

WILD ONES

AN EMILIZCON PRODUCTION

Summary (3-4 players | 15 min):

You are part of an exploration team stranded in the Southern Brazilian Amazon Rainforest. As you tire, survival instincts kick in. Beware of fellow travelers and their nimble fingers

Gameplay Rules:

SET UP

- Each player is assigned one character card as a token and equally dealt cards.
- Draw hands of 3 cards.
- Play with each mini-deck faced-up.
- If four players play, print out page 4 twice

GROUND RULES

- Players can attempt to steal other players top card at any time once it is revealed.
- Play with your deck in front of your hand of 3 cards. You must allow your deck to breathe (if not, you might lose a hand).
- Once a player touches another players top card, it is stolen regardless of value.
- If defenders can slap their decks before the attacker, they have successfully defended their ground.
- Strategy relies on speed and deception.

BEGINNING OF ROUND

- The first player begins by playing the top card of their deck (youngest can start).
- During a player's turn, they must draw one card and play one card.
- Some cards modify gameplay when played:
 - **run away:** skip another player's turn
 - **marmoset:** draw and play an extra card
- Each player goes one at a time, continuing clockwise until players run out of cards.

Objectives:

- Each player seeks to steal items from other characters.
- Each card is assigned a value if stolen
 - Stealing the bomb results in -5
 - Stealing the waterfall results in +3
 - Stealing the treasure results in +5
- Some treasure cards give bonuses to specific characters if stolen by them:
 - **spices:** +7 to chef
 - **crossbow:** + 7 to hunter
 - **medicinal herbs:** +7 medic
 - **travel manuscripts:** +7 explorer
- If a card is played (not stolen), its effect triggers:
 - **bomb:** freeze game; randomly deal-out play pile cards to place under each deck. [remove card from round]
 - **marmoset:** draw another card, play another card
- Cards without actions have no use in play but affect final value when stolen
 - **waterfall:(+3), return artifact (-3)**
- Each stolen cards is set aside to be counted at end of game

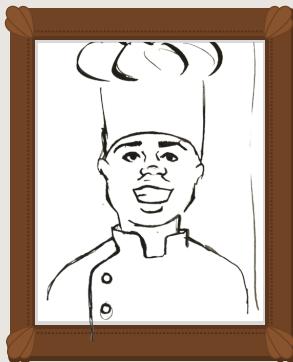
Learn More:

<https://connorthewall.itch.io/wild-ones>

WILD ONES

Emilizcon Productions | <https://connorthewall.itch.io/wild-ones>

NUMBER IN DECK	CARD TYPE	POINT VALUE IF STOLEN	CHARACTERS
8	Treasure.....	+4 (+7)	
4	Bitten by Boa.....	-2	
2	Bomb.....	-5	
2	Trip and Fall.....	-2	
4	Set Trap.....	-1	
4	Run Away.....	-1	
5	Healing Kit.....	+1	
3	Return Indigenous Artifact.....	-3	
2	Waterfall.....	+3	
3	Secret Passage.....	+2	
4	Severely Dehydrated.....	-1	
3	Befriend a Marmoset.....	+0	
4	Hunter, Chef, Explorer, Medic...	Ø	



CHEF



HUNTER



MEDIC



EXPLORER

Special Thanks:

Thanks to Yann Seznec and peers at MICA in Game/Play

Learn More:

<https://connorthewall.itch.io/wild-ones>

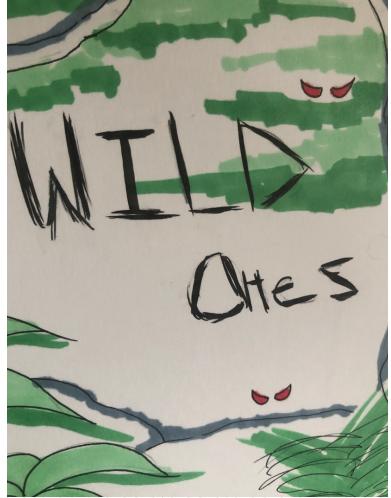
Authors:

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Video Production: Liz Scharch, Emi Sun

Cover Art + Illustrations: Liz Scharch

Print-out + Card Design: Connor Wall



EXPLORER

READY TO LEARN



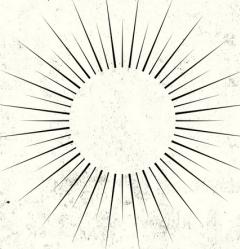
BITTEN BY A BOA

PLAY ONE-HANDED until
healing kit is received (-2)



SEVERELY DEHYDRATED

close to death (-4)



BOMB

boom! (-5)



if played (not stolen):
freeze game; randomly deal-out play pile cards to each
character (under each deck).
remove bomb card from round!

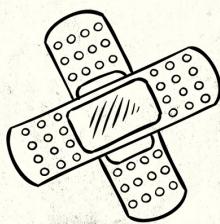
TRIP AND FALL

DRAW 3 CARDS (-2)



HEALING KIT

sweet relief (+1)



if stolen or played:
heat: play with two arms if
injured

SET TRAP

next player draws
two cards (-1)



RUN AWAY

skip next player (-1)



BEFRIEND A MARMOSET

DRAW ANOTHER, PLAY
ANOTHER (0)



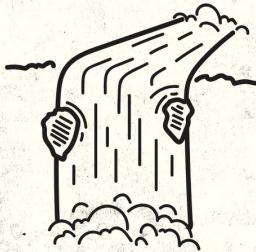
SECRET PASSAGE

follow a bird into a
secret cave (-2)



WATERFALL

REST AND RECOVER (+3)



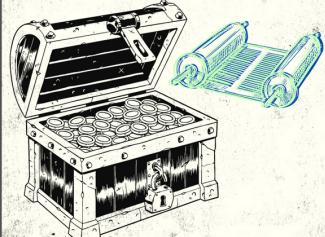
RETURN A STOLEN TICUNA ARTIFACT

choose a card from your
hand to randomly place
into your deck (-3)



TREASURE

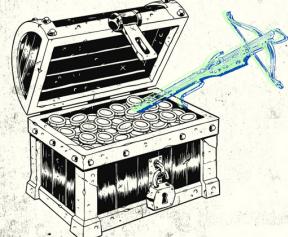
travel manuscripts
(+4 OR +7 TO EXPLORER)



if played (not stolen):
play another card

TREASURE

portuguese crossbow
(+4 OR +7 TO HUNTER)



if played (not stolen):
play another card

TREASURE

spices
(+4 OR +7 TO CHEF)



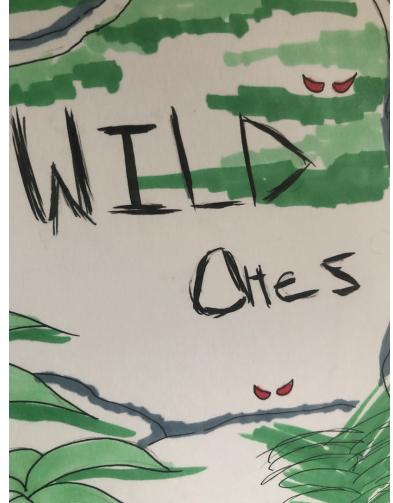
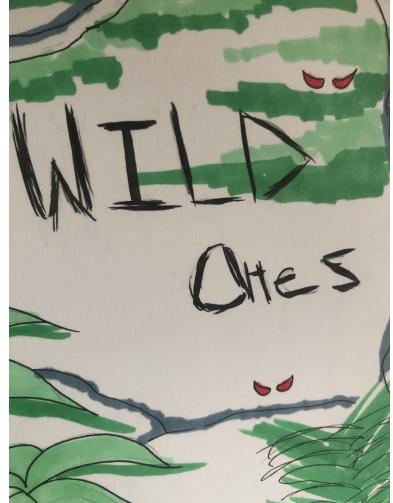
if played (not stolen):
play another card

TREASURE

medicinal herbs
(+4 OR +7 TO MEDIC)



if played (not stolen):
play another card



MEDIC

READY to heal



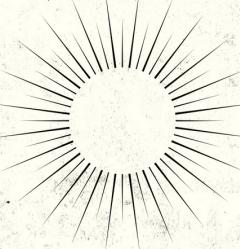
BITTEN BY A BOA

PLAY ONE-HANDED until
healing kit is received (-2)



SEVERELY DEHYDRATED

close to death (-4)



BOMB

boom! (-5)



if played (not stolen):
freeze game; randomly deal out play pile cards to each character (under each deck).
remove bomb card from round!

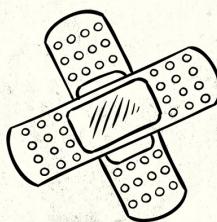
HUNTER

READY to hunt



HEALING KIT

sweet relief (+1)



if stolen or played:
heal: play with two arms if
injured

SET TRAP

next player draws
two cards (-1)



RUN AWAY

skip next player (-1)



CHEF

READY to cook



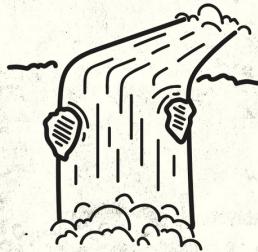
SECRET PASSAGE

follow a bird into a
secret cave (-2)



WATERFALL

rest and recover (+3)



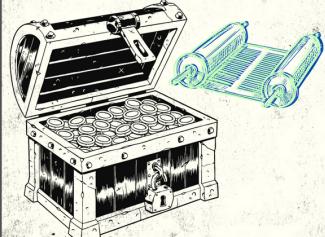
RETURN A STOLEN TICUNA ARTIFACT

choose a card from your
hand to randomly place
into your deck (-3)



TREASURE

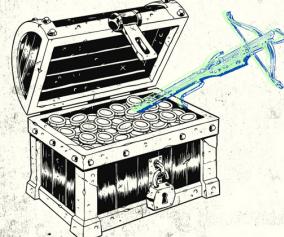
travel manuscripts
(+4 OR +7 to explorer)



if played (not stolen):
play another card

TREASURE

portuguese crossbow
(+4 OR +7 to hunter)



if played (not stolen):
play another card

TREASURE

spices
(+4 OR +7 to chef)



if played (not stolen):
play another card

TREASURE

medicinal herbs
(+4 OR +7 to medic)



if played (not stolen):
play another card



TRIP AND FALL

DRAW 3 CARDS (-2)

!?



BEFRIEND A MARMOSET

DRAW ANOTHER, PLAY ANOTHER (-6)



BITTEN BY A BOA

PLAY ONE-HANDED UNTIL HEALING KIT IS RECEIVED (-2)



BITTEN BY A BOA

PLAY ONE-HANDED UNTIL HEALING KIT IS RECEIVED (-2)



RETURN A STOLEN TICUNA ARTIFACT

CHOOSE A CARD FROM YOUR HAND TO RANDOMLY PLACE INTO YOUR DECK (-3)



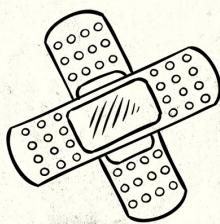
BEFRIEND A MARMOSET

DRAW ANOTHER, PLAY ANOTHER (-6)



HEALING KIT

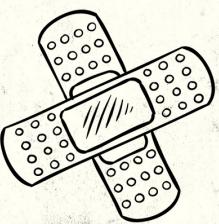
SWEET RELIEF (+1)



If stolen or played:
heal: play with two arms if injured

HEALING KIT

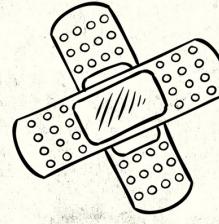
SWEET RELIEF (+1)



If stolen or played:
heal: play with two arms if injured

HEALING KIT

SWEET RELIEF (+1)



If stolen or played:
heal: play with two arms if injured

BEFRIEND A MARMOSET

DRAW ANOTHER, PLAY ANOTHER (-6)



SECRET PASSAGE

FOLLOW A BIRD INTO A SECRET CAVE (-2)



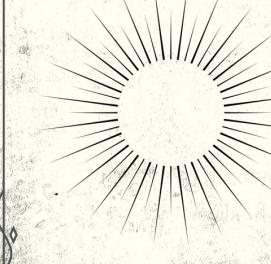
SEVERELY DEHYDRATED

CLOSE TO DEATH (-4)



SEVERELY DEHYDRATED

CLOSE TO DEATH (-4)



SET TRAP

NEXT PLAYER DRAWS TWO CARDS (-1)



SET TRAP

NEXT PLAYER DRAWS TWO CARDS (-1)



RUN AWAY

Skip next player (-1)



RUN AWAY

Skip next player (-1)

