Beware of the Wolf!

A lively game of risk and pursuit
Age 5-10
2-4 Players

Contents
1 playing board
1 spinning wolf
12 trees on stands
4 dice
8 playing pieces

Object of the Game
In this exciting dice game, each player tries to get back to his house as quickly as possible after making a tour of the board. The wolf in the centre of the board acts as a hindrance to the players.

Preparation
If the game is being played for the first time, the stands for the trees should be inserted into the board. The trees should then be pressed out and placed in the stands. At the end of the game, the trees are removed, but the stands remain in place. The red spindle is pushed through the centre of the board from below. Once the wolf is in place over the spindle, the game can begin!
The wolf should be positioned so that it is not pointing at any of the houses.

Play
Each player chooses two playing pieces of one colour and places them in the house of the same colour. The youngest player throws the dice first. He moves one of his pieces the corresponding number of spaces round the board, in the direction of the arrow. The coloured space in front of the house counts as the first space. There are two routes: the outer, slower way, partly hidden behind trees, and the shorter, quicker path, with no protection from the trees.

The two routes are linked, so that players can quickly move behind the trees to avoid the wolf. Players cannot move backwards. On their turn, they may choose which of their two pieces to move.

The Wolf
If a player throws the wolf’s head on the dice, he must spin the wolf in the centre of the board.
When the wolf comes to rest, players should see if any of their pieces are in the sector towards which the wolf’s nose is pointing. If these pieces are also unprotected, i.e. not behind a tree, then they are moved backwards four spaces along the outer path.
No player may enter or pass through the sector guarded by the wolf, unless he lands exactly behind a tree. If the position of the wolf means that a player can move neither of his pieces, he misses his turn.

Sending Back
If a player lands on a space occupied by another piece, either his or an opponent’s, then this piece is sent back to its house, to start over again. The exceptions to this are the spaces directly behind trees. There is no limit to the number of pieces which can stay on these spaces.

End of Game
The game ends when one player succeeds in getting both his pieces back into his house. Both pieces must have made a complete circuit of the board. They must also finish their circuit with an exact throw. If another round is played, the winner of the first game may spin the wolf to determine its starting position.

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