



Components

- 1 Boardgame
- 4 3-D Barns
- 28 Animal Tokens



Introduction

Mr. Wolf is slowly creeping in the forest. "Quick, let's go home", warns one of the animals in the farm. Want to help them? Show them to the right barn before Mr. Wolf comes up the stone path.

Objective

Where's Mr. Wolf? is a cooperative game where players work together to hide all the correct animals into the correct Barns before Mr. Wolf reaches the field on the stone path.

Set - up

- Lift the board and grab the 16 Barn Tiles, 28 Animal Tokens, and 4 Barns from underneath. Replace the board; the game will be played on top of it, inside the box.
- Place the 4 Barns on the board, into their corresponding spaces. Then, randomly place the Animal Tokens in the green playing field, flower side up.
- Take the 8 Barn Tiles featuring 2 animals, mix them up, and then place one on each Barn roof so that the animals are visible. Set all the other tiles aside, they will not be used for this game (see the Challenge Variation to use the tiles featuring 3 animals).
- Place Mr. Wolf on the first stone of the path (the darkest one) that leads to the field.



Playing the Game

- The youngest player starts, and then play continues clockwise. They flip over an Animal Token of their choice, revealing the animal underneath.
- If the animal matches an animal on one or more of the 4 Barn Tiles, they put the token in the corresponding Barn through the slot (if it appears on multiple Barn Tiles, it is the player's choice to place the token in whichever Barn they'd like).

- 16 Barn Tiles
8 tiles "2 animals" (dark background),
8 tiles "3 animals" (light background)
- 1 Wooden Mr. Wolf

All players need to remember that this animal has been placed into this Barn.

- If the Animal Token does not match any animal on a Barn tile, or if it does but it has already been placed in that Barn, it is placed in the farm yard side up.
- If the token has Mr. Wolf printed on the underside, the player moves Mr. Wolf 1 space up on his path. The Mr. Wolf Animal Token is then placed back in the same spot in the field, flower side up. Remember where it is so you don't flip it again!
- Then, it is the next player's turn.

Notes

- You cannot check inside the Barns during the game; players must remember where animals have already been placed. However, players are encouraged to help each other, it's a cooperative game!
- When you think a Barn is complete, flip over the Barn Tile to its roof side.

End of Game

The game ends one of two ways:

- 1. Players believe all the Barns are full:** One-by-one the Barns are lifted to check if all the Animal Tokens correctly match the Barn Tiles. If they do, then the players win the game! Incorrect, missing, or extra animals in any of the Barns mean Mr. Wolf has won.
- 2. Mr. Wolf makes it to the field:** If Mr. Wolf makes it to the field (he moves onto the last stone of the path) before all the correct animals are in the Barns, he wins the game.

Challenge Variations

3 in a barn!

Follow the same game rules, but use the 8 tiles with 3 animals instead of the 2 animals tiles.

Farm foly

Follow the same game rules, but use all the tiles (2 and 3 animals). You can combine all the tiles as you want, as long as you follow this rule: 1 animal should not appear more than 3 times.

Solitary Farmer Variation

Play by yourself, with any 4 tiles you like, and try to get the correct animals in the Barns before Mr. Wolf arrives!

