



What's the Time, Mr Wolf?

Contents:

1 jiggled board, 1 3-D house, 7 characters with stands,
6 food cards, 1 spinner, 1 dice with shaker

Object

To be the first player to arrive at Grandma's house.

To play

- Assemble the board and fit the house into the slots in the corner of the board.
- Fit the wolf into the white stand and place him on either of the spaces with paw prints on them.
- Put the children cards into the coloured stands. Each player chooses a character and places it on the large starting circle, shown with an arrow.
- Each player then takes a food card.
- The youngest player starts by rolling the dice. They then move the wolf the number of spaces shown, in any direction.
- The player then asks, "What's the time, Mr Wolf?" and spins the spinner. If the spinner points to a number between 2 and 11, the player moves their character that number of spaces.
- If the spinner points to 12 or 1, it is dinner time and the player shouts, 'Dinner time!' The wolf piece is then moved to the same square as the player nearest to it. N.B. If the wolf is the same distance from two players, it is moved to the same square as the player in the lead. If that player does not have a food card, or does not want to use it, they have to go back to the start.
- If the player nearest to the wolf has a food card, they can give the food to the wolf and they do not have to go back to the start. The food card is then discarded.
- If it is dinner time when all the players are at the start, the wolf does not move.
- If a player lands on a brown mud patch, they miss their next turn. N.B. Players may still be sent back to the start when they are stuck in the mud.
- Play then passes to the next player.
- The game continues until one player gets to Grandma's house at the end of the path.

N.B. When moving the wolf, players should remember:

- The wolf may move in either direction around the board, but must move the whole number of spaces shown on the dice. For example: if the player rolls a 5 and the wolf is 3 spaces from the end of the path, the wolf must either go to the end of the path and come back again, or move in the opposite direction.
- Only the wolf may use the secret path between the two spaces with paw prints. The player counts this move as if the spaces were next to each other.
- The wolf does not get stuck in the mud.
- If the wolf lands on the same square as a player when it is not dinner time, the wolf is not hungry and nothing happens.

The winner

The winner is the first player to reach Grandma's house.

Alternative game

When playing with two or three players, each player can play with two characters, which must both arrive at Grandma's house for the player to win. Each player starts with one food card and may only move one of their characters on each turn.



© 2005 Orchard Toys, Formland Ltd
Wymondham, Norfolk, NR18 9SB, England
www.orchardtoys.com Ref: BG34 Made in England
Please retain this information for future reference

Not suitable for children under 36 months due to small parts