


WOLF
in the
FOLD



A Game by K. Bradley Washburn

WOLF in the FOLD

1-4 Players

<30 Minutes

Game Components

- 77 hex tiles
 - 34 sheep (18 single sheep, 10 sheep with lambs, 6 black sheep)
 - 34 fences (18 straight fences, 12 tri-corner fences, 4 star fences)
 - 3 shepherds
 - 6 wolves



Objective

Wolf in the Fold is a tile-laying game of player cooperation. There are two teams: a team of players and a team of wolves.

The goal of the game is to lay tiles in such a way so that the player team gains more points from sheep tiles than the wolf team.

Set-up

Shuffle the hex tiles and place them face down in a stack. Turn over the top tile in the stack and place it on the playing surface as the starting tile.

How it Works

Players take turns drawing the top tile from the stack and placing it on the playing surface. Tiles must always be placed so that they touch at least one other tile, and so that no empty spaces become fully enclosed by tiles.

Players gain points from sheep tiles which are fully-enclosed inside fences.

Wolves gain points from sheep tiles in herds which are touching wolf tiles.

Fence tiles are placed so that the white lines representing the fences are touching each other. If the fence lines on two tiles are not touching, the fence is not complete. Any sheep enclosed inside an incomplete fence do not count when adding player points.

Herds of sheep are formed when two or more sheep tiles are placed so that they directly touch each other. If two groups of sheep are separated by a fence, they are not in the same herd.

When a wolf tile is drawn, it must be placed next to a herd that is not already touching a wolf tile. If all herds are fully enclosed by fences, the wolf tile is shuffled back into the tile stack and drawn again at a later time.

When a shepherd tile is drawn, he may be placed next to any herd which is not fully enclosed by a fence. He then helps defend that herd against wolves. If all herds are fully enclosed by fences, the shepherd may be placed near a fence and sheep tiles may later be placed next to him to protect them from the wolves. The game ends when all tiles in the tile stack have been placed on the playing surface.

Scoring

At the end of the game, the players count the amount of sheep which are fully enclosed in fences. Sheep tiles with lambs count for 2 points, single sheep count for 1 point, and black sheep don't count for any points.

If any herd with a wolf tile is enclosed in fences the players receive no points for that herd, unless there is also a shepherd inside the enclosed fence.

Players then receive half of the points (rounded up) for that herd. Wolves receive the points (rounded down) for the other half of the herd.

Players then count all of the sheep in the herds which have been attacked by wolves. Sheep tiles with lambs count for 2 points; single sheep and black sheep count for 1 point. If any of the attacked herds were also next to a shepherd, the wolves only get half of the points (rounded down) for that herd.

The team with the most points wins.

Alternate Rules for Scoring

Players compete against each other for points, and wolves receive no points. All other rules relating to the wolves apply. Each player who fully encloses a herd of sheep inside fences receives the points for that herd. Black sheep are worth 10 points if fenced. The player with the most points wins.



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