

# THE WOLVES



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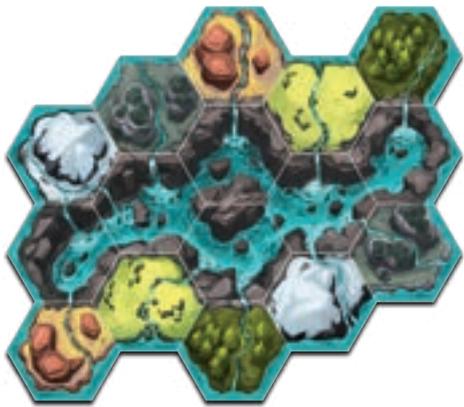
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# COMPONENTS



1 Start Board



10 Region Boards



10 Region Scoring Tokens (3 types)



5 Double-Sided Player Boards



1 Double-Sided Moonlight Board



30 Double-Sided Terrain Tiles



20 Prey Tokens



20 Alpha Wolf Meeples (5 colors)



40 Pack Wolf Meeples (5 colors)



60 Dens (5 colors)



20 Lairs (5 colors)



12 Bonus Terrain Tokens



20 Lone Wolf Tokens



12 Bonus Action Tokens



50 VP Tokens (3 types)



4 Region Scoring Reminder Tokens



5 Reference Cards

# GOAL

You are the leader of a pack of wolves. Over the course of a moon cycle, you will stalk prey through the wilderness, recruit lone wolves to grow your pack, and fight with rival packs for control of territory. With cunning—and maybe some killer instincts—perhaps you will establish your pack's dominance.

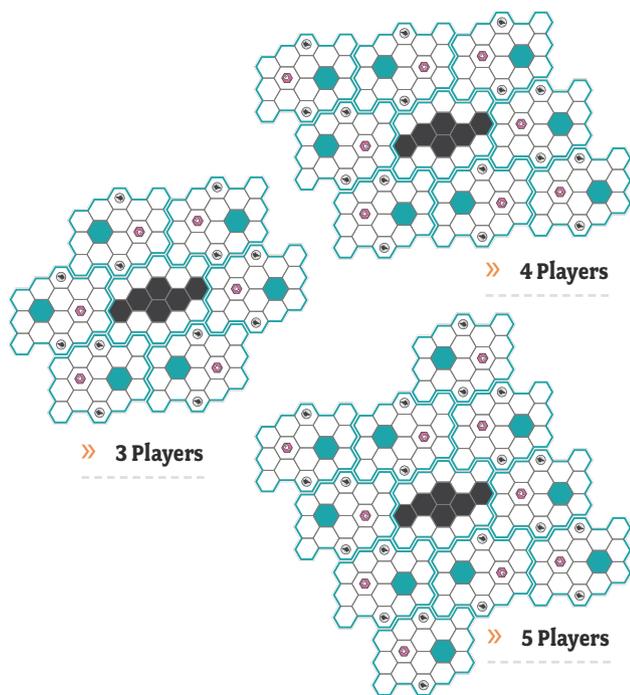
# GAME SETUP

## 1 START BOARD

- » Place the **Start Board** (featuring the **Central Chasm**) in the center of the table.

## 2 REGION BOARDS

- » Randomly place **Region Boards** around the central Start Board as shown.

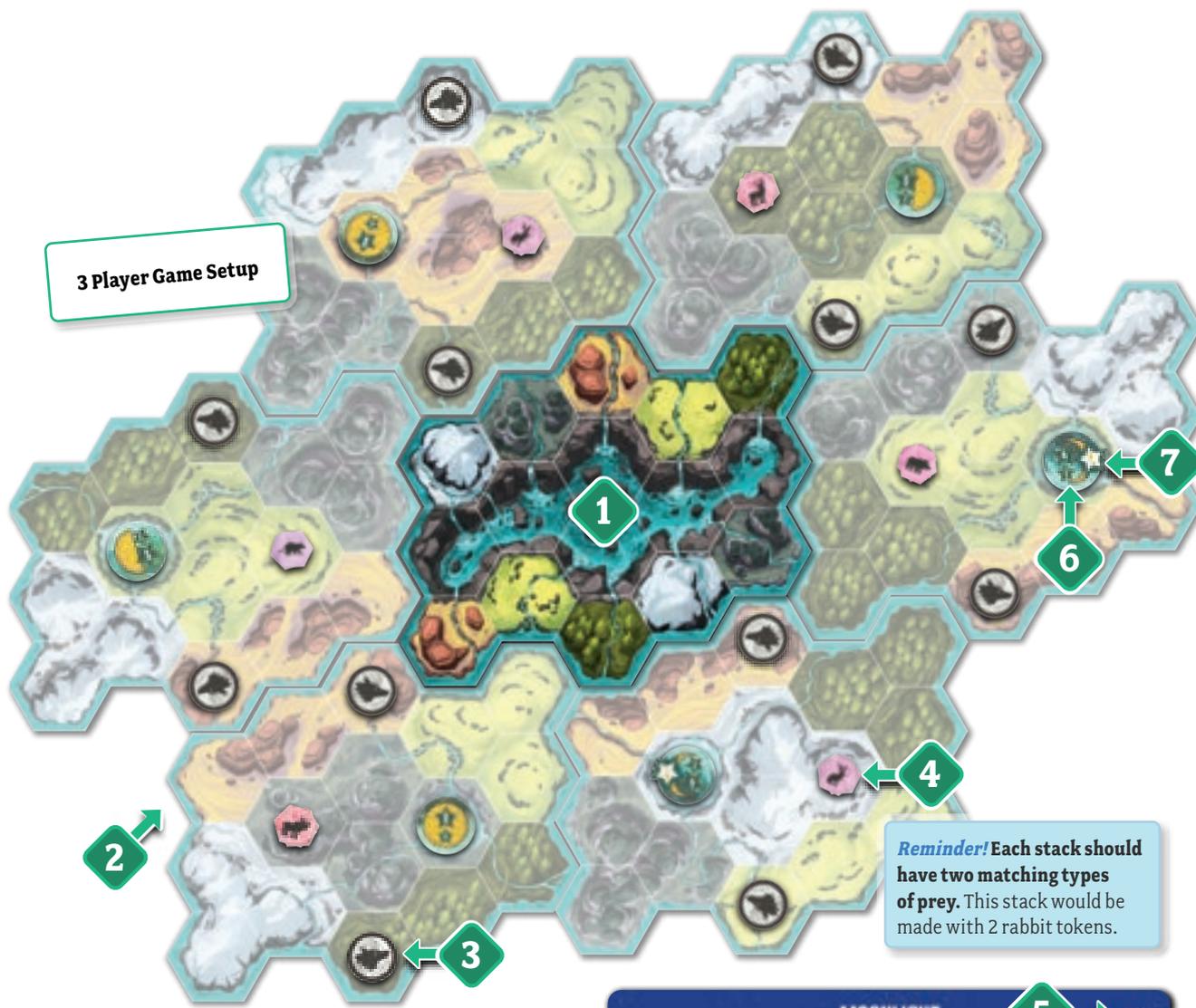


## 3 LONE WOLF TOKENS

- » Place **1 Lone Wolf Token** on each hex with the icon.

## 4 PREY TOKENS

- » Randomly place a stack of 2 matching **Prey Tokens** on each hex with the **Prey** icon.
  - » **3 player game:** Place a stack of moose, deer, raccoons, and boars. Place 2 stacks of rabbits. There should be a total of 6 stacks of Prey.
  - » **4 player game:** Place a stack for all 5 types of Prey, then place an extra stack of rabbits, raccoons, and boars. There should be a total of 8 stacks of Prey.
  - » **5 player game:** Each type of prey should have 2 stacks for a total of 10 stacks of Prey.

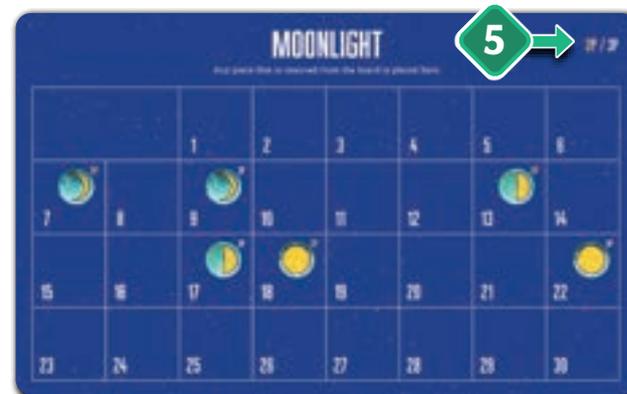


**Reminder!** Each stack should have two matching types of prey. This stack would be made with 2 rabbit tokens.

2 PLAYER VARIANT SETUP AND RULES ON PAGE 18

## 5 MOONLIGHT BOARD

- » Flip the **Moonlight Board** to the side showing the current player count.



## 6 DETERMINE REGION SCORING ORDER

- » Gather a pool of **Region Scoring Tokens** based on player count:
  - » **3 Players:** 2 Crescent, 2 Quarter, 2 Full
  - » **4 Players:** 2 Crescent, 3 Quarter, 3 Full
  - » **5 Players:** 3 Crescent, 4 Quarter, 3 Full
- » Place **1 random Region Scoring Token** from the gathered pool onto each Region Board's **Water Source** hex.

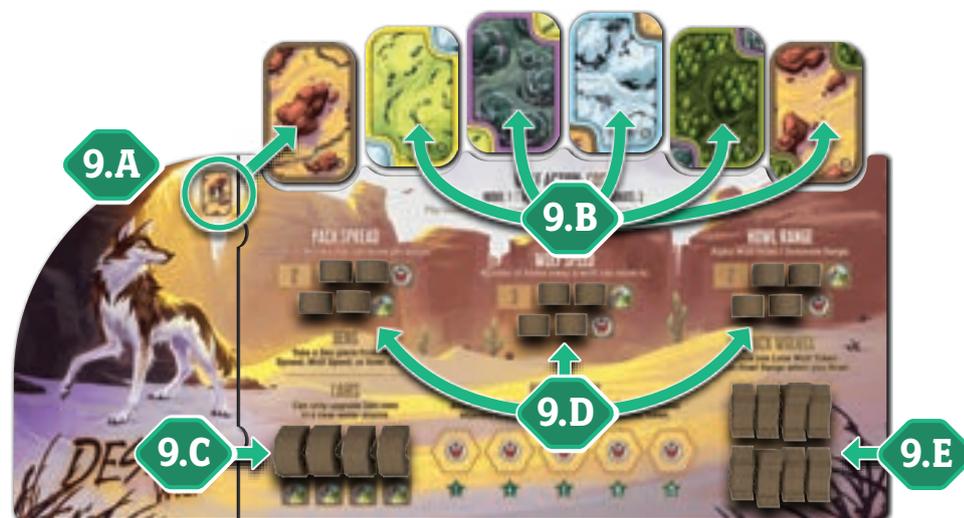
## 7 REGION SCORING REMINDER TOKENS

- » Place a **Region Scoring Reminder Token** on the Moonlight Board space featuring a **Crescent Moon** and the current player count.
- » These Reminder Tokens remind players **which Regions will be scored next**. The Region Boards with a Crescent Moon on their Water Source will be scored first. Then the Reminder Tokens will be moved to on top of the Quarter Moons to remind players that these Regions will be scored next. After they are scored, the Reminder Tokens will be moved a final time to on top of the Full Moon Tokens.



### 8 CHOOSE YOUR WOLF PACK

- » Choose a color and gather **2 Alpha Wolves** and **2 Pack Wolves** of that color. These 4 wolves will be placed onto the **Start Board** later in setup.
- » Set the **Player Board** that matches your chosen wolf pack in front of you on the 3-5 player side.



### 9 SET UP YOUR PLAYER BOARD

- » **9.A** Place the **1 Faction-specific Terrain Tile** that matches your chosen color in the 1st slot at the top of your Player Board. *This tile should feature the letter associated with your Faction (A,B,C,D, or E) and should show the same type of terrain on both sides.*
- » **9.B** The other 5 Terrain Tiles marked with your Faction's letter have different terrain types on each side. **Place these tiles in the remaining 5 slots, making sure no type of terrain is repeated.** You will now have 6 tiles at the top of your Player Board. **Your Faction-specific Terrain Tile should match one of the other tiles, but the rest should be unique.**
- » **9.C** Place **4 Lairs** on their designated spaces in the bottom left of the Player Board.
- » **9.D** Place a **Den Marker** over all the numbers on the top half of the Player Board except the smallest number in each section (12 total).
- » **9.E** Place **6 Pack Wolves** and **2 Alpha Wolves** on their designated spaces in the bottom right of the Player Board. Place the 2 Alpha Wolves on the spaces featuring the symbol (3rd & 6th spaces).

### 10.A Choose first player.

3 Player Snake Draft



### 10.B



### 10.C



### 10.D

### 10 PLACE WOLVES USING A SNAKE DRAFT

- » **Note:** Before placing your wolves, take a moment to study the order in which Regions will be scored (see step 5 of this section) as this may impact your initial placement strategy. Remember, all Region Boards featuring a Crescent Moon will be scored first, then all Region Boards with Quarter Moons, and finally all Region Boards with Full Moons.
- » **10.A** Randomly choose a first player.
- » **10.B** The first player chooses any empty hex surrounding the Central Chasm on the Start Board and places **1 Alpha Wolf** and **1 Pack Wolf** together on that hex.

- » **10.C** Proceed around the table **clockwise** until each player has chosen 1 starting hex.
- » **10.D** Proceed around the table again **counter-clockwise**, starting with the player who just chose their first hex (in other words, their placement turns happen back-to-back). Each player will choose a second starting hex. **This second hex must be empty and on the opposite side of the Central Chasm from their first starting hex.**

### 11 START PLAYER

- » The player who drafted first will get to take the first turn of the game. Play will proceed **clockwise** for the remainder of the game.

# HOW TO PLAY

## OBJECTIVE

Score the most Victory Points by using Actions on your turns to:

- 1 **Fight for Control of a Region** by increasing your wolf pack's presence there.
- 2 **Hunt Prey** scattered around the Regions by surrounding it with your wolves.
- 3 Increase your pack's strength by **improving your Attributes**.

## TURN OVERVIEW

**Take any 2 Actions, regardless of cost.**

You can take the same Action multiple times.

- » Pay the cost of each Action by flipping Terrain Tiles (or discarding **Bonus Terrain Tokens**).
- » Take more than 2 Actions on your turn by discarding **Bonus Action Tokens**.
- » After you take your Actions, check the **Moonlight Board** to see if **Region Scoring** has been triggered.
- » Play **proceeds clockwise** around the table:



## ATTRIBUTES

Attributes are rows of numbers on the Player Board covered by **Den Markers**. They determine how powerful some of your Actions are. As **Build Den** actions are taken, players remove Den Markers (*left-to-right, top-to-bottom*) from the Player Board and immediately gain the upgrade underneath (*along with any adjoining Bonus Tokens*).



### PACK SPREAD

Determines how many wolves can move with a Move action.



### WOLF SPEED

Determines how many hexes each wolf can move on a Move action.



### HOWL RANGE

Determines the range of both Howl and Dominate actions.

# ACTION SYSTEM - FLIPPING TILES

Flip 1 or more of the 6 double-sided Terrain Tiles at the top of your Player Board to perform Actions.



Corners of each tile let you know what type of terrain is on the other side.

A unique **Faction-specific Terrain Tile** is in the 1st slot. This tile shows your faction's natural habitat on both front and back.

The remaining **5 Terrain Tiles** are identical (aside from A-E indicators) for all players. Each tile has different terrains on each side.



Your **available actions** are determined by the types of **terrain your tiles currently show**. Because you flip your tiles each time you take an action, each action you take determines what actions you will be able to take next. Think ahead!

**Reminder!** The cost of performing each Action is listed on the player aids. All Actions require flipping **1, 2, or 3 Terrain Tiles** that match the terrain of the hex that is the **target/destination** of the Action.

## EXAMPLE: FLIPPING TILES

- A** The **Desert Wolf** player performs an action that requires **2 Desert tiles**.
- B** They now have enough **Forest tiles** to perform another action requiring 2 Forest tiles.



The **Bonus Terrain Token** counts as **any type of terrain**. For example, if a player needs to flip 3 Tundra tiles to complete an action but only has 2 face up, they could use a Bonus Terrain Token as the 3rd Tundra tile. This player would flip over the two Tundra tiles they used and discard the Bonus Terrain Token back to the supply.

The **Bonus Action Token** allows a player to take an **additional action**. The player taking a bonus action still needs to pay the cost of the bonus action by flipping the Terrain Tiles (or Bonus Terrain Tokens) that match the terrain type of the target/destination hex.

# ACTIONS

**Actions always require you to flip Terrain Tiles that all match the terrain type of the target hex you want to affect with your action.**

For example, if you want to Move onto a Grass hex, you'll be flipping 1 Grass tile, and if you want to Howl at a wolf on a Tundra hex, you'll be flipping 2 Tundra tiles. In the following descriptions, matching hex means a hex whose terrain matches the terrain of the tiles spent.

## MOVE

**Move the wolves in your pack around the Board** by flipping a tile that matches the terrain (*hex*) you want to travel to. Strategically move your wolves to gain Control (see page 16) of regions and to put your wolves in position to do other actions.

A



**A Flip a Terrain Tile** that matches the hex you want to move your wolves to.

B



**B Move** wolves, based on your Pack Spread and Wolf Speed attributes, to the matching terrain.

**Important!** Only the destination hex must match the spent Terrain Tile. The hex you start from and the hexes you pass through may be of any type of terrain.

C



**C** You may move any number of **Alpha Wolves** or **Pack Wolves** up to your current **Pack Spread** attribute (see page 6 for descriptions of attributes).

D



**D** Each wolf may move a number of hexes up to your current **Wolf Speed** attribute.

### MOVE - SPECIAL RULES:

- » The **Central Chasm** and **Water Sources** are impassable. **You must go around them.**
- » You may only end your movement on hexes with **Lone Wolf** or **Prey Tokens** after they have been removed from the board.
- » All wolves you move must **end on a matching hex**. You may **split up** wolves, as long as they all end movement on matching hexes.
- » There is always a **maximum of 2 player pieces** (Wolves, Dens, and Lairs) **per hex**.

## MOVE - CONTINUED

Many pieces restrict movement based on how they interact with each other:



**Alpha Wolves** can end their movement on a **hex occupied by an enemy Pack Wolf** only if it is the only piece on that hex. When this happens, the **Alpha Wolf pushes the Pack Wolf** to the nearest empty or friendly (containing a single piece of the same color as the wolf being pushed) hex of the **Alpha's** choice.



**Alpha and Pack Wolves** can end their movement on an **enemy Den** (*maximum of 2 pieces per hex still applies*) but **not an enemy Lair** and only if the Den is the only piece on that hex.



**2 Pack Wolves from different packs** can **never** occupy the same hex. **2 Alpha Wolves from different packs** can **never** occupy the same hex.



A



B



C

### EXAMPLE: MOVE

- A** The **Grass Wolf** player currently has a **Wolf Speed** of 3, meaning they can move their wolves up to 3 hexes away.
- B** They **flip 1 Grass tile** to **B.2** move their Alpha to a Grass hex.
- C** Since their current **Pack Spread** is 2, they can also **C.2** move their Pack Wolf 3 spaces to the same Grass hex or any other Grass hex that is in range.



# BUILD DENS

Establish a presence in a region by marking a hex with a Den Marker, a piece that stays in a hex even when your wolves move to other regions. Claiming territory in this way helps you gain Control of a region and makes your wolf pack stronger. Building Dens also earns you Bonus Terrain Tokens, Bonus Action Tokens, and VP (Victory Points).

**A** To build a Den, **A** flip 2 Terrain Tiles that match the hex you want to build a Den on.



**Important!** The hex **must be occupied by or adjacent to** one of your Alpha Wolves.

**B** Remove a Den Marker from an Attribute track (Pack Spread/Wolf Speed/Howl Range) on your Player Board.



**Important!** Work your way down the track moving **left-to-right, top-to-bottom** when removing Dens from your Player Board.

**Note:** With each Den built, your Attributes are upgraded, making your pack stronger. Bonus Tokens and/or VP are also earned the farther down the track you go. (See Attribute Tracks page 6)

**C** Place the Den Marker you just removed from your Player Board onto the target hex.



**Reminder!** The hex **must be occupied by or adjacent to** one of your Alpha Wolves.

### BUILDING DENS - SPECIAL RULES:

- » Dens cannot be built on a hex **with an enemy Pack Wolf**.
- » There can only be **one territory marker (Den or Lair) per hex**. There is a maximum of 2 player pieces (Wolves, Dens, and Lairs) per hex.
- » Dens can be built on **any type of terrain**, but can only be **upgraded if built adjacent to Water Source**.

**Note:** The different types of pieces have a hierarchy that goes, from lowest to highest, **Den->Pack Wolf->Alpha Wolf->Lair**. You may only end your piece's movement or place a piece onto a hex with a single enemy piece if your piece is a higher tier than the enemy piece. When you do so, you push out the lower tier piece if it is a wolf. Dens cannot be pushed. So, a Den with an enemy Wolf is the only time 2 opposing pieces occupy the same hex at the end of an action.



**EXAMPLE: BUILD DENS**

**A** The Rocky Wolf player flips 2 Desert tiles to Build a Den on a **A.2** Desert hex adjacent to their Alpha Wolf.

To do so, they choose to take a **B** Den Marker from the Wolf Speed track (upgrading their speed to 4 for the rest of the game) and place that Den Marker on the Desert hex.

# UPGRADE DEN INTO A LAIR

Gain VP by upgrading your Dens into Lairs. Your wolves will not get stronger from doing this, but Lairs do give you more Control over a region than Dens. (See Tallying Control on page 16)

A



To upgrade a Den into a Lair, **A** flip 2 Terrain Tiles that match the hex that your Den Marker is on.

**Important!** The Den Marker you plan to upgrade **must be occupied by or adjacent to** one of your Alpha Wolves **AND adjacent to a Water Source**.

B



**B** Remove the Den from the hex and place it on the next open date on the Moonlight Board.

C



**C** Replace the Den with the leftmost Lair from your Player Board. The Lair removed from your Player Board provides a Bonus Terrain Token you gain immediately and reveals VPs that will be tallied at the end of the game.



## EXAMPLE: UPGRADE DEN INTO A LAIR

The Forest Wolf player **A** flips 2 Rocky tiles to upgrade their **A.2** Den currently adjacent to a Water Source and one of their Alpha Wolves.

The player then **B** removes the Den Marker on the Rocky hex, placing it on the next open date on the Moonlight Board. **C** They then remove a Lair Marker from their Player Board, **C.2** earning them a Bonus Terrain Token immediately (plus 5 VP at the end of the game) and place the Lair where the removed Den was previously located.

## UPGRADING DEN INTO A LAIR - SPECIAL RULES:

- » You may only upgrade Dens that are on a hex adjacent to a Water Source.
- » You can only have 1 Lair of your color on each Region Board.
- » There can only be one territory marker (Den or Lair) per hex.
- » You can upgrade a Den to a Lair even if there is an enemy Pack Wolf or Alpha Wolf occupying the same hex. Since enemy wolves can't occupy the same hex as Lairs, this action allows you to push the enemy wolf to any nearest empty or friendly (containing a single piece of the same color as the wolf being pushed) hex of your choice.

# HOWL

Grow your pack by Howling at **Lone Wolves**, converting them to **Pack Wolves** of your color. Converting Lone Wolves into Pack Wolves **earns you VP**. Since the Lone Wolf will become a wolf of your color, its presence will also increase your Control in the region it is in.

**A** To Howl at a Lone Wolf, **A** flip 2 Terrain Tiles that match the hex occupied by a Lone Wolf Token within your Howl Range from your Alpha Wolf.

**B** Remove the Lone Wolf Token from the hex and place it on the next open date on the Moonlight Board.

**C** Place the next available wolf in the Pack Wolves section of your Player Board on the hex previously occupied by the Lone Wolf.

*Reminder!* When placing a piece from your Player Board, work your way down the track moving left-to-right, top-to-bottom.

**Note:** Some spaces in the Pack Wolves section allow you to replace the Lone Wolf with an Alpha Wolf instead of a Pack Wolf.

**EXAMPLE: HOWL**

**A** The Desert Wolf player's current Howl Range is 2 which means their **A.2** Alpha Wolf can Howl at the Lone Wolf 2 hexes away. To do so, they **B** flip 2 Tundra tiles (the terrain type that the Lone Wolf is occupying).

**C** The Lone Wolf Token is moved to the Moonlight Board and **C.2** replaced with a Pack Wolf from the Desert Wolf player's Player Board.

# DOMINATE

Swap an opponent's **Pack Wolf** or **Den Marker** for one of your color. Dominating another player's piece allows you to remove either a Pack Wolf or Den Marker piece from your own player Board, **earning you whatever benefit is revealed** when you do so and shifting the balance of Control in the region.

**A**  To Dominate, **A** flip 3 Terrain Tiles that match the hex occupied by an opponent's Pack Wolf or Den Marker within your **Howl Range** from your Alpha Wolf.

**B**  **B** Remove the opponent's piece from the Board and place the piece on the next open date on the **Moonlight Board**.

**C**  **C** Remove an available piece of the same type from your **Player Board** and place it on the hex.

**Important!** Always replace the **same type of piece**. For example, Dominating a Den would result in you replacing the opponent's Den with one of yours.



**EXAMPLE: DOMINATE**

**A** The Grass Wolf has left a Pack Wolf unprotected on a Forest hex within **A.2** Howl Range of the **A.3** Tundra Wolf's Alpha!

**B** The Tundra Wolf player flips 2 Forest tiles and spends 1 Bonus Terrain Token to Dominate the Grass Wolf's Pack Wolf. **C** The Grass Wolf player's Pack Wolf is moved to the Moonlight Board and **C.2** replaced with the next available wolf in the Pack Wolves section of the Tundra Wolf player's Player Board.

**DOMINATE - SPECIAL RULES:**

- » If there are 2 player pieces of the same color in a hex, neither piece can be Dominated.
- » If replacing a Den, choose which Attribute you'd like to upgrade. Remember to gain any adjoining Bonus Tokens.

# HUNTING

Feed your pack by **surrounding prey**. **Hunting** earns you Bonus Actions and VP. **Hunting is triggered automatically** (no Terrain Tiles needed) at the end of various actions.

**A**

**A To Hunt**, have wolves (Alpha or Pack) of your color on **3 different hexes adjacent to a single Prey Token**.

**B**

**B Take 1 Prey Token** from the top of the stack you've surrounded and put it on your **Player Board** on the leftmost open **Hunting Prey** tracker space.

**C**

**C Gain 1 Bonus Action Token** for covering a space in your Hunting Prey track.

**Important!** You may not claim more than 1 of the same type of Prey.

**EXAMPLE: HUNTING**

**A** The **Grass Wolf** player **flips a Terrain tile** to **A.2** Move their Pack Wolves to Grass spaces, surrounding the moose on 3 sides.

**B** They take the **moose Prey Token** from the stack, **place it on their Player Board**, and **B.2** collect the **Bonus Action Token** they earn for covering the space.

**A**

**A.2**

**1**

**2**

**3**

**B**

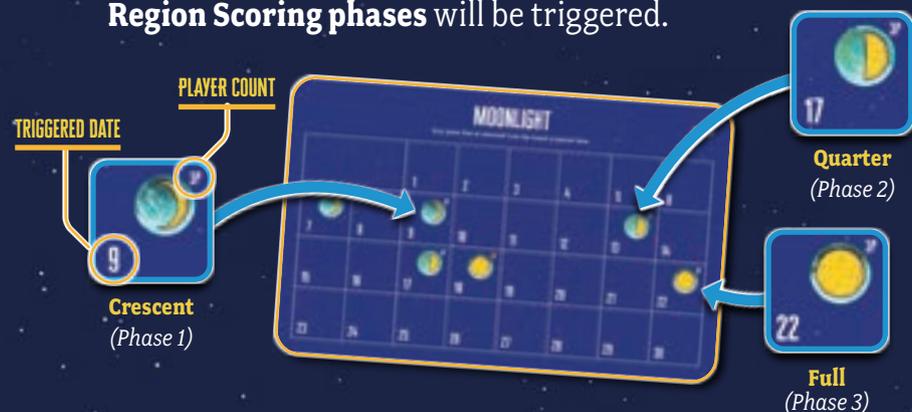
**B.2**

**HUNTING PREY**  
Acquire Prey Token if you have wolves in 3 separate hexes adjacent to unique prey. Gain one bonus Action Token.



# MOONLIGHT BOARD

The **Moonlight Board** shows when the **three Region Scoring phases** will be triggered.



**Lone Wolf Tokens, Pack Wolves, and Dens** removed from Region Boards during play are placed on the next open date on the **Moonlight Board**.



When a component is placed on a date of the Moonlight Board that shows a phase of the moon (and the appropriate player count), all Region Boards featuring a matching Region Scoring Token are scored **at the end of the current player's turn** (after they have taken all of their actions). (See Scoring on page 17)



**Tip!** Reminder Tokens remind you which Regions will be scoring next.



**EXAMPLE: MOONLIGHT BOARD**

In this 3 player example, **A** the next component added to the Moonlight Board will trigger the **Crescent Moon scoring phase**, and all Region Boards featuring a **A.2 Crescent Moon Region Scoring Token** will be scored.



# SCORING REGIONS (TALLYING CONTROL)

There will be **3 Region Scoring** phases during the game, each triggered when a piece is placed on a (player-count-specific) **moon phase icon** on the **Moonlight Board**. When this happens, score each Region Board featuring the matching Region Scoring Token.

**EXAMPLE: SCORING A REGION**  
The **Tundra Wolves** player has exerted the most Control and **takes the Crescent Moon Scoring Token** which will be worth 4 points at the end of the game. The **Grass Wolves** player has the 2nd most Control and **earns a 2 VP Token**. The Rocky Wolves player gets nothing.



1st Place



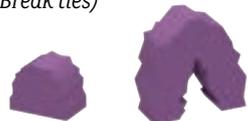
2nd Place

The player who has the **most Control** in the Region **claims the Region Scoring Token** from the Region Board and flips it over. This token will be **worth the highest number shown on the token** at the end of the game. The player with the **2nd most Control** claims a VP Token worth the lowest number displayed on that same Region Scoring Token.



**1 CONTROL**  
(Break ties)

**1 CONTROL**



**1 CONTROL**

**3 CONTROL**

Region Boards are scored based on how much **Control** each player has in the Region.

**Important! Alphas break ties.** For example, if the Grass Wolves have 2 Dens and 1 Pack Wolf in a region and the Rocky Wolves have 2 Pack Wolves and an Alpha in the same region, both packs have 3 Control. However, the Rocky Wolves would win because they have the most Alphas.

## SCORING UNBROKEN TIES

- » If multiple players are still tied for most Control in a region after accounting for the number of Alphas, they will **each take a VP Token worth the smaller number on the Region Scoring Token in that region**. All other players in the region earn no points for the region. Discard the Region Scoring Token.
- » If there is a clear winner for most Control in a region but multiple players are tied for 2nd most Control, **only** the player who has the most Control in the region scores points.



### GRASS WOLVES PLAYER:

- 2 Two Alpha Wolves
- 2 Two Pack Wolves
- 1 One Den Marker

**Total = 5 Control**

### ROCKY WOLVES PLAYER:

- 2 Two Pack Wolves
- 1 One Den Marker

**Total = 3 Control**

### TUNDRA WOLVES PLAYER:

- 3 One Lair
- 1 One Pack Wolf
- 2 Two Den Markers

**Total = 6 Control**

**Reminder!** After each Region Scoring phase, move the Region Scoring Reminder Tokens to on top of the Region Scoring Tokens in the regions that will be scored next and to the next scoring date for the current player count on the Moonlight Board.



# GAME END AND FINAL SCORING

The game immediately ends at the end of the turn when a piece is placed on the (player-count-specific) **Full Moon** space on the **Moonlight Board** (ignore all the dates after). To determine your final score, add together all **VP Tokens** earned in the 3 Region Scoring phases and the **highest VP number revealed in each of the 6 tracks on your Player Board**. The player with the most VP wins!

**PACK SPREAD SCORING**  
Number of Wolves that can move per action.

**WOLF SPEED SCORING**  
Number of bases a wolf can move to.

**HOWL RANGE SCORING**  
Alpha Wolf Howl Dominate Range.

**REGION SCORING TOKENS**  
A collection of VP tokens with values 8, 2, 3, 6, 4, 4.

**PACK WOLVES SCORING**  
Score Wolves removed from the player Board.

**HUNTING PREY SCORING**  
Score Prey Tokens added to the player Board.

**LAIRS SCORING**  
Score Lairs removed from the player Board.

### TIE-BREAKER

- » In the case of a **tie**, the player with the **most Region Scoring Tokens** wins.
- » If there is still a **tie**, the player with the **most wolves on the Board** wins.

### EXAMPLE: FINAL SCORING

- A Pack Spread ..... 7
- B Wolf Speed ..... 3
- C Howl Range ..... 0
- D Lairs ..... 15
- E Unique Prey ..... 9
- F Pack Wolves ..... 4
- G Scoring Tokens ... 16

**FINAL SCORE: 54**

**A** PACK SPREAD

**B** WOLF SPEED

**C** HOWL RANGE

**D** LAIRS

**E** HUNTING PREY

**F** PACK WOLVES

**G** SCORING TOKENS

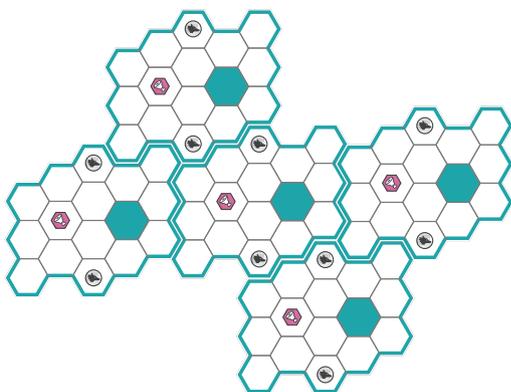
# 2 PLAYER VARIANT

In a 2 player game, both players compete directly against each other, but they must also face off against a third AI wolf pack!

## SETUP DIFFERENCES

### 1 START BOARD

- » Place 5 random **Region Boards** in the following configuration. **2 player games do not use the Start Board with the Central Chasm.**



### 2 LONE WOLF TOKENS

- » Place **1 Lone Wolf Token** on each hex with the icon.

### 3 PREY TOKENS

- » Gather **one of each type of Prey Token**. Place each one randomly on the hexes with the **Prey** icon.

### 4 MOONLIGHT BOARD

- » **Flip the Moonlight Board to the 2/3 player side.**



### 5 DETERMINE REGION SCORING ORDER

- » Gather and randomly place each of the following **Region Scoring Tokens** on the Water Sources:
  - » A single **Crescent Moon**
  - » A single **Full Moon**
  - » A single **Full Moon**
  - » A **Crescent** stacked on a **Quarter Moon**
  - » A **Quarter** stacked on a **Full Moon**
- » This arrangement will result in the **two regions with "stacked" tokens being scored twice during the game**, once for the top token and again later for the bottom token after the top token is scored and removed.

### 6 REGION SCORING REMINDER TOKENS

- » **Place the Region Scoring Reminder Tokens on the Crescent Moons** to remind players that those regions will be scored first. Remember to move these Reminder Tokens at the end of each scoring phase.

### 7 AI WOLF PACK

- » Choose another color (the example uses *Tundra Wolves*, but you can decide your own AI color) to represent the 3rd wolf pack. **Place the 3rd pack's pieces on the top hex to the right of each Region Scoring Token as follows:**



**Crescent:**  
2 Pack



**Crescent + Quarter:**  
1 Lair



**Full (x2):**  
1 Lair + 1 Alpha



**Quarter + Full:**  
1 Lair & 2 Alpha



## 8 CHOOSE YOUR WOLF PACK

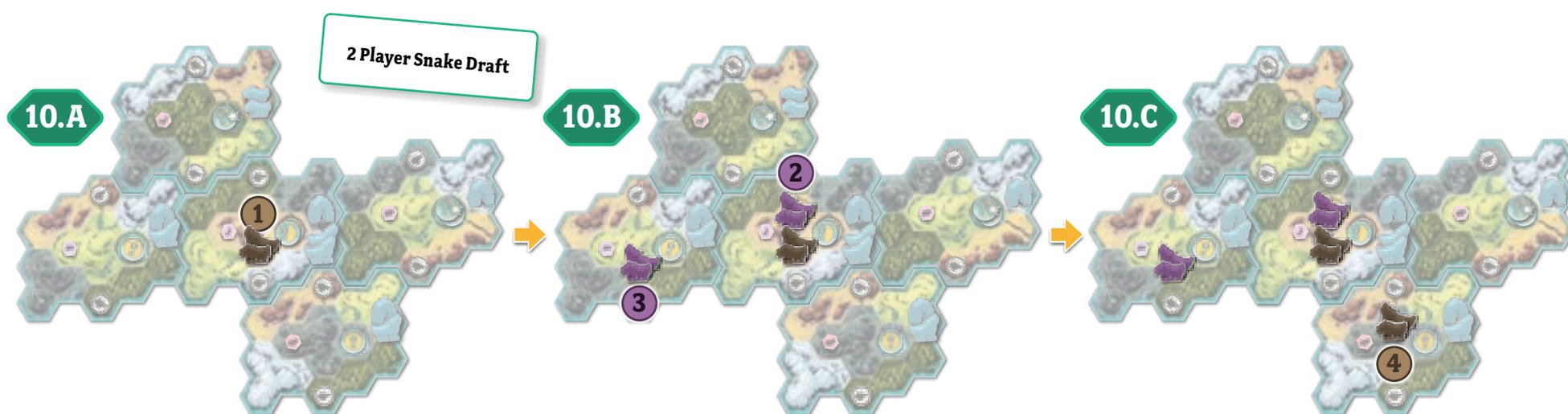
- » Each player chooses a color and gathers **2 Alpha Wolves** and **2 Pack Wolves** of their color. These 4 wolves will be placed around the map later during setup.



## 9 SET UP YOUR PLAYER BOARD

- » Each player sets up the **2 player side of their Player Board** similar to the way they are set up in a 3-5 player game.

- » **Notice that players earn different points and rewards for accomplishing things in a 2 player game.** For example, Hunting Prey does not earn you Bonus Action Tokens in a 2 player game, but it still earns you VP.



## 10 PLACE WOLVES USING A SNAKE DRAFT

- » **Note:** Before placing your wolves, take a moment to study the order in which Regions will be scored as this may impact your initial placement strategy. Remember that the regions with stacked Region Scoring Tokens will be scored twice during the game!
- » **10.A** Randomly choose the first player. They place an Alpha Wolf and a Pack Wolf of their color on a single empty hex on any Region Board **not showing a Crescent Moon**.
- » **10.B** The **second player** then does the following twice: Place an Alpha Wolf and a Pack Wolf of their color on an empty hex on any Region Board **not showing a Crescent Moon**.
- » **10.C** The **first player** chooses another empty hex on any Region Board **not showing a Crescent Moon** and places an Alpha Wolf and a Pack Wolf of their color on that hex.

## 11 START PLAYER

- » **The player who drafted first will get to take the first turn of the game, but the 2nd player will get 1 Bonus Action Token on their first turn that they can use at any time.**
- » Normal turns (*take 2 actions*) will alternate for the remainder of the game.

## 2 PLAYER - SCORING REGIONS

There will still be 3 Region scoring phases during the game, each triggered when the appropriate symbol is reached on the Moonlight Board. When this happens, score each Region Board featuring the matching Region Scoring Token. If the token is at the top of a stack, score it, then remove it to reveal the bottom Region Scoring Token.

### 2 PLAYER VARIANT - SPECIAL RULES:

- » Both players must compete with the 3rd type of wolf on the Board for Control in a region.
- » Scoring Regions and ties works the same as in a 3-5 player game (see page 16).
- » It is possible for the 3rd type of wolf to have the most Control in the region or be tied with another player for Control!
- » Because of the 2 piece per hex restriction, players will not be able to dominate or move any of the 3rd pack's pieces.

## 2 PLAYER - GAME END AND FINAL SCORING

Game end and final scoring works the same as in a 3-5 player game (see page 17), however the end game **scoring values in each of the 6 tracks on the 2 player Player Board are different:**

**PACK SPREAD SCORING**  
Number of Wolves that can move per action.  
2 3 3  
4★ 4★

**WOLF SPEED SCORING**  
Number of hexes away a wolf can move to.  
3 4  
5★ 5★

**HOWL RANGE SCORING**  
Alpha Wolf Howl / Dominate Range.  
2 3  
4★ 4★

**LAIRS SCORING**  
Score Lairs removed from the player Board.  
★ ★ ★ ★

**HUNTING PREY SCORING**  
Score Prey Tokens added to the player Board.  
★ ★ ★ ★ ★

**PACK WOLVES SCORING**  
Score Wolves removed from the player Board.  
★ ★ ★ ★ ★

**REGION SCORING TOKENS**  
8★ 6★ 4★ 4★ 3★ 2★

**2 PLAYER TIE-BREAKER**

- » In the case of a **tie**, the player with the **most Region Scoring Tokens** wins.
- » If there is **still a tie**, the player with the **most wolves on the Board** wins.