

WILD WARS FAMILY BATTLE! OVERVIEW

The Story: The world of man has been depleted and the survivors have formed clans to survive. The successful clans have allied themselves with hordes of animals from the five kingdoms: **Land, Sea, Underground, Forest,** and **Sky.** Recently, you discovered a new place for you and the battle animals you command to expand into. Unfortunately, other members of your clan want this land for themselves! To settle the dispute, the elders have agreed to a **Family Battle** in which command of the clan's combined animals from across the five kingdoms will determine who wins!

The Basics: Food is **HARVESTED** from food sources, which players may put out once per turn. *(Food sources regenerate each turn, but harvested food spoils if not used on the turn it's harvested, so unused food cannot be "saved.")*

To get **ANIMALS** on the battleground, you will have to feed them enough **FOOD** to entice them. When animals first enter the battlefield, they are **CONFUSED** and must wait one turn to attack, at which point they can be sent to attack the enemy general. *(All attacks are directed at the opposing general, not other animals.)* Any animals that have not performed an attack this turn may be used to block incoming enemy attackers, even if they are confused. *(Animals that are not destroyed in a single turn, heal their defense completely by the following turn and may be used as attackers or blockers at that time.)*

WILD WARS FAMILY BATTLE! RULES

To Begin: Each player draws 8 cards from the communal deck.

Goal: You have 10 rounds to gain as many points as possible through successful attacks and blocks. The player with the greatest point total wins! **(Alternate Goal:** Whoever gets 10 points first, wins.)

Scoring:

Successful (Unblocked) Attacks -- Attacking player gains points equal to animal's Attack Strength.

Unsuccessful (Fully Blocked) Attacks - Defending player gains 1 point.

Overpower (Partially Blocked) Attacks - Defending player gains 1 point; attacking player gains points equal to the difference between their animal's Attack Strength and defending animal's Defense Strength.

How Each Turn Is Played:

- 1) Reset any **EXHAUSTED*** animals and harvested food sources
- 2) Draw one card
- 3) Play one **FOOD SOURCE (FOOD SRC)** card, if able, by putting it in front of you.
- 4) Harvest your food sources (by turning each one 180 degrees away from you), using the food that results to buy as many animals as you can afford to.
- 5) Attack opposing general with animals that have been on the battleground at least one full turn
- 6) Defending player may declare blocking animals or choose not to block.
- 7) All animals who are blocked subtract their opponents' attack from their defense and vice versa. *(Animals with 0 or less defense at the end of the turn are dead.)*
- 8) Dead animals go into the **BONEYARD**
- 9) You may play any animals you still have unharvested food sources for
- 10) Turn is passed to the other player

**creatures that have attacked or blocked once in a single turn are exhausted*

Optional Expansions:

All of our **Family Battle** expansions add extra rules and options to gameplay. Rather than adding unneeded rules to the **Base Edition**, each expansion includes the amended rules they impact. *(See reverse for some of the amazing expansions we offer.)*

WILD WARS FAMILY BATTLE! ABILITIES



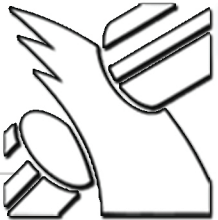
BURROW

(Can only be blocked by Under-ground animals.)



LETHAL

(Destroy any animal that this animal damages.)



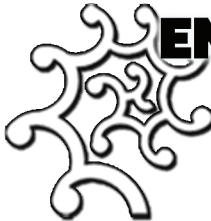
DIVIDE

(When this animal dies, it creates TWO smaller versions of itself.)



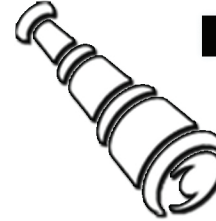
OVERPOWER

(Attack damage beyond what is blocked goes to your opponent.)



ENTANGLE

(Blocks flying animals and remove FLYING ability when does so.)



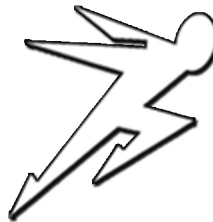
PERCEIVE

(Hidden animals cannot HIDE from this animal and it is immune to TRAP cards.)



FLYING

(Can only be blocked by creatures with flying or entangle.)



RUSH

(This animal can attack as soon as it enters the battleground.)



HIDE

(If hidden animal kills an opponent, it takes no damage.)

EXPAND YOUR FAMILY BATTLE

more challenge

BASIC OBJECT EXPANSION

Ages: Basic (6+)

Don't get overwhelmed by animals when you can destroy them! This expansion adds removal cards like Poison Spears and object smashing Boulders to up the challenge!

MSRP: \$13.99

more strategy

ULTIMATE OBJECT EXPANSION

Ages: Novice (8+)

When you're ready to take your Family Battle to the max, Ultimate Objects includes sneaky traps, stealthy smoke bombs, hidden nets, flight-granting gliders, direct removal poison spears, and object smashing boulders!

MSRP: \$24.99

more players

5-6 PLAYER EXPANSION

Ages: Everyone (5+)

Adds 50 more animals and food sources to your game so you can battle with up to two additional players!

MSRP: \$14.99

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