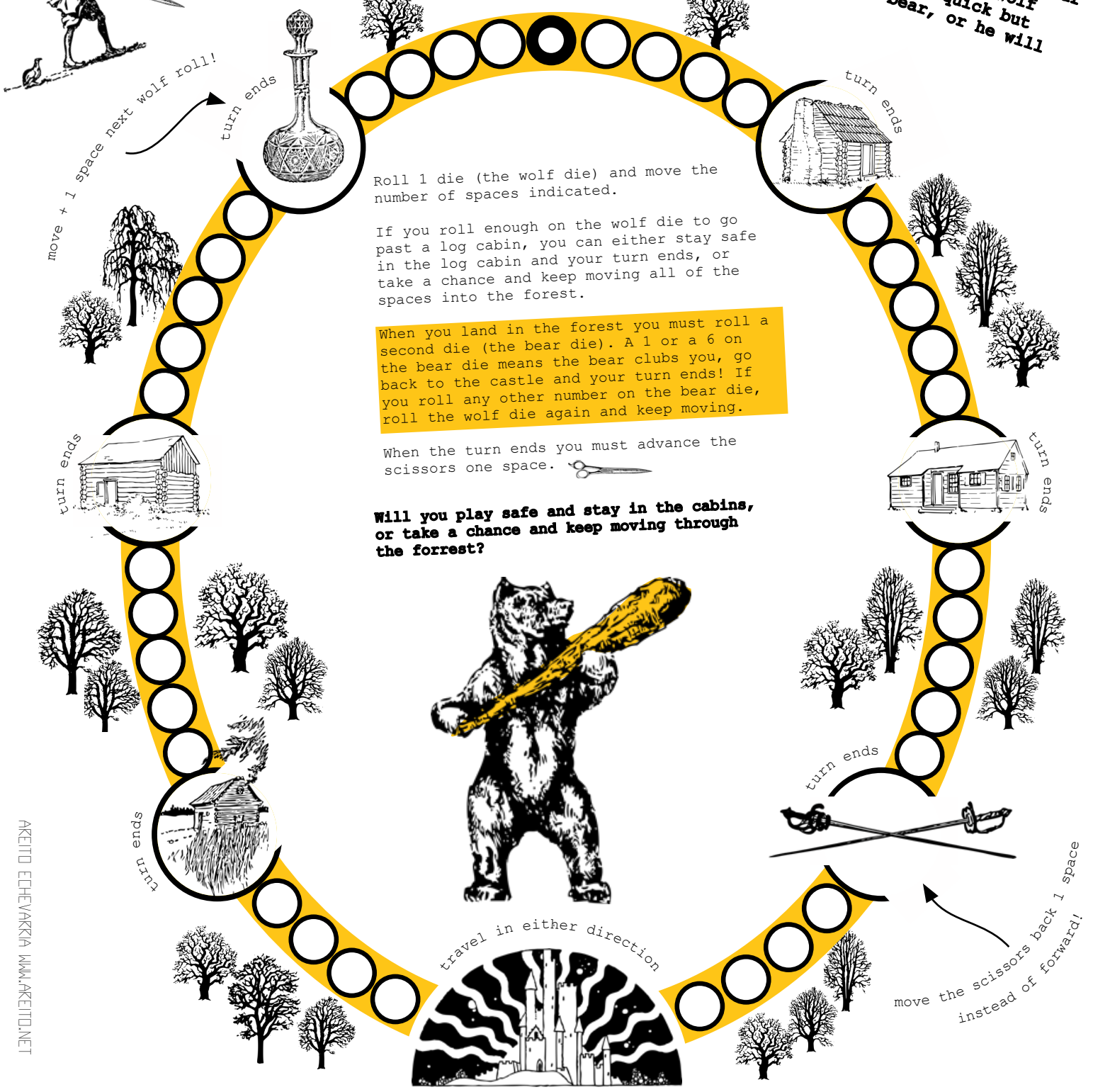
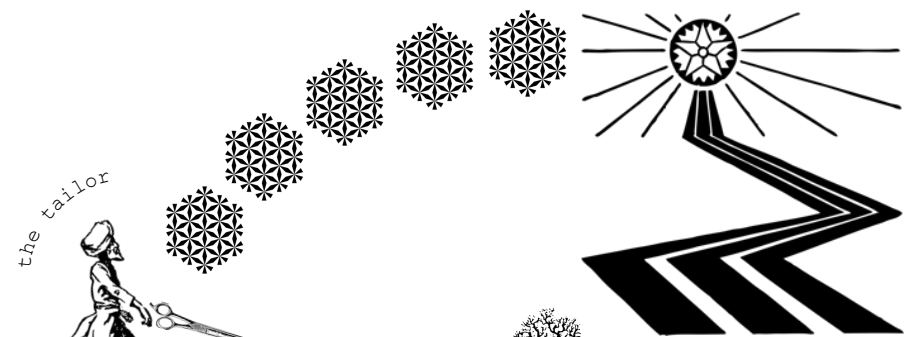


WOLF & BEAR CLUB

Win by helping the wolf escape the castle and reach the shooting star before the tailor throws his scissors and snips out the light. If the scissors get to the star before the wolf you loose, if the wolf gets there first you loose. Be quick but don't get caught by the bear, or he will club you!



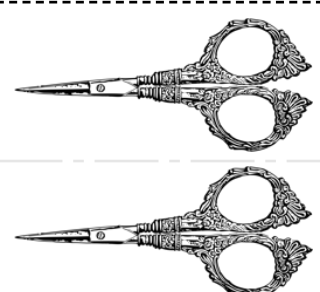
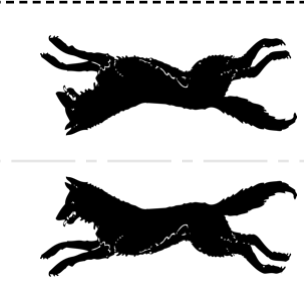
Roll 1 die (the wolf die) and move the number of spaces indicated.

If you roll enough on the wolf die to go past a log cabin, you can either stay safe in the log cabin and your turn ends, or take a chance and keep moving all of the spaces into the forest.

When you land in the forest you must roll a second die (the bear die). A 1 or a 6 on the bear die means the bear clubs you, go back to the castle and your turn ends! If you roll any other number on the bear die, roll the wolf die again and keep moving.

When the turn ends you must advance the scissors one space.

Will you play safe and stay in the cabins, or take a chance and keep moving through the forrest?



Cut out (or tear) the tokens for the wolf and the scissors. Fold in half to make tokens that stand on the board. Place the scissors on the tailor, and the wolf in the castle.

You will also need 2 six sided dice.