

# Woofy



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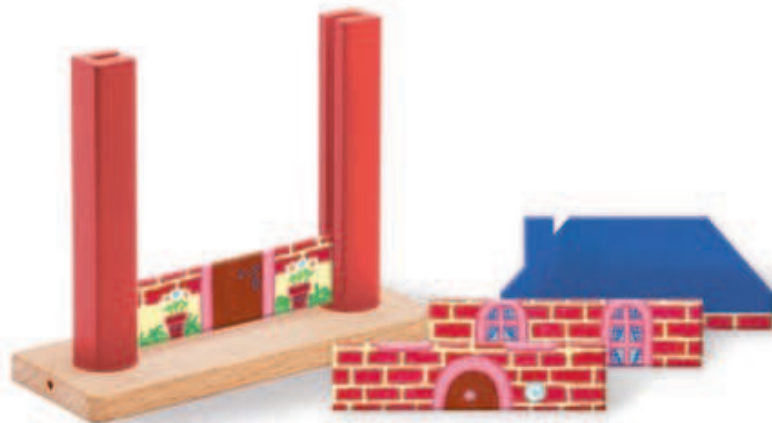
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# Woofy

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Innehåll • Indhold • Conteúdo • Игровой комплект



x 3

x 3



## Cooperative board game.

Age : 5-8 years

Number of players: 2 to 4

### Contents:

- 1 Woolfy game board
- 3 different colour "little pig" figures
- 1 wolf figure
- 1 cooking pot (with space for the 3 little pigs!)
- 3 dice, each the colour of one of the pigs (faces numbered 1, 2 or 3, two "wolf" faces, one "house" face)
- 1 unbuilt "house of bricks" in four pieces

### Aim of the game:

To work together to bring all 3 little pigs safely to the house of bricks (and first build the house) before the wolf can catch them.

### Before starting:

Place the three little pigs and the wolf on their respective starting squares. Place the wolf's cooking pot on its spot on the game board. Position the foundations of the house.

### Rules of the game:

The players each take it in turns to play, starting with the youngest and continuing clockwise. The first player decides which colour pig he wants to move and throws the dice that matches the colour of the pig:

- If the dice lands on 1, 2 or 3, the player moves the little pig by the same number of squares (see "Moving the little pigs" below)
- If the dice lands on "wolf", the player moves the wolf instead (see "Moving the wolf" below)
- If the dice lands on "house", the player can place the pig in any one of the houses. If the player decides not to place the pig in a house, he must leave it where it is (see "Houses" below).

Once a player has finished his move, it is the turn of the next player.

### Moving the wolf

The wolf can **only be moved clockwise around the board and only from one "wolf" square to the next "wolf" square**. If a little pig lands on or **has to pass the square with the wolf on**, into the cooking pot it goes! The game continues with the next player.

### Moving the little pigs

Once all 3 little pigs have left the starting square, they cannot return there for the remainder of the game.

The little pigs can be moved left or right as the player wishes.

**Important:** the same pig cannot be moved twice in a row (the player must throw a different dice to the one just thrown by the previous player) except when:

- The other 2 little pigs are in the cooking pot
- The other 2 little pigs are in the house of bricks



## Houses

When a little pig is on one of the houses, it is safe from the wolf. The pigs must actually **be placed on the house**, not on the square in front of the house.

A little pig can only be placed in a house if:

- **It ends up on the house itself** when moved the number of squares shown by the dice (the house is counted as a square)
- The dice lands on **"house"**.

If a little pig wants to leave the house it is in, the square in front of the house is counted in the number of squares the pig is moved.

**Important:** only one pig at a time can hide in the house of straw; only two pigs can hide in the house of sticks at the same time; but all three can hide in the house of bricks (which is when the game is won! But remember: you have to build the house of bricks first!).

### You must build the house of bricks before it can be used:

Each time a little pig lands on the "bricks" square directly in front of the house of bricks, the player whose turn it is, adds a wall (or the roof when all three walls have been built).

When the house is built, the little pigs can hide inside if they finish on the "bricks" square when moved the number of squares shown by the dice, or when the dice is rolled on to the "house" face.

### Helping a little pig escape from the cooking pot

First of all, a pig has to land on one of the two "out of the cooking pot" squares when it is moved the number of squares shown by the dice.



The game then continues with the next player.

This player rolls a dice that is the same colour as one of the pigs in the cooking pot:

- If the dice lands on 1, 2 or 3, he takes the pig that is the same colour as the dice out of the pot and moves it the number of squares shown by the dice. The pig can leave from either of the two "cooking pot" squares (depending on where the wolf is on the board).
  - If the dice lands on "house", the player takes it out of the cooking pot and puts it in any one of the houses (see "Houses" above).
  - If the dice lands on "wolf", the pig has to stay where it is, and the wolf moves instead.
- The game then continues with the next player.

(**Remember:** the next player cannot roll the same dice as the previous player. See "Moving the little pigs").

### Please note:

- Only one pig at a time can be freed from the pot. But the next player will be able to roll the dice of another pig should there be another one in the cooking pot.
- A little pig that is safe inside the house of bricks can come back out to rescue another little pig from the wolf's cooking pot.

### Who wins ?

All the players win if the three little pigs make it safely to the house of bricks!  
The wolf wins if all three little pigs end up in the cooking pot at the same time!