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The Wrr
Card game

GameRock

THE WRR

Game rules

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Rules

Help Wrr the Bear stop scurvy pirates from taking over the book world! Explore space, the Wild West and stormy seas while looking for missing parts of the book-making machine before Captain Crabson finds them. This card game is based on the book The Wrr. A charming design, simple rules and quick pace guarantee hours of fun for the whole family.

The game includes:

- 24 book cards (8 pirates and 16 parts of the book-making machine)
- 32 bear cards (8 cards of each profession
  – Corsair ⚔, Explorer 🧭, Knight 🛡, Gold Digger 🗡)
- 2 crab Crabson cards
- 2 tortoise Edward cards
- 2 pigeon Pipp cards
- 2 vulture Suppino cards
- 2 bat Warren cards

Object:

Be the first player to get one of each missing parts of the book-making machine.

Preparations:

Split the book cards into 4 separate decks by color. Shuffle each book deck (made of 2 pirate cards and 4 machine cards) and put them face down within everyone's reach ❶.

Shuffle all the remaining cards to create the main draw deck and put it face down next to the book decks ❷. Leave space for a discard pile ❸.

Deal each player two cards from the draw deck ❹. Make sure the players can't see each other's cards.

Game play:

The players take turns in a clockwise direction, starting from the youngest. Players need to do the following steps during each turn:

1) Draw one card from the draw deck.

If the draw deck becomes depleted, create a new one by shuffling the discarded cards.

2) Do one of the following:

a) Play one card (bear or character card - Crabson, Edward, Pipp, Suppino or Warren), use its ability and discard it.

b) When you collect three bear cards of the same type, discard them and turn over the top card of the corresponding book deck (color and symbol) – see "Getting a part of the machine and crossing paths with pirates".

c) Do nothing.

3) If you're holding more than 5 cards, discard the extra ones (face up).

Getting a part of the machine and crossing paths with pirates

Each book hides a certain part of the machine, but watch out for the pirates who want to stop you! You can attemp to get a part of the machine by discarding 3 bear cards of the same type. Discard the set of bear cards and reveal the top card of the corresponding book deck:

Pirate card   **Machine card**

• If the revealed card is a part of the machine, place it in front of you face up. Your turn ends. If you are the first player to get all four parts (heart, triangle, circle and cogwheel), you win. Note: You can get each part only once. Once you get a part of the machine from a book deck, you can't use that deck again.

• If the revealed card is a pirate, place it face up next to the book deck. If you're holding a Knight, you can defend yourself against the pirate. In that case discard the Knight. Reveal another card from the the same book deck. If you don't have a Knight, your turn is over and the pirate makes you discard all the remaining cards in your hand!

Note: There are two pirates lurking in each book deck. If one of the players plays Crabson, they shuffle all the revealed pirates back into their corresponding book decks.

End of the game:

The game ends when a player collects all four different parts of the machine. That player wins the game.

Card abilities

Bears:

WRR THE CORSAIR

Choose a random card from any opponent's hand, take it and discard the Corsair.

WRR THE EXPLORER

Look at all the cards from any book deck and find out where the pirates are hiding. Put them back without shuffling. Discard the Explorer.

WRR THE KNIGHT

If you come across a pirate while looking for the machine parts, you can defend yourself by using a Knight. Put the pirate next to the book deck and discard the Knight. Draw another card from the same book deck. If you come across another pirate, you can defend yourself with another Knight.

WRR THE GOLD DIGGER

Choose any bear card from the discard pile, and discard the Gold Digger.

Other characters:

CRABSON
Shuffle all the revealed pirates back into their respective book decks, and discard Crabson.

EDWARD
Discard any three bear cards together with Edward and then reveal the top card of any book deck. Follow the rules for getting a part of the machine and crossing paths with pirates.

PIPP
Take the top card from the discard pile, and then discard Pipp.

SUPPINO
Each player must offer you one card from his or her hand. Keep one and discard the rest along with Suppino.

WARREN
Draw two cards. If you're holding more than 5 cards at the end of your turn, you don't have to discard any. Discard Warren.

AUTHORS

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Corsair	Take one random card from any opponent.
Explorer	Look at all the cards of any book deck.
Knight	Protects you against a pirate while looking for the machine parts.
Gold Digger	Choose any bear card from the discard pile.
Crabson	Shuffle all the revealed pirates back into their book decks.
Edward	Discard any three bear cards together with Edward and then reveal the top card of any book deck.
Pipp	Take the top card from the discard pile.
Suppino	Each player must offer you one card from his or her hand. Keep one and discard the others.
Warren	Draw two cards. Ignore the 5-card limit at the end of your turn.