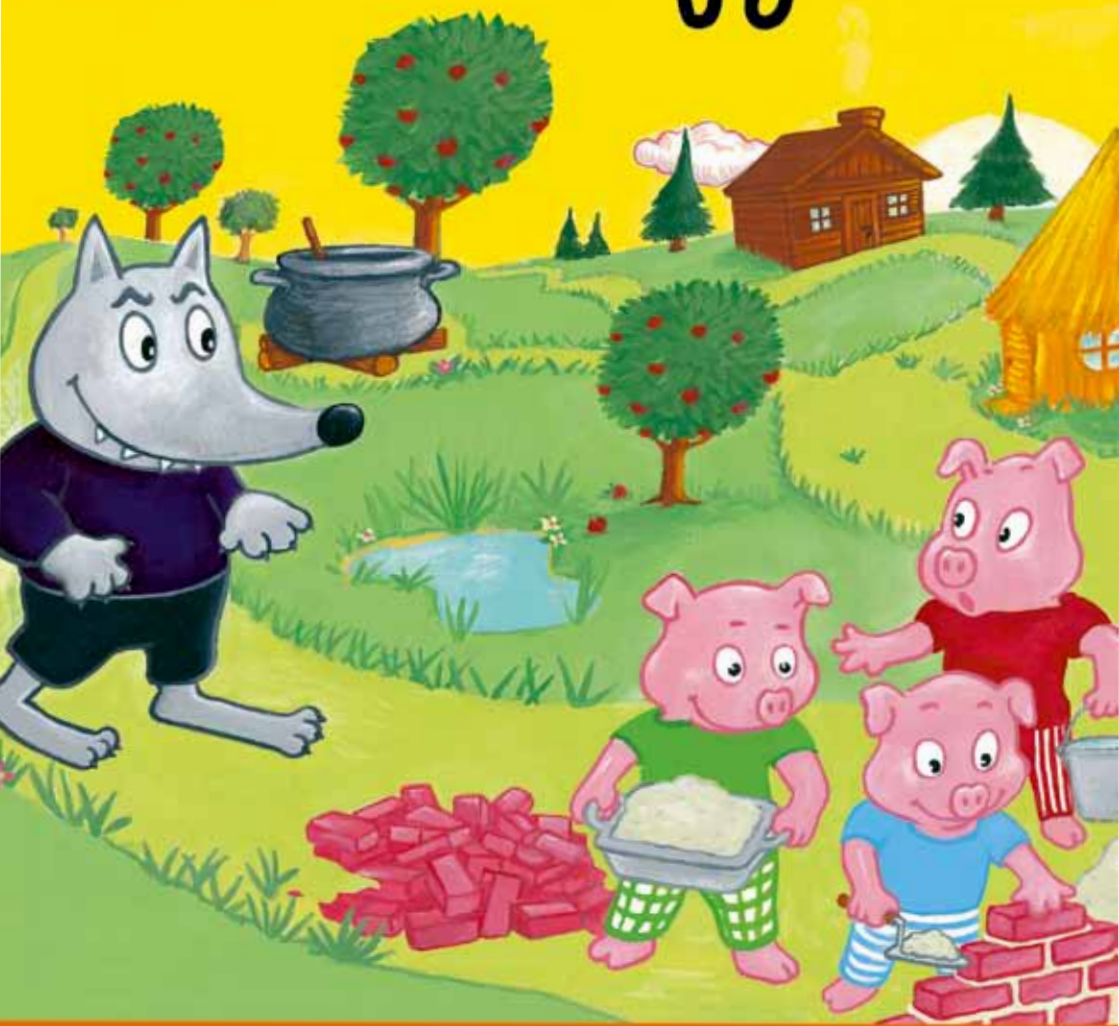


# Woofy



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# Woofy

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x 3

x 3

## A Game of cooperation

Age : 5-9 years  
Number of player : 2 to 4

### Contents

- 1 Woofy game board
- 3 differently coloured "little pig" pieces
- 1 wolf piece
- 1 cooking pot (with space for the 3 little pigs!)
- 3 dice, each the colour of one of the pigs (sides numbered 1, 2, 3, two "wolf" sides, one "house" side)
- 1 "house of bricks" to build out of four pieces



### Aim of the game

To work together to bring all 3 little pigs safely to the house of bricks (after having built it) 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. Put the foundations of the house in position.



### 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 player rolls 1, 2 or 3, the player moves the little pig by the same number of squares (see "Moving the little pigs" below).
- If the player rolls a "wolf" with the dice, the player moves the wolf instead (see "Moving the wolf" below).
- If the player rolls a "house" with the dice, he/she can either:
  - place the pig in any of the houses to keep it hidden from the wolf (if the wolf is nearby)
  - laisser le cochon là où il était placé précédemment (cela équivaut à un coup dans l'eau)
  - s'arrêter sur la case "briques" afin d'ajouter une partie supplémentaire à la maison.

Once the player has finished, it is the next player's turn.

### Moving the wolf

The wolf can only be moved clockwise around the board and only from one "wolf" square to the next. If a little pig lands on or has to go past the square with the wolf on it, 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 lands on the house when moved the number of squares rolled with the dice (the house is counted as a square).
- The player rolls a "house" with the dice.

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:

In order to add another piece to the walls or put the roof on the house, the little pig must stop on the "bricks" square, just in front of the house of bricks. This is possible when the little pig lands directly on that square or when the player rolls a "house" with the dice.

## 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 rolled with 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 player rolls 1, 2 or 3, he takes that pig out of the pot and moves it the number of squares rolled with the dice. The pig can leave from either of the two "cooking pot" squares (depending where the wolf is on the board).
- If the player rolls a "house" with the dice, the player takes the little pig out of the cooking pot and puts it in any one of the houses (see "Houses" above).
- If the player rolls a "wolf" with the dice, 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!

# Woofy

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Attention. Petits éléments. Warning. Small parts. Achtung. Kleine Teile. Advertencia. Partes pequeñas. Avvertenza. Piccole parti. Atenção. Peças de pequenas dimensões. Waarschuwing. Kleine onderdelen. Varning. Små delar. Advarsel. Små dele. Advarsel. Små deler. Внимание. Маленькие части. Προειδοποίηση. Μικρά μέρη.



Djeco  
3, rue des Grands Augustins  
75006 Paris - France  
[www.djeco.com](http://www.djeco.com)