

The Alpha

Set-Up:

1. Give each player 1 Den (player board), 1 Alpha Wolf piece (a token with 2 Wolves), 6 Beta Wolf pieces (single wolf), and 1 Conflict token in a single 1 color.
2. Randomly choose a 1st player, and give them the “Alpha Token.” They will be referred to as the “Alpha Player.”
3. Place out the Food Board in the middle of the table. Each player places a Beta wolf on space “5” of the Food board.
 - All other remaining wolves go to each player’s Den to be used during the game.
4. Place the “Weeks Left” token on space “5” of the week track. This shows how many rounds are in the game (5).
5. Based on the number of players, randomly select a number of “region tiles” (the animal prey) as shown below. The Large and Medium tiles go above the Food board, and the Small, Scavenge, and Livestock tiles go below the Food board.
 - 3 Players – 2 Medium, 2 Small, 1 Scavenge, 1 Livestock.
 - 4 Players – 1 Large, 2 Medium, 2 Small, 2 Scavenge, 1 Livestock.
 - 5 Players – 1 Large, 2 Medium, 3 Small, 1 Scavenge, 1 Livestock.
 - 6 Players – 1 Large, 2 Medium, 3 Small, 2 Scavenge, 1 Livestock.
 - Next to each Region tile, place the matching die for use later in the game.

Game Flow:

- The Alpha is played over 5 rounds. After the 5 rounds are over, the player with the most Food wins!
- Within each round there are 5 phases – **Stalk, Establish Dominance, Chase, Resolve, and Advance.**

Stalk Phase:

- Starting with the Alpha player, and going clockwise, each player will place 1 wolf piece in 1 region on their turn. This will continue until all players have placed all their wolf pieces from their den onto the region tiles.
 - If a player has fewer wolf pieces to place due to death or injury, skip this player when they are out of wolves.
 - Wolves that are healing will not be placed this round.
- For dominance purposes in the next phase, the Alpha wolf piece counts as 2 wolves, and a Beta wolf count as 1.
- If a wolf piece is placed on a region tile above the Food board (the Deep Forest,) that player must spend 1 food to do so.
 - If they don’t have the food to pay, they can’t place in the Deep Forest.
- On the Scavenge tile, only 1 wolf piece per player can be placed here. There are never conflicts on this tile.
- Large Region tiles (Bison or Moose) must have a collective total of 5 or more wolves in order for food to be present.
- The Livestock tile can only have 1 wolf token on it in total. (Only 1 player can go there.)

Establish Dominance Phase:

- After all the wolf pieces have been placed in the Stalk phase, Dominance is determined on each region tile (except Scavenge) by adding up the wolves totals from each player. Remember, Alpha wolf pieces count as 2 wolves.
- The Dominant player is the player with the most wolves on each tile. If there is a tie between 2 or more players, there will be a Conflict during the “Resolve Phase” discussed below.
- All other wolf pieces on a region tile that aren’t of a dominant player are considered to be “Scavenger players,” but don’t remove them as there is a slim chance they earn food!

Chase Phase:

- For each Region tile where a wolf piece is present, the Dominant player rolls the matching die and places it on the tile.
 - If there are multiple dominant players on a single region tile, going clockwise from the Alpha player, the first dominant player will roll the die.
- # 1-20 – If a number is rolled, the hunt is successful. The shown value is the number of food up for grabs.
- X – If this is rolled, the hunt is a failure and no food is available. If there is more than 1 dominant player on this tile, the next dominant player in clockwise order may re-roll the die if they choose to.
- Cx – If this is rolled, the prey is injured and will become Carrion next round. ALL players with wolves on this region tile immediately have a “Conflict” (see below) for the food number next to the C. After the conflict, the tile is turned over. Next round, this tile will not have a die roll. Instead, the shown value is a guaranteed amount of food available, but all other rules apply for the Resolve phase as mentioned below. After next round, the Carrion tile is flipped back over.
- D – If this is rolled, your wolf piece died. Put it back in the box now.

Resolve Phase:

- Resolve each region tile from smallest to largest (skip any Carrion tiles already resolved.)
- If a region tile has 0 wolves on it, skip it.
- If a tile has only 1 dominant player on it, that player earns what is shown on the die in food (move on Food board now.)
- If a region tile has 2 or more dominant players, then a Conflict is held. (See below for the rules of a Conflict.)
- If a player earns more than 30 food, start them back over at 1 and lay their wolf piece down to remember it is 30+.

Conflict Resolution:

- When 2 or more dominant players are fighting over food in a region, a Conflict occurs.
 - Conflicts never occur on the "Scavenge tile" itself.
- Each player will take their Conflict token and secretly choose "Fight" or "Share" and simultaneously reveal when all players are ready. **Discussion is welcome here.**
 - If all players choose "Share," then the food is distributed amongst them, 1 at a time, going in clockwise order from the Alpha player. There is a chance not all the players will get equal food due to remainders.
 - If only 1 player chooses "Fight," they take all the food! (They suffer no injuries either.)
 - If more than 1 player chooses "Fight," all players who chose "Fight" puts a wolf piece from this fight into the "Injured Wolf" space on the Food board. These players receive no food. If there happened to be another dominant player who chose "Share" when multiple others chose "Fight," they take all the Food (or share it if there happens to be a 4th dominant player who also shared along with them, which is rare, but could happen.)
- Normally, players on a region tile that are not a dominant player earn nothing, however, if all dominant players are injured due to picking "fight," then the Food is shared between the non-dominant (called Scavenger) players.
- See the example on page 7 of the rulebook to help clarify conflicts between 3 players.

Advance Phase:

- All players return their non-injured wolves back to their den. This includes wolves on the "Healing Wolves" space.
- Move all wolves in the "Injured Wolves" space to the "Healing Wolves" space now.
- Pass the Alpha token to the player with the most current Food.
 - If tied, the 1st tied player in clockwise order, starting with the Alpha player, takes the token.
 - If the Alpha player is tied for the most Food, the token doesn't pass.
- Move the "Weeks Left" round counter 1 space down, and start a new round.

End Game:

- When the "Weeks Left" marker reaches 0, the game is over.
- The player with the most Food wins. Ties broken in clockwise order, starting with the Alpha player.