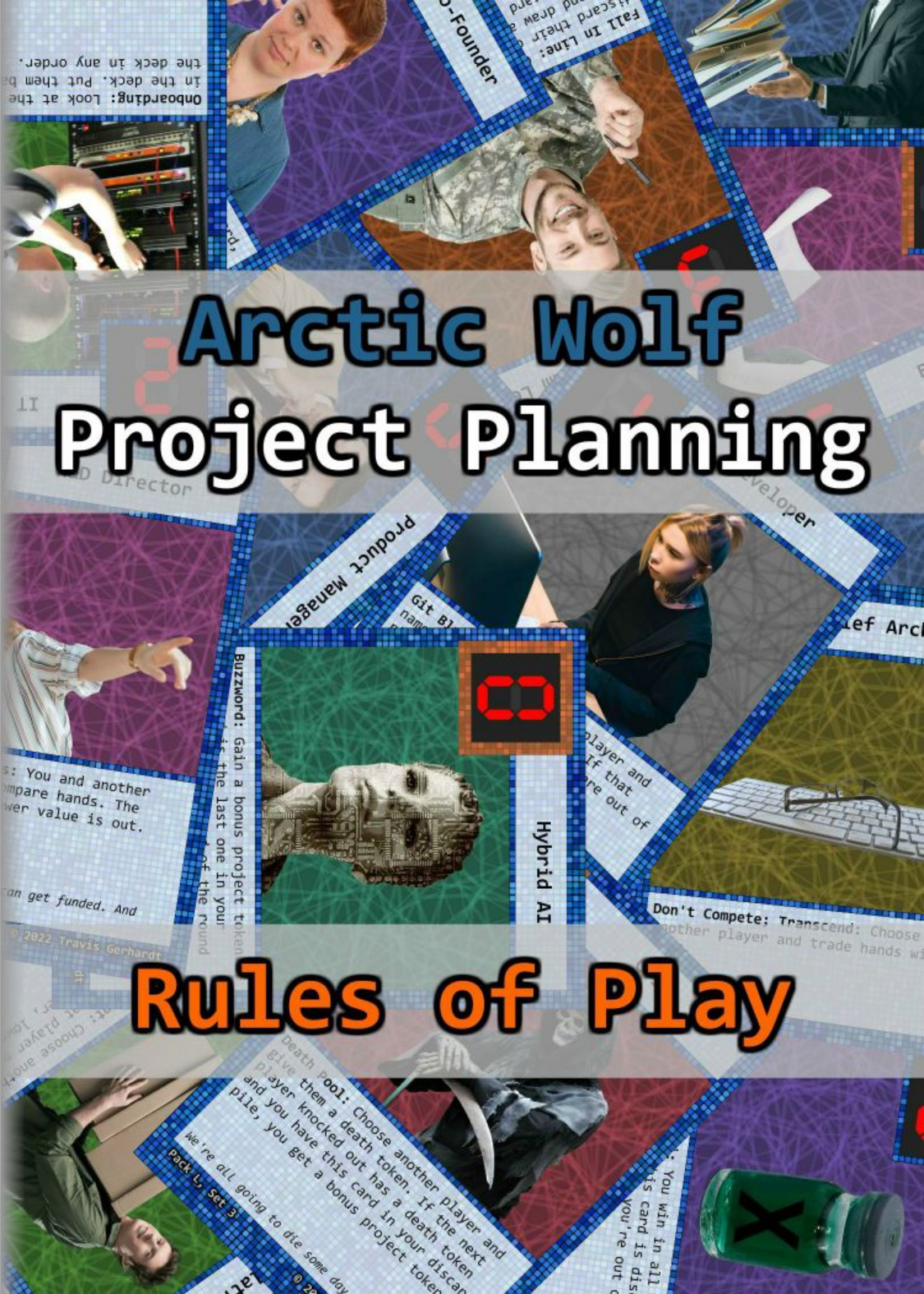


Arctic Wolf Project Planning

Rules of Play



Onboarding: Look at the deck in any order. In the deck. Put them back.

Fall In Line: Discard their hand and draw a card.

Co-Founder

Product Manager

Developer

Buzzword: Gain a bonus project token if it's the last one in your hand at the end of the round.



Hybrid AI

Chief Architect

Player and If that are out of

Compare hands. The lower value is out.

Don't Compete: Transcend: Choose another player and trade hands with them.

can get funded. And © 2022 Travis Gerhardt

Rules of Play

Death Pool: Choose another player and give them a death token. If the next player knocked out has a death token and you have this card in your discard pile, you get a bonus project token.

You win in all cases this card is discarded. You're out of the game.



Overview

In *Arctic Wolf Project Planning*, 2-16 visionaries compete to have their projects funded. They do this by removing other projects from consideration and ending with the most powerful person attached to their project.

Contents

The game consists of four packs (W, O, L, and F) and an optional expansion pack A. Each pack contains:

- 16 character cards
- 4 reference cards
- 13 blue project tokens

In addition to these things, some packs have extra items:

- Pack L has two black death tokens
- Pack F has two white dependency tokens
- Pack A has two red threat tokens

This game also contains four sets of four remix reference cards. Read Page 5 on Reference Cards for more details.



Tokens



Project Tokens
(13 per pack)



Death Tokens
(2 in Pack L)



Dependency Tokens
(2 in Pack F)



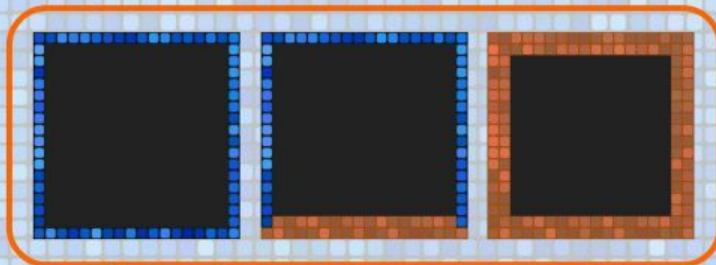
Threat Tokens
(2 in Pack A)



Character Cards

Character cards are what make up the deck, you hold in your hand, and you play in your discard pile. They have the following parts:

1. **Name:** The name of the card. Each card only appears in one pack, spare Developers which are in all packs.
2. **Value:** The value of the card is used in comparisons and when your card is guessed by a Developer.
3. **Value Border:** A full blue border means your card doesn't do anything in the discard pile. An orange underline border means the card matters while it's the last card in your discard pile. A full orange border means it is important for multiple turns in your discard pile.
4. **Ability Name and Description:** The ability name is unique to each card. Its description details what the card does in your hand, when played, and/or in your discard pile.
5. **Flavour Text:** Non-relevant text added as a joke.
6. **Pack and Set:** The pack the card belongs to as well as its set. Packs are the standard ways of arranging cards. Sets are useful for remixing cards into new packs.



③ Value Borders



Pack W's List of Cards

① Value

8-VP of R&D (1): Guess a number and knock out anyone with that number.

② Name

7-CFO (1): Gain a project token if your discard has the highest score.

③ Count

6-Chief Architect (1): Trade hands with another player.

5-Product Manager (2): Change the direction of play.

4-CSE (2): Choose a parity and compare hands with another player. They're out if you're correct, otherwise you're out.

3-R&D Team Lead (2): Use another player's hand as if you played it. They draw a new card.

2-IT Analyst (2): Look at the top two cards and return them in any order.

1-Developer (4): Guess a player's hand; if correct the player is out.

0-The Brain (1): A player using a Developer on you is out and you aren't. Discard and draw a new card.

④ Ability Description Summary

Custom Pack "WLFO" Rules Card

A remix pack's name is made from its four sets. "WLFO" is:

- Set 1 from Pack W
- Set 2 from Pack L
- Set 3 from Pack F
- Set 4 from Pack O

Reference Cards

Each reference card summarizes the cards in the pack. This is useful for card counting as well as keep track of what effects are still in play or could be used in subsequent turns.

1. **Value:** The value of the card is used in comparisons and when your card is guessed by a Developer.
2. **Name:** The name of the card. Each card only appears in one pack, spare Developers which are in all packs.
3. **Count:** The number of times that card is present in this pack. Each pack has four pairs (two 5s, two 4s, two 3s, and two 2s), four developers, and four single cards (one 7, one 6, one 0, and one special card).
4. **Ability Description Summary:** A summary of what the card does in your hand, when played, and/or in your discard pile. Note that this summary leaves out some details, such as the Developer's full rules saying you can't guess a 1. Always refer to the card and this rulebook for the full rules.

There are also four packs of four remix reference cards. Each remix takes a set from each pack and four developers to create a completely new experience. For more information and how to create your own remix packs, consult our website.

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Play Area

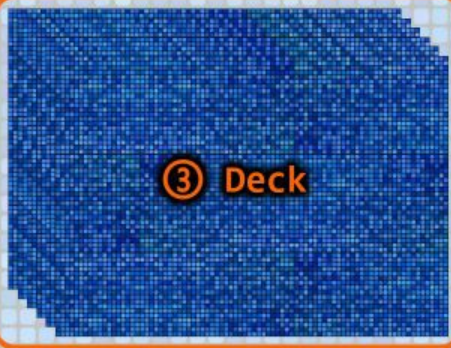
In the scenario on the left, Player 1 was knocked out and Player 3 just completed their turn.

- 1. Hand:** Each player starts with a hand of one card. If you are knocked out of the round, place your hand faceup at the end of your discard pile. (In the example, Player 1 was knocked out when they played a Developer and targeted Player 3's hand.) Players without a hand cannot be targeted or have their hands targeted.
- 2. Discard Pile:** Each player has a discard pile in front of them, including players like Player 4 who has zero cards in their discard pile. Cards are played into the discard pile with the most recent card at the bottom (e.g. Player 3 just played an IT Analyst). All names and values of cards must remain visible for all players to see. Your discard pile can be targeted even if you are knocked out of the round.
- 3. Deck:** Each player draws cards from the deck on their turn. If the deck is empty, you cannot take a turn. If the deck is empty when you “discard your card and draw a new one”, you draw the facedown card instead.
- 4. Facedown Card:** When dealing the starting hands for all players, one card is placed facedown. This adds some uncertainty when trying to determine what card an opponent has.

① Player 3's Hand



② Player 4's Discard Pile



① Player 4's Hand



② Player 3's Discard Pile



① Player 2's Hand

② Player 2's Discard Pile



④ Facedown Card



② Player 1's Discard Pile



Game Setup

Setup Based on Player Count

Arctic Wolf Project Planning can be played with 2 to 16 people. Depending on how many players you have, game setup changes slightly:

- **2-4:** Pick a pack, then follow General Setup.
- **5-8:** Pick two packs and shuffle them together, then follow General Setup.
- **9-16:** Break into multiple groups of 3-4 players. Each group takes a pack and follows General Setup. The winners from each game play a second game to determine the overall tournament winner.

General Setup

1. Give each player a reference card.
2. Randomly decide who will start the game. One way is to deal a card to each player and the highest goes first. In the case of a tie, deal additional rounds of cards to the tied players until its broken.
3. Shuffle the character cards to create the deck. Place the deck **face down** on the table within easy reach of all players.
4. Deal each player one card from the deck as their starting hand.
 5. Take the top card of the deck and set it aside **face down**. If you are playing a two-player game, take four more cards and set those aside **face up** as an additional discard pile.



Playing the Game

Arctic Wolf Project Planning is played over several rounds in which you try to eliminate other projects from consideration while associating your project with the most powerful person possible. The card in your hand represents the person who is currently associated with your project. This can change during the round as you draw and play cards. To win a round, you must either have the highest value card at the end of the round or be the only player left in the round.

Player Turn

Begin by taking turns in clockwise order. On your turn, draw one card from the deck. Then, choose and play one of your two cards, resolving its effect. The played card is placed at the end of your discard pile **face up** and you keep the other card in your hand.

Out of the Round

Some card effects knock you out of the current round; a competing visionary has ensured your project will not be funded. When this happens, **discard your hand face up into your discard pile** (without resolving card effects). Until the next round, **you cannot be chosen for card effects and your turn is skipped**. You may flip your reference card face down as a reminder.



Playing the Game (Cont.)

Played and Discarded Cards

It is important that everyone knows which cards have already been played and which cards are left in the deck, so any played or discarded cards **must always be visible to everyone in your discard pile.**

End of a Round

The round ends in one of two ways: when **the deck runs out** or when **one player is left in the round.**

Deck Runs Out

At the start of any turn, if the deck is empty, all players still in the round reveal and compare the cards in their hands. If you have the highest value card, you win the round and gain one project token; your project was successfully funded. If there is a tie, the player with the highest value total in their discard pile wins. If there is still a tie, all tied players win the round and each gains one project token.

One Player Left

At the start of any turn, if you are the only player still in the round (all other players are out of the round due to card effects), the round immediately ends; you win and gain one project token.



Playing the Game (Cont.)

Starting the Next Round

When ending the round, remove and set aside any non-project tokens for the next round. The direction of play resets to clockwise. To start a new round, repeat steps 3-5 of General Setup (shuffle the deck, deal each player one card, and set some cards aside). The player who won the previous round takes the first turn. If there was a tie in the previous round, randomly decide among the tied players who takes the first turn.

Winning the Game

At the end of the round, if any player has enough project tokens to win the game, the game ends. This threshold is based on the number of players:

Players	2	3	4	5-8	9-16
Project Tokens	6	5	4	4	Determined per game

Multiple players can simultaneously win the game if they have enough tokens. In this event, whoever has the most project tokens wins. In the event of a tie, you may either accept multiple winners or enter sudden death mode. In sudden death, only the tied players play. As soon as a player earns a project token, they win the game. In the event that multiple players earn a project token at the same time (e.g. ending the round in a tie), sudden death continues for the players who are still tied.



Additional Rules

The rules in this booklet cover 99% of cases. However, there are some edge cases such as:

- What happens if no one is left in a round
- How to resolve things happening simultaneously
- How to create and resolve infinite loops

and many card-specific rulings. For all of these edge cases, a digital copy of this rulebook, and much more check out our website: awpp.xyz

Additional Content

Our website also contains additional content like:

- How to create your own remix packs
- 3D models for printing
- Additional packs for purchase and beta testing
- Puzzles to test your game knowledge

Online Version

Rumour has it that an online version of the game is in development. Stay tuned for more!



Thanks and Credits

This game is a loving homage to Love Letter (© Z-Man Games) and Arctic Wolf. The Alpha version was produced in 2019 followed by the Beta version in 2022. Full credits can be found on our website.

Game Design: Travis Gerhardt

Alpha Playtesters: Andy Heller, Claire Nguyen, Cyndy Gerhardt, Cynthia Milewski, Hugo Klepsch, Jake Billo, Jenna Gerhardt, Jesse Marion, Jonathan Walsh, Matt McBride, Matt Thurston, Warren Gray, and many more. This game would not exist without you; thank you all!

Beta Playtesters: Al Heller, Andy Heller, Bill Davis, Brad Freer, Brad Kish, Brian Fanning, Cyndy Gerhardt, Cynthia Milewski, David Solin, Derek Wyatt, Ed Dean, Evan Kish, George Long, Hugo Klepsch, Jacob Sawatzky, Jenna Gerhardt, Jonathan Dion, Jonathan Walsh, Marshall Yang, Matt Thurston, Mihaela Bota, Noah Braam, Rob Douglas, Steph Heller, Stephen Tunney, Sue Heller, Sylvain Crozon, Warren Gray, and Yuri Poeluev. Thank you for refining and improving the game!

Beta Purchaser

Thank you for buying the beta version of the game! This wouldn't have been possible without you. The following person is certified awesome:



Quick Reference

Setup & Start of Round

Shuffle the deck. Deal each player one card. Set one aside facedown (and four more faceup if playing with two players). Whoever won the last round takes the first turn. If it's the first round, randomly decide who starts.

Taking a Turn

Draw one card. Play one of your two cards, resolving its effects.

End of Round

The round ends in one of two ways, and the winner gains a project token:

- If the deck is empty, the player with the highest card in their hand wins.
- If only one player is still in the round, they win the round.

End of Game

The game ends when one or more players have the required number of project tokens:

- **2 Player Game:** 6 tokens
- **3 Player Game:** 5 tokens
- **4+ Player Game:** 4 tokens

