



For 2–4 players
from 3 years of age.
Duration: 10 minutes.

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HUSH IN RUSH

The forest animals were playing outside and did not notice when evening fell. Now they have to return home, but a wolf somehow fell asleep on the path. How can they get past without being noticed?

An entertaining game for young players:

- teaches shape recognition
- develops fine motor skills
- encourages making basic tactical decisions

CONTENTS

- 1 game board
- 12 animals (4 sets of 3)
- 4 parts of paths (bushes, stumps)
- 1 wolf with a hat
- 1 die
- The rules

Goal of the game

Help all three animals return home without being seen by the wolf.

Preparation

Randomly insert all four parts of the path (bushes and stumps) on the board. They will form eight hideaways. Then put the board in the middle of the table so that each player can reach. Place the wolf in its position and put the hat on it so that it covers its eyes.



Each player chooses a set of three different animals in matching colours, and puts them beside the board opposite the wolf. Then the die is placed next to the animals.

How to play

The player who most recently visited a forest begins.
The rest take their turn in clockwise fashion.

The first player rolls the die.

If the player rolls the die to show points (1, 2 or 3), he or she must take one of his animals and move as many steps as are shown on the die. Choose with caution, for each animal can only hide from the wolf behind a bush of his shape or behind a stump.

IMPORTANT:

- a player can only move one animal during his turn;
- it does not matter if there is another animal on the same spot, other animals can fit as well;
- any animal can hide behind a stump;
- if an animal hides behind a bush of a different shape, he might be spotted by the wolf!

If the player rolls the die to show the eye symbol, the wolf is waking up! All animals that are not behind a stump or a bush of their shape are frightened away, run back to the start, and have to begin again.

The end of the game

The game ends when one of the players succeeds in returning home with all three of their animals.

For a faster game: the game ends when one of the players succeeds in getting at least one of their animals home.

