

## COMPONENTS:

- 1 game board
- 12 animal standees
- 12 transparent holders
- 4 pieces of path (bushes and tree stumps)
- 1 wolf with a hat
- 1 dice
- rules

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For 2 to 4 players  
ages 3 and above  
Playing time: 10 min.

# HUSH AND RUSH

The forest animals play exuberantly until late afternoon. Now they need to get home, but a wolf is sleeping by the wayside. Can they get past him unnoticed?

## OBJECT OF THE GAME

Get your 3 animals past the wolf without being discovered.

## SETUP

Randomly insert all 4 pieces of path (bushes and tree stumps) from beneath into the game board. They form 8 hideaways. Then place the game board on the table in easy reach of all players. Place the wolf in its designated position and put the hat on his head so that it covers his eyes.

Each player chooses a set of 3 animals of different shape but same color and places them beside the game board opposite the wolf. The player, who was last in a forest, starts the game.

## CANIS LUPUS

While the wolf survived in eastern and southern Europe, it was wiped out in western Europe, including Germany, in the mid-19th century. The „last wolf in Austria“ was shot in 1882. However, especially in the last 20 years, the European wolves (*Canis lupus*) have been returning to the areas of Europe they used to inhabit.

From Abruzzo (Italy) via the Po Valley, they migrated back to the French Alps at the end of the 1990s. Wolf families have also been living in Switzerland since 2012. In Germany, the wolf has re-established itself since the year 2000. Since then there has been regular offspring. In Austria there were cubs for the first time in 2016. In total, more than 17,000 wolves currently live in Europe (excluding Russia).



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## HOW TO PLAY

The game is played clockwise. The active player rolls the dice and performs the rolled action.

## DICE ACTIONS

**1, 2 or 3:** Move 1 of your animals as many steps forward on the path as shown on the dice.

*Choose with caution, because each animal can only hide from the wolf behind a bush of his shape or behind a tree stump.*

**Eyes symbol:** The wolf wakes up! Any animal that is not hiding behind a bush of its shape or a tree stump will be startled and runs back to the starting point, from where it must try to sneak past the wolf again.

### Animal movement:

- A player can only move one of his animals per turn.
- All the steps shown on the dice must be taken forwards.
- Only the wolf can send an animal backwards (to the start).
- If an animal gets past the wolf and the player has steps left, these are forfeited.
- There is no limit to the number of animals per space.

## END OF THE GAME

The first player to sneak his 3 animals past the wolf wins and ends the game.

## GAME VARIANT FOR YOUNGER PLAYERS

- When the wolf wakes up, the unhidden animals do not return to the very beginning, but go back only to the nearest suitable hideaway.
- For a shorter game: You can choose to end the game after a player has successfully snuck 1 or 2 of his animals past the wolf.

