

# THE GAME OF WOLF

CHOOSE YOUR **PACK** WISELY



## OBJECTIVE:

Be the player or team with the most points after three full rounds of play.

## SET-UP

Place the question cards, two answer boards and dry erase markers within reach of all players. Assign one person to keep score with the score board.

## SELECT “THE WOLF”

The player whose birthday is coming up next gets the first assignment as *The Wolf*.

**OK, LET'S PLAY!** →



**INCLUDED:** 250 - Question Cards, 1 - Score Board,  
2 - Answer Boards, 3 - Dry Erase Markers, Instructions



## GAME PLAY

### 1. READ THE SUBJECT OUT LOUD

The player to the left of **The Wolf** selects a question card and reads only the subject aloud to all players.

**Note:** the reader also participates in each game.

**CLASSIC BOARD GAMES** ← SUBJECT

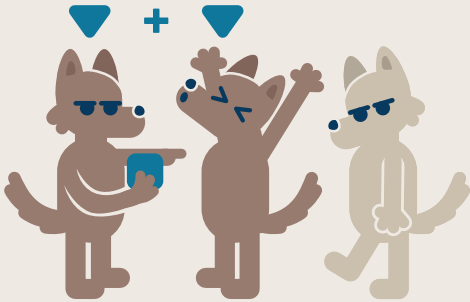
**Q: NAME THE BOARD GAME BASED ON ITS TAGLINE:**

1. "The Original Trivia Game"
2. "The Game of Global Domination"
3. "The Game That Ties You Up in Knots"
4. "The Game of Unspeakable Fun"
5. "The Game of Sweet Revenge!"

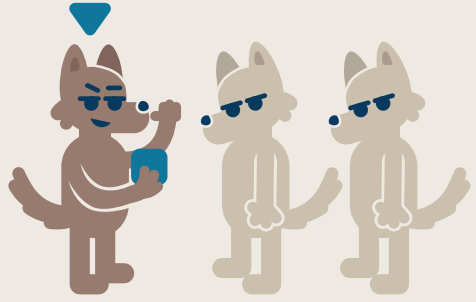
**TIEBREAKER:** In US dollars, how much did the inventor of Operation sell the game rights to Milton Bradley for in 1964?

**The Wolf** now has two options:

1. Choose a pack member they think is knowledgeable in the subject...
- OR**
2. Play as the **Lone Wolf** for a chance to earn *double* the points.



If **The Wolf** chooses a pack member, the remaining players who are not chosen form a team against **The Wolf Pack**.



If **The Wolf** decides to play as a **Lone Wolf**, then all players play against **The Wolf**.

**Note:** for games of 6 players or teams, **The Wolf** can pick two pack members.



## GAME PLAY (CONT')

### 3. WRITE ANSWERS ON THE TEAM'S BOARD

Now that teams are selected, the five questions and tiebreaker question are read to all players. The teams work together to write down the answers to each question and a number for the tiebreaker question on their answer boards.

### 4. REVEAL ANSWERS AND MARK THE SCORE

Once all teams have completed their responses, the reader reveals the answers to all players. The team or **Lone Wolf** with the most correct answers out of five wins the points for that game. In the event of a tie, the team with the closest number to the tiebreaker question wins. The scorekeeper then marks the points for each winning team member on the score card according to the table below.

Go to the next question, the previous reader now becomes **The Wolf**, and continue play until each person has been **The Wolf**. This completes one round. The group will play two more rounds with the point values outlined in the scoring table below.

## SCORING

	ROUND 1	ROUND 2	ROUND 3
LONE WOLF (WIN)	2	4	8
PACK OF 2 OR 3 (WIN)	1	2	4
LONE WOLF (LOSE)	-1	-2	-4

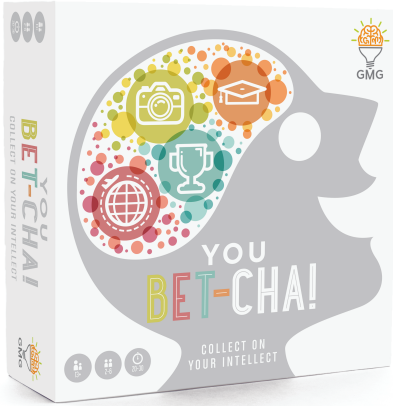
POINTS PER PLAYER

## GAME PLAY TIPS

- To move game play along, allow teams 20 seconds to decide on an answer for each question
- Use a separate piece of paper and pen to share ideas with your teammates incognito
- When scoring, a player's score cannot go below zero (i.e. there are no negative scores)
- Generally, spelling doesn't matter, unless it is way off!



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