wolle

2 - 6 | 5 min | 8+

SUBJECT

Give **1 game sheet to each player** and get the pen and the die ready. If possible, play with one pen each. The sheets have two sides showing a yellow carpet (**A**) and a blue carpet (**B**). Make sure that everyone **plays on the same side**. For the first game we recommend using side **A**.

Each of you has to draw 6 circles around dots highlighted by **dark shadows**. These symbolize valuable porcelain cups, which unfortunately stand on the carpet.

Example: Drawn cups

Now shuffle the sheets and deal them out again.

OBJECT OF THE GAME

Unroll your wool thread cleverly and lure your cat to as many objects as possible without knocking over the precious porcelain cups. **The more items you collect, the more points you will score at the end of the game.**

❶

GAMEPLAY

**Each turn, the die is rolled exactly once.
The result is used by all players.**

Now unroll your wool thread on the game sheet: **Draw the thread for as many dots as the number on the die indicates. In the first turn, the thread starts just below the wool yarn, then you always continue from the place where you ended up in your previous turn.**

Note:
- You must draw **in a straight line from dot to dot**. You may do a right angle bend once every turn.
- **Each segment between two dots may only be used once.** You may **cross over** your thread, but the crossing still counts as a step.
- You may draw through the objects (🐭 , 🧦 , ✈ and porcelain cups). **Building blocks are obstacles** that you can't pass through!

You must **always draw exactly as many segments as the die shows.** If you can't do that or don't want to do that, you'll have to pass.

Example: A 6 was rolled in the first turn and the thread was drawn 4 segments to the right and two segments down (black line). Now a 4 is rolled and the 6 colored lines show all possible ways to continue your thread.
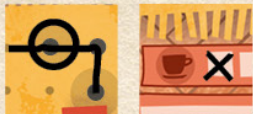

Examples: allowed   allowed   not allowed

If you reach one of the items (🐭 , 🧦 , ✈), with your wool thread, mark it in the **collection bar** on the bottom of the sheet by **checking the next free box** in the respective row (start from the left).


Example: You have reached your first mouse and marked it in the collection bar.

If you **draw over a cup**, you have to **check a box** in the cup-row :

Example: You drew through a cup and marked it in the cup-row.

If your wool thread reaches the end with the **cat's paw, you may decide to end the thread here** (this is the only time you may draw less segments than you have to). Check the respective box . You will score 5 extra points at the end of the game, but you cannot extend your thread any more.
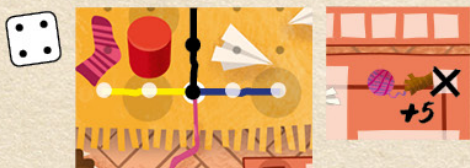
Example: You may end your thread at the cat's paw and check the box (black line). However, you may also take a turn and continue your thread as usual (colored lines).

ACTIVATING THE TIMER

After any player has collected their first set of items , all players have to activate the timer. Cross off the hourglass !

From now on **all of you** will have to check the timer in all subsequent turns.

CHECKING THE TIMER (ONLY AFTER THE TIMER HAS BEEN ACTIVATED)

Compare the die roll to the topmost unchecked number on the timer. If you rolled **equal or higher**, you have to **cross off** this number before you extend your thread as usual.

END OF GAME AND SCORING

The game ends after the turn in which the last number on the timer has been crossed off. The game also ends after any turn in which no player can or wants to extend their thread.

POINTS

- You score **1 point for each collected item** .
- For each **set of items** (+ +) you gain the **number of points indicated below the set.**
- You score **5 points extra if you end your thread at the cat's paw.**
- You will **lose 2 points for each cup you knocked over.**

The player who scored the most points wins the game. In case of a tie, the player who collected the most items wins.

SCORING EXAMPLE

5 mice, 6 socks, 2 paper airplanes, 2 sets, 2 knocked over cups, thread ended at cat's paw.

EASIER VARIANT FOR THE FIRST GAME

To make the game easier, you can choose not to draw the porcelain cups. Another option is to let new players ignore the penalty for knocked over cups.

GAME VARIANT WITHOUT CROSSING

Play the game exactly as described, but with the restriction that you must never cross your thread.

A huge thanks to all playtesters!