



Co-funded by the
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of the European Union

Wild tiles

2-4 Players

30-45 min

THE BOX INCLUDES

120 cards that can be divided in different decks based on color (difficulty level)

1 die

6 characters

2 cubes

4 boards

4 markers

SETUP

Each player receives their character, board, marker and marks 10 lives and 10 bullets on their board (lives can never be more than 10, while bullets can reach a maximum of 12). Mix the deck, place it face down and draw cards to create a square of face-up cards.

3x3 for 1 player

4x4 for 2 players

5x5 for 3-4 players

Keep cards in the same orientation you draw them as you place them.

HOW TO PLAY

Every turn is split into two phases

1) Planning

2) Resolution

Planning

Every player secretly draws a pattern representing the cards he plans to step on to collect bounties, on their board. The journey has to be a minimum of 3 steps long and can be in all directions, including diagonal, with the only rule that you can't step back or cross your own line.

While planning, keep these rules in mind:

- Every time you enter a card, you need to pay their cost and score their rewards
- All cards that have been resolved will be replaced with new cards
- Characters will stay in their last position and begin the following turn from there, without a card

Resolution

All players reveal their board and resolve their paths, one step at a time, scaling down the costs, scoring rewards and activating cards. This happens simultaneously as players do “step one”, “step two”, and so on.

Once a player resolves a card, the card is flipped and no other player can activate it when they step on it, unless that card has a special rule. If two players arrive together on the same card, both pay and get rewards, unless it’s a bounty: in that case, it’s secret bidding time! Each player writes down a secret number of bullets or life (not a mixture of both) and the one who offered the most, pays the amount and scores the bounty. In case of a tie, the bounty stays and nobody pays.

The “last step” will be resolved simultaneously regardless of number of steps.

If a player loses all of their bullets, you sacrifice the highest bounty in your possession and reset the gun to 10 bullets.

Replace the cards that have been flipped and start over.

END GAME

The game ends when a player loses all their hearts or after 5 rounds. The player with more \$ wins the game, unless they have lost all their hearts (in that case they don’t participate in endgame scoring). In case of a tie, the player with more bounties wins. In case of another tie with bounties, you can compare bullets. If even the bullets are the same, we suggest a physical challenge.

HOW TO READ CARDS

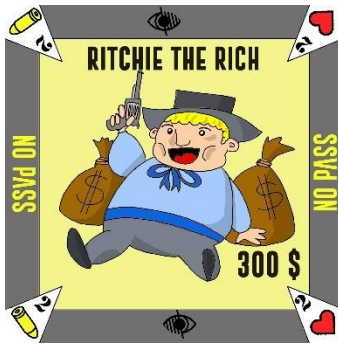


The cost of a card is related to the direction you’re arriving from. For example, if you step on “Marlon No Face” you need to pay the bullets displayed. When you see the gray “blind” icon, that means you stealthy attack them and therefore don’t spend anything!

That means that if you arrive from the top-right you will keep the card, earn an extra heart, for free.



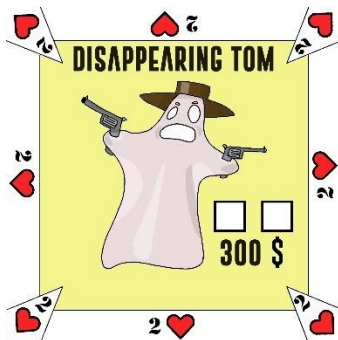
Magda The Rat requires you to pay 1/2 of your total bullets rounded by excess.



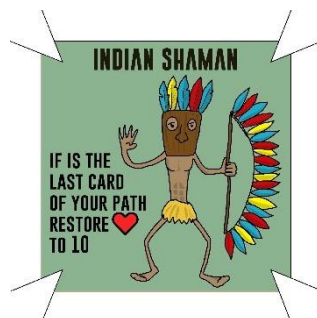
Some cards have sealed entries.



When building the game area, you are allowed to rotate cards with “this way exit only” in case they force impossible movement paths.



The square symbols mean that the card is timed! Each turn end that Disappearing Tom is left untouched, you need to place a cube and fill the slot. Once all slots are filled, discard Disappearing Tom and pick a new card.



Many cards have a special effect: for example, if the Indian Shaman is the last card on your path, you can restore your hearts to 10.