



OFFICIAL RULE BOOK

OBJECTIVE

- **Be the first to play all your cards — but don't forget to shout your Deck's Battle-Cry before playing your second-to-last card, or draw 4 as a penalty!**

GAME SETUP

- **2–6 players per deck** (combine decks to add more players)
- **Shuffle and offer a cut** to the player to the right of the dealer
- **Deal 7 cards to each player**, starting with the player to the dealer's left
- **Place remaining cards face-down** as the DRAW pile
- **Flip the top card to start the DISCARD pile** — this counts as the dealer's first play

THE BASICS

- **Match cards** by Color, Number, or Type
- **Play action cards** to Shift, or Leap
- **Play attack cards** to force others to draw 1 or draw 2 cards
- **Play Wild Counter and Wild Dodge cards** to defend from Draw 1 and Draw 2 attacks
- **Play Wild +4** only if no other card is playable and can only be countered by a Wild Fury
- **Play Wild Fury** as any card in the game OR make any player draw 4 OR all players draw 1
- **Shout your deck's Battle-Cry** before you lift your hand off of your second-to-last card
- **Penalty:** If you forget to say the deck's specific battle-cry, and get caught, you draw 4
- **WIN:** First player to play all cards wins the round!

GAMEPLAY

- **Play moves clockwise**, starting left of the dealer (until a shift card changes play direction)
- **Play a card that matches** by Color, Number, or Type OR play a Wild card
- **If you cannot play**, draw 1 card only from the draw pile
- **If the drawn card is playable**, you may play it immediately UNLESS you just received a Draw 1, Draw 2, or Draw 4
- **You may always draw strategically**, even if you have playable cards

CARD TYPES

- **Number Cards (0–9):** Basic matching
- **Draw 1:** Player takes 1 card (STACKABLE) and their turn is over – they cannot play a card
- **Draw 2:** Player takes 2 cards and their turn is over – they cannot play a card
- **Wild Dodge:** Cancels attack and changes color (may also be played freely as a Wild)
- **Wild Counter:** Reflect ONLY a Draw 1 or Draw 2 back to the attacker (may also be played freely as a Wild)
- **Wild Draw 4:** Only playable if no other card can be played and can only be countered by a Wild Fury
- **Wild Fury:** Change Color AND Choose ONE effect;
 - Counter any draw card back to the attacker
 - Give 4 cards to any player(s) in any split (i.e. 2 cards to player 1, 1 card to players 2 and 3)



EXPANDED RULES & SCENARIOS

For special scenarios or where rule clarification is needed.

DRAW ONE STACKING

- Draw One cards are the ONLY card that can be stacked
- Wild Dodge cancels the entire stacked attack
- Wild Counter reverses the stack back to the last attacker
- Wild Fury can be used as a Counter but it loses all other powers - cannot give out cards
- If a player can't stack or counter, they draw the total stack amount

WILD DRAW FOUR

- Only playable if NO other card (including a Wild Counter, Wild Dodge or Wild Fury) can be played
- Can only be countered with a Wild Fury
- If played illegally or by accident and discovered later by another player, draw 4 as penalty
- If played accidentally and caught before next turn, it may be taken back without penalty

WILD FURY

- If playing with 2 or more decks, you CAN counter a fury with another fury on behalf of everyone at the table but ONLY IF you are asked to take a card. Four cards are then given to the person who played the original fury
- You CAN end your game with a Wild Fury and give out 4 cards as desired
- The cards are given out in the direction that play is going
- The player next to the person who played the Wild Fury plays next even if they drew cards

THE BATTLE-CRY

- You must call out the battle cry of the card that you're playing not your final remaining card
- Must be spoken before letting go of the second to last card.
- Must be pronounced clearly (accents are acceptable)
- Wrong words, mixed words or mumbles result in a penalty (Draw 4)
- If you forget to say your animal's battle-cry and no one calls it out BEFORE the NEXT PLAYER's card is played, you're safe - Penalty is gone
- If caught before the next card is played: Draw 4

INVALID PLAYS

- Play out of turn: Draw 1 card
- Play an incorrect card: Take it back, no penalty

NO PLAYABLE CARD?

- Draw 1 card only
- If you draw a card and it's playable, you may play it immediately
- You may NOT play a drawn card after receiving a Draw 1, Draw 2, or Draw 4
- Even if you draw a card by choice (strategically) you can play a different card that's already in your hand OR play a card you drew

STRATEGIC DRAW

- You may choose to draw a card instead of playing a valid one
- You may play any card after drawing — not just the one you pulled

DRAW DECK RUNS OUT

- Reshuffle the discard pile, leaving the last played card.
- Continue play.

ACCIDENTAL CARD DRAW

- Too many cards drawn? Put extras back
- Accidentally seen cards (dropped or flipped) during play = place at bottom of draw pile
- Cards drawn out of turn = return to deck (bottom of draw pile if seen)

LAST CARD PLAYED

- For Tournaments and Point value games
- Last card played must resolve before game ends
- If final card is a DRAW CARD, its effect happens and added to final score

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COUNTER & DODGE CARDS

- A Draw 1 Stack run CAN be countered or Dodged
- WILD FURY and DRAW 4 CANNOT be countered or Dodged
- Counter and Dodge cards CANNOT be Countered or Dodged by another card

GENERAL GAMEPLAY

- No strategizing with the rest of the table keep your hand to yourself
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OPTIONAL HARDCORE RULES

For ultra competitive Wild Apex Players

NO TALKING BEFORE BATTLE-CRY

- Immediately after the previous player releases their card, the next player may not speak ANY actual word or make ANY audible sound OTHER than the Battle-Cry before playing their second-to-last card. Penalty: Draw 4 cards

WILD FURY SUPER POWERS

- Allocate 4 cards to any combination of players. i.e. Player one draw 1, Player two AND Player 3 draw 2 (Total 4 cards)