

AMAROK

3 to 6 players

20 minutes

Ages 8+



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COMPONENTS

1 OBJECTIVE CARD

Front
shows
the **+**
Wolf Pack



Back
shows
the **-**
Lone Wolf

22 FOREST CARDS

11 Blue cards
Boreal Forest



11 Red cards
Temperate
Forest



6 SCORE
TRACKS



6 PLAYER
AIDS

AMAROK is the wolf spirit of the Inuit, ancestral guardian of forests and symbols. Trust your instinct, enter the heart of the forest, and enforce the law of nature!

GOAL OF THE GAME

The game is played over several rounds. To win a round, you must achieve the **highest** or **lowest total value**, depending on the current **Objective card**.

Be the first player to win three rounds to reach the **Sacred Paw Print of AMAROK!**



SETUP

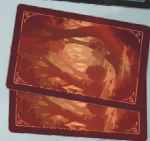
Before the game, give each player a Score Track and a Player Aid. **Place the Player Aid over the score track so that only the first level is revealed** **A**.

Determine the turn order: The last person to see a wild animal goes first. Play then proceeds clockwise.

BEFORE EACH ROUND

1. The starting player takes the Objective Card **B** and places it in front of them. *In subsequent rounds, pass this card to the player on your left without flipping it. For the first round, place it on the front side with the +.*
2. Shuffle the **blue** and **red** Forest cards together to form the **Deck** **C**.

3. Deal **two cards from the Deck** to each player, face down **D**.
4. Draw two cards and place them face up in the center of the table. These form the **River** **E**.
5. All players pick up their hands of cards simultaneously.



CARDS IN HAND

The further you progress into the forest, the greater the challenge: how you hold your cards changes with every round you win.

FIRST LEVEL • No victories

You see **both of your cards**: Hold normally your two cards facing you.



SECOND LEVEL • One victory

You only see **one of your cards**: Hold one card facing you. Hold the second card facing away from you, so that it is visible only to the other players.



THIRD LEVEL • Two victories

You see **none of your cards**: Hold both cards facing away from you, so they are visible only to the other players.



GAME TURN

1. On your turn, choose **one single card** from one of the four following locations:

- A** Your **hand**
- B** The **River**
- C** The top of the **Deck**
- D** An **opponent's hand**

2. Immediately play the card you just took by placing it face up in front of you **E**.
If the card has a symbol, apply its effect immediately (see next page).

During the round, never add cards to the River or back into your hands.



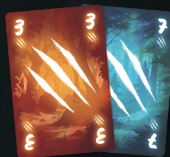
CARD EFFECTS

+/- CHANGE OF SEASON



Change the victory condition of the round! Immediately flip the Objective Card +/- to its other side.

CLAW



Swipe Destroy any other card in the game! Choose a card other than the Claw card itself. Show it to everyone, then place it at the bottom of the Deck. You may choose a card already played, a card in a hand, a card in the River, or the top card of the Deck.

♥ MATING



Unite two hearts to win the round! If a player places a second Heart card ♥ in front of them (regardless of color or value), they end the round and win it immediately.

WOLF TRAP



Avoid the Wolf Trap! If you have a Wolf Trap card in front of you at the end of the round, you cannot win that round.

END OF A ROUND

The round ends as soon as everyone has **two cards played in front of them**. Each player calculates their total by **adding the values of their cards**. Then, check the Objective Card:

Wolf Pack side + : The highest total wins.

Lone Wolf side - : The lowest total wins.

The player who wins the round moves their Player Aid to the **next level** on their score track. In case of a tie, all tied players advance on their tracks.

END OF THE GAME

The first player to win a third round reaches **the Sacred Paw Print** on their score track and **wins the game!** In case of a tie, the victory is shared.



Objective is **-**
Lowest total wins



Player has $8 + 2 = 10$
Round Lost

Player has $3 + \text{Wolf Trap}$
Round Lost



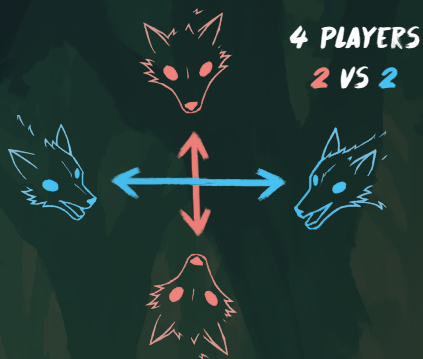
Player has $3 + 4 = 7$
Lowest total, you win the round!

TEAM MODE


FOR 4 OR 6 PLAYERS


In *Team Mode*, you play in pairs. You are *teammates* with the player sitting opposite you. You are forbidden from communicating with them during the rounds.

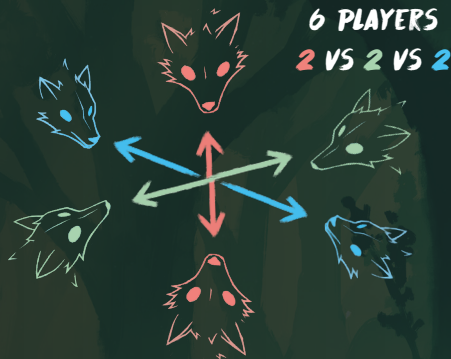
Setup and gameplay are the same as the normal mode.



Scoring in *Team Mode*: At the end of the round, **add the values of all four cards belonging to your team** and compare totals to see which **team** wins. Both players on the winning team advance on their Score Tracks.

 If any player on the team has a **Wolf Trap**, the team cannot win the round (except by **Mating**).

 To win by **Mating**, a single player on the team must collect two Heart cards.





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