



# What's the Time, Mr. Wolf?

**Contents:** 1 jiggled forest playing board, 20 double sided square cards, 4 jiggled double sided collection boards, 1 large clock face, 1 set of movable clock hands, 1 slot - together 3D Wolf, 1 dice, 4 animal character playing pieces, 4 character stands.

## Setting up - Game 1

- Assemble the forest playing board and 3D Wolf. Attach the hands to the large clock face.
- Spread all the square cards, animal side up, on the table.
- Each player chooses a collection board and assembles it forest side up.
- Each player takes an animal playing piece to match their collection board, slots it into a stand, and places it on the matching character space on the forest playing board.

## Object

To be the first to fill your collection board by moving the hands on the large clock face to show the time on the square cards.

## To play

- Take it in turns to roll the dice and move your character playing piece, clockwise, around the playing board the number of spaces indicated on the dice. When you have moved your character, the other players should ask "What's the time, Mr. Wolf?"
- **If your character lands on a clock with a question mark**, you should select a square card from the table and, without turning it over, read aloud the time on the card. You should then move the hands on the large clock face to show this time. **N.B.** Younger players may require assistance when reading the time.
- When you have moved the clock hands turn over the card to see if the position of the clock hands match.
- If they match, place the card, clock side up, on your collection board. If they don't match, return the card, animal side up, to the table. Play then passes on.
- **If your character lands on Mr. Wolf**, you should reply "Dinner time!" If you have one or more cards on your collection board you must feed one of them to the 3-D Wolf. Play then passes on.

**N.B.** If you land on a clock with a question mark and there are no square cards left on the table, take the cards which have been fed to Mr. Wolf and return them, animal side up, to the table.

## The winner

The winner is the first player to fill their collection board.

## Setting up - Game 2 older players

- Players choose a collection board and assemble it clock side up.
- Place the square cards, animal side up, in a pile on the table.

**N.B.** The other components are not used in this game.

## Object

To be first to fill your collection board by matching the written or digital times on the animal cards to the times shown on the clock faces on your collection board.

## To play

- Take turns to remove the top card from the pile and place it, animal side up, on the table, then look to see if any of the cards on the table show the same time as any of the clocks on your collection board.
- If you see a card which shows the same time as a clock on your collection board, turn it over to see if the position of the clock hands match.
- If they match, place the card over the clock which shows the same time on your collection board. Play then passes on.
- If they don't match, return the card to the table animal side up. Play then passes on.
- If there are no cards on the table which show the same time as the clocks on your collection board play passes on.

## The winner

The winner is the first player to fill their collection board.



© 2016 Orchard Toys Ltd.  
Wymondham, Norfolk, NR18 9SB, England  
[www.orchardtoys.com](http://www.orchardtoys.com)  
Ref: 049 Made in England  
Please retain this information for future reference.