of card)
6. Add together values of all matching Symbols (top right)
7. Activate Leader's and/or Collector's "Endgame" ability

NOTE: If you discarded your Leader at the end of the Support Phase, then its ability is no longer in play for your Alliance. Additionally, you may not activate another ability in its place. (For instance, if Player 1 has the Wolf as Leader, but later Collects a Sheep and chooses in the end to discard the Wolf for the Sheep, the Wolf's ability effect ends and you may not trigger the Sheep's ability instead.)

Keywords

Abstain—Don't participate

Collect—An inherent (separate from its ability) function of a Collector. Allows player to draw (recruit) a card (animal) from the center deck for their Alliance.

Defend—An inherent (separate from its ability) function of a Collector. If you lose the Battle, defend to keep your fighter instead of discard it. Also, you do not collect another card.

Endgame—Something that triggers/affects the very end of the game. Usually Strength related values are influenced/alterd in the Scoring Phase.

Gather—An inherent (separate from its ability) function of a Collector. Gain an animal recruit by drawing a card from the center deck.

Symbol—Number within one of three symbols—Triangle, Circle, and Flower. Located in the upper right of the card. When counting endgame symbol points, all symbols of one kind that match may be added to score "endgame points;" the large number at top left

Tuck—It means to physically "tuck" one card under another with only its Symbol showing. This signifies that while it's Strength value no longer counts, its Symbol functions normally. Tucking primarily affects Fighters in the game. Fighters are tucked under your Leader.

Wild—Wild means "matches" with anything. For instance, a Wild Symbol means that, for all intents and purposes, it matches with any other Symbol.

Credits & Legal

Game Design & Art—Jeremy Gulotta; Logo & Graphic Design—Nathanael Estelle; Game Development—Chris Case, Nathanael Estelle, Xander Estelle, Mark Mueller, Brett Van Landuyt; © 2025 Daywalker Syndicate / All rights reserved.

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