**SavageCrown: Core Gameplay Loop**

**Concept Summary**

Each player is a Wildlord/Boss trying to influence and reshape a shared living dungeon by placing terrain with creatures, and/or mutations. The dungeon evolves as a shared structure, but each player can influence the explorers that enter through playing various cards and/or rules at the start of the round.

**Start of Game:**

* Players pick monster/wildlord/boss character that they would like to play as
* Players place their character model on the designated starting tiles
* Players draw 3 rules cards
* 1 random hero spawns in the center tile of the board
* Players draw the top 5 cards from their monster/wildlord/boss specific action deck

**Game turn:**

* Initiative player reveals rule card from their hand to play
* Draw 1 rule card to replace the played card
* Draw 2 random tiles from the tile “bag” to place on the board
* Pick one of the two tiles to play and place it on the board, making sure to follow any current rules in play
  + If the tile connects: move adjacent heroes to the tile
  + If the tile does not connect move the adjacent heroes along the path in the opposite direction until they cannot move any further
* Players play two of their action cards, making sure to follow any current rules in play
* Player draws to replace the action cards
* Turn passes to next player

**Round Order:**

1234 -> 2341 -> 3412 -> 4123 -> …

**Gameboard:**  
  
A game of hexagons with blue dot

AI-generated content may be incorrect.