

Rules for 2 or 3 players

In this format, each player plays independently. The basic rules should already be familiar. The goal of the game is for each player to predict the number of tricks they will win and achieve that number. With each round, more dice are in play, and thus more tricks are possible.

In the first round, each player draws only one die. Then, each player takes turns announcing their predicted tricks (0 or 1). Now the start player rolls their only die. The others follow.

The winner of the trick is determined according to the basic rules (be sure to include 'Functions of the Dice'). The hunter dice do not form teams. Goblins may be used in each round.

Scoring

All players who guess correctly receive 10 points. For each wolf, you receive 1 additional point, even if you were wrong about the tricks you announced.

New Round

The dice are returned to the bag. Each player now draws two dice. The start player is the next clockwise player. They are also the first to announce their tricks (0, 1, or 2). The player who wins a trick begins the next trick.

Game Progress and End

An additional die is drawn per round. After 7 rounds, the dice are gradually reduced back to one.

Game sequence for 3 players: 1-2-3-4-5-6-7-6-5-4-3-2-1

Game sequence for 2 players: 1-2-3-4-5-6-7-7-6-5-4-3-2-1

After 13 (or 14) rounds, the game is over.

The player with the most points wins.

Attention!

The total number of tricks announced may never equal the number of actual tricks.

Example for 3 players in round 3: Each player has drawn 3 dice, so there are 3 tricks to be won. The first two players believe they will each win a trick. The last player may not also announce a trick ($1 + 1 + 1 = 3$). They must therefore announce 0, 2, or 3 tricks.

Overview

Dice	Pips	Function
7 White Wolves	1 - 3	Each scores 1 point
5 Gray Wolves	2 - 4	
3 Black Wolves	3 - 5	
2 Green Hunters	4 - 6	Hunters play together
2 Red Mushrooms	1 - 5	Poisons the hunters Poisons everyone
2 Orange Foxes	1 - 6	Lowest die rolled wins
2 Yellow Bees	1 - 3 1 - 3	Increases/Decreases other dice
5 Brown Wild Boars	1 - 6	No special function

Not suitable for children under 3 years. Contains small parts that may be swallowed.

Unofficial English Translation - 2025

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For 2-4 players
Ages: 8+

Rules for 4 players (basic rules)

Game components

1 sack, 4 screens, 1 rulebook, 28 dice, 4 goblins

Goal of the game

Find out who your partner is and, together (in a 2vs2 game), collect more wolves than the opposing team (8+ out 15).

Game setup

Each player receives a screen and a goblin and places them in front of them on the table. All 28 dice go into the sack. The start player can be decided by rolling dice (or randomly).

How to play

Each player takes turns drawing 7 dice from the bag and places them carefully behind the screen so that no one else can see them. The starting player goes first, choosing any one of their dice and rolling it in the middle of the table. The following players react in clockwise order, also rolling a die. The winner of the trick collects all 4 dice and places them in front of them where everyone can see them, and starts the next trick. Generally, the die with the highest number of pips showing wins. The new lead player then chooses a remaining die and rolls it in the middle of the table. This continues until all dice are used and 7 tricks have been played.

Dice Functions

The players who drew a green hunter play together and have the supposedly strongest dice (pips from 4-6). The other two non-hunters (forest dwellers) play together. The identity of your teammate is revealed during the game (like the card game 'Doppelkopf'). There are two types of dice that can help counter the hunters.

First is the red fly agaric (mushroom). If this is in a trick with a hunter's die, the stupid hunter is always poisoned and the hunter's pips do not count. If the mushroom symbol is rolled, all other animals in the trick are also poisoned. The mushroom symbol therefore represents an automatic win.

The second is the clever orange fox. If this is in the trick, the die with the lowest pip value wins, unless a second fox is in the same trick. Then, both foxes cancel each other and the highest pip value wins as normal.

The helpful yellow bee strengthens/weakens dice. AFTER it has been rolled, it is placed on the table near another player, even if they haven't yet rolled. The selected player's die is then either increased by 1-3 pips (green) or decreased by 1-3 points (red). This means that pip values below 0 are also possible. Brown wild boars have no special function.

An overview of the dice and their functions are on the back.

Scoring

At the end of the round, the team's tricks are pooled together. However, only the wolves count towards scoring. There are 15 wolves in total (7 white, 5 gray, 3 black). Each is one point. The team with 8 or more wolves wins. Both winners are given the corresponding number of points (number of wolves).

Attention!

Ties: In the case of a tie, the first die rolled **ALWAYS** wins (even if foxes are involved in the trick).

Goblins: Each player has a goblin that should be placed in front of their screen, clearly visible. Each player may use their goblin once during the 7 tricks. If someone uses their goblin, it affects the **MOST RECENTLY** rolled die (regardless of who played the goblin). The owner of this die must reroll it. This can be your own die. Multiple goblins may be consecutively played on the same die. However, a goblin may **NOT** be used on the mushroom symbol. After use, the goblin is turned over.

Double-barreled shotgun: If a player draws two hunters, they immediately announce it by saying "double-barreled shotgun!" They play alone against the other three forest dwellers and take the goblin from the forest dweller sitting opposite them. This way, each team has two goblins available to them. The goal of each forest dweller is to collect **MORE** wolves than the double-barreled shotgun hunter.

If all three forest dwellers succeed, they each receive 10 points. If at least one of the three forest dwellers fails, **ONLY** the double-barreled shotgun hunter wins and receives 10 points.

New round

All dice are placed back in the bag. Each player draws 7 dice again. Any used goblins are reactivated (flip face up). The new start player is the next player in clockwise order from last round's start player.

End of the game

The first player to reach 50 (or 100) points wins.

Expansion

Experienced and professional Wölfe players should try out these additional rules. Those who are creative enough can, of course, add their own rules!

Stalk: A player who draws both hunters may stalk instead. This means they do **NOT** initially announce that they have both hunters in hand. The hunter still needs to collect more wolves than each individual forest dweller.

Examples:

A) *The stalking hunter on the prowl has 5 wolves. The forest dwellers have 4, 3, and 3 wolves. In this case, the hunter wins and receives 10 points.*

B) *The stalking hunter on the prowl has 7 wolves. The forest dwellers have 7, 1, and 0 wolves. The forest dwellers win and receive 10 points.*

Rabies/Hunting Fever: Before any player rolls their first die, they may declare "Rabies" as a Forest Dweller or "Hunting Fever" as a Hunter. This increases their team's score by 5 points in the event of a win. However, the other team's score is increased by 10 points if they win. If both teams declare their challenge consecutively, the winner receives 15 more points (10 + 5).

Hunter Caught: If the forest dwellers are victorious, they receive 2 additional points for each hunter die they capture.

Wolf Pack: A trick with 4 wolves doubles the winner's points (no matter who won the trick). A second wolf pack triples the result.

Halali: If a team doesn't win a single trick, the tables are turned. That team receives 15 points (instead of the supposed winning team), because there's actually a hunting break, right? As far as I know, it's mating season right now...