

ROUNDS AND HOW THEY END:

The game plays over the course of 4 rounds. Players will collect points at the end of each round then tally the total after 4 rounds.

There are 3 ways a round can end.

- #1 - If there are no Wolves left in the deck.
- #2 - If there are "only" Wolves left in the deck.
- #3 - When a player reaches/exceeds 20 points.

Example Score Pad
(Does not come with the game)

	Henry	Liana	Steve
Round 1	8	0	6
Round 2	15	23	17
Round 3	0	5	4
Round 4	21	6	W
WOLF	W		W
TOTAL	42	34	39

4 rounds total

1

Everytime a player flips a WOLF card while having no materials, mark a "W" under their name. Each "W" counts as -2 points towards the end of the 4 rounds.

SIDE NOTE:

When playing with a competitive group, we recommend changing the "W" into -4 instead.

2

After the round ends, add your total collected materials. This will be your total points for that round.

3

Tally up the total from each round and then subtract -2 points for each "W" on your score block. This will give you your total points. The player with the most points wins the game!