

WOOF!



How-To-Play Videos



More Languages

Done playing? Pass Woof on to someone else!

1st owner

2nd owner

3rd owner

Product End-Of-Life:

If Woof is no longer playable due to the wear and tear of years of gaming fun, you can easily recycle the game vox and other cardboard components.



INTRODUCTION

A tactical bluffing game for brave dogs and sly wolves.

Welcome to Woof! In this game, it's all about nerves of steel and reading your opponents. Can you bluff or will you get fooled? Collect the most points by protecting herds or by stealing them right from under your opponents' noses!

duration



15-25 M.

players



2-5

age



8+

BOX CONTENTS



46 Woof! Action Cards



62 Meehh! Herd Cards

SETUP

Starting cards: Give each player the 4 different action cards: 1 Shepherd, 1 Wolf, 1 Knight, and 1 Bluffing Pig. This is your starting hand, which must be held hidden (face-down) from other players.

Create piles: Shuffle the remaining action cards and the herd cards separately from one another.

The playing field:

- ◆ Place the herd deck face-down on the table.
- ◆ Place 2 herd cards face-up next to the deck. This forms the "central herd".
- ◆ Place the remaining action cards face-down on the table as a draw pile.

The knight rule: Important! There are no knights in the draw pile. Each player receives exactly one at the start of the game and must make it last the entire game!



Diagram: 4-player layout example

HOW TO PLAY

Play proceeds clockwise.

On your turn, choose one of the following three actions:

1 WOOF! (Claim the central herd)

You want to grab the face-up herd cards on the table.

Shout "WOOF!" and place an action card face-down in front of you.

- ◆ **The Truth:** Only a Shepherd is allowed to claim the herd.
 - ◆ **The Bluff:** You can play any other card instead and pretend it's a shepherd.
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2 WOLF! (Attack other players)

You attempt to steal one herd card from every single opponent. Shout "WOLF!" or howl and place an action card face-down in front of you.

- ◆ **The Truth:** Only a Wolf can steal cards.
 - ◆ **The Bluff:** You can play any other card instead and pretend it's a Wolf.
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3 DRAW (Replenish your hand)

Draw a card from the action deck.

Important: Immediately draw a new herd card from the herd deck as well and add it face-up to the central herd on the table.

- ◆ **Hand limit:** You may hold a maximum of 6 action cards in your hand.

CHALLENGES AND OUTCOMES

As soon as you shout “Woof” or “Wolf” (or start howling), other players can decide to challenge you if they don’t believe you.

Cost of a Challenge: It costs 2 Action Cards (of your choice) to challenge a player. This can be done entirely by a single player, or two players can team up and chip in one card each. These challenge cards are placed face-down.

Exception (The Knight): A Knight can perform a challenge completely on his own and is played face-up immediately. This means it only costs that player one instead of two cards.



Outcomes of the WOOF Action:

- ◆ **Nobody challenges:** You claim the face-up herd cards and place them face-down on your own herd pile. Your played Action Card goes face-down to the discard pile.
 - ◆ **Challenge - No bluff (You played the Shepherd):** You claim the central herd and place it face-down on your own pile. All played cards (your Shepherd and the challenge cards) go to the discard pile.
 - ◆ **Challenge with a Knight:** The Knight blocks the Shepherd. You do not get the herd. Your Shepherd, the Knight, and the face-up central herd all go to the discard pile. The central herd is immediately replenished back to 2 cards.
 - ◆ **Challenge - You bluffed:** You do not get the herd. Your Action Card goes to the discard pile. The player(s) who performed the challenge may place their played challenge cards face-down on top of their own herd pile. These are worth 3 points each.
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Outcomes of the WOLF Action:

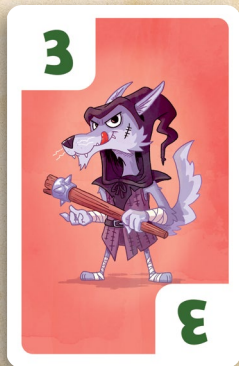
- ◆ **Nobody challenges:** All other players must hand the top card of their own herd pile over to you. Place these face-down in your own herd pile. Your Action Card goes face-down to the discard pile.
- ◆ **Challenge - No bluff (You played the Wolf):** The attack is effective, but the defenders have "sacrificed" themselves. All played cards (your Wolf and the challenge cards) go to the discard pile. The defenders lose their played cards but do not have to give up a Herd Card.
- ◆ **Challenge with a Knight:** The Knight blocks the Wolf. You do not get any cards from the other players. Your played card (Bluff or Wolf) goes to the discard pile along with the Knight.
- ◆ **Challenge - You bluffed:** The attack fails. Your Action Card goes to the discard pile. The challenger(s) place their played challenge cards face-down on top of their own herd pile (worth 3 points each).

THE ACTION CARDS



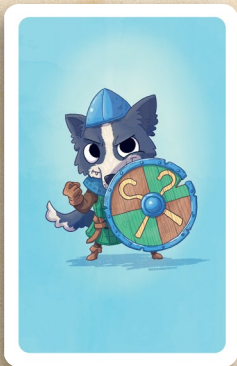
Shepherd

The only card that can rightfully claim the central herd.



Wolf

The only card that attacks all other players simultaneously.



Knight

Can block a Shepherd or a Wolf. He is the only character who can perform a challenge entirely alone (using only 1 card). Played face-up.



Bluffing Pig

Has no special abilities of its own; purely meant for bluffing.

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- ◆ Note: Any Action Card can always be used to perform challenges or to bluff.
 - ◆ A player never has to reveal which hidden Action Cards they used to perform a challenge.

EXAMPLES

WOOF! SCENARIO (3 Players):

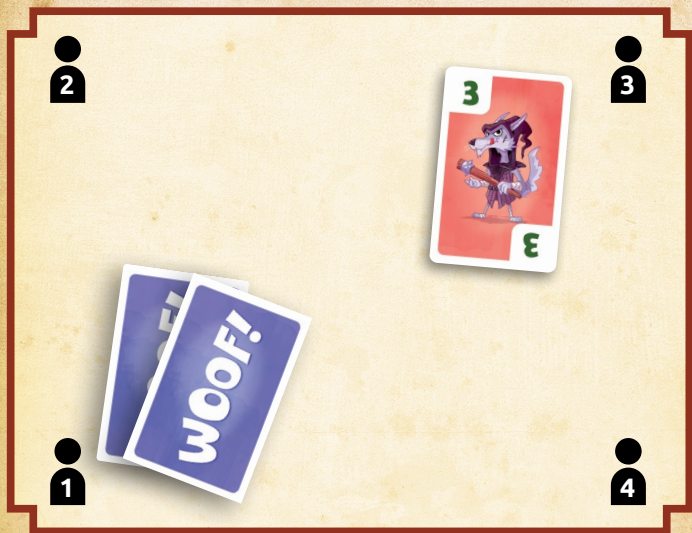
There is a central herd worth 9 points on the table. Player 2 shouts "WOOF!" and places a card face-down. He is bluffing with a Pig. Player 1 and Player 3 don't trust him and each play one Action Card to challenge. Player 2 reveals the Bluffing Pig.



Result: The Pig goes to the discard pile. Player 1 and Player 3 place their challenge cards face-down on top of their own herd piles (earning 3 points each). The central herd of 9 points remains on the table.

WOLF! SCENARIO (4 Players):

Player 3 shouts "WOLF!" and places a card face-down. It's a real Wolf. Player 1 doesn't believe it and puts down two Action Cards to challenge. Player 3 reveals the Wolf.



Result: The Wolf and Player 1's two challenge cards go to the discard pile. This stops the attack for everyone, but player 1 has lost both cards used to challenge.

KNIGHT SCENARIO (2 Players):

There is a herd worth 6 points on the table. Player 1 shouts "WOOF!" and plays a Shepherd face-down. Player 2 immediately plays a Knight face-up to challenge.



Result: Because the Knight was played, the Shepherd, the Knight, and the central herd of 6 points all go to the discard pile. Two new Herd Cards are placed face-up.

END OF THE GAME

- ◆ The game ends immediately as soon as either the Herd Deck or the Action deck runs completely empty.
- ◆ Each player counts the points from their collected Herd Cards + any extra Action Cards (worth 3 points each) sitting in their herd pile. Cards left in your hand do not count toward your score.
- ◆ The player with the most points wins!
- ◆ In case of a tie, the player with the highest total number of cards in their herd pile wins. If it's still a tie, the victory is shared!





CREDITS

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Actions

- ◆ **WOOF!:** Attempt to claim the face-up Herd Cards on the table. Only the Shepherd tells the truth.
- ◆ **WOLF!:** Attempt to steal 1 Herd Card from ALL opponents. Only the Wolf tells the truth.
- ◆ **DRAW:** Draw 1 Action Card. Immediately add 1 new Herd Card to the central herd. (Max. 6 cards in hand).

The Herd

The central herd always starts with 2 Herd Cards and is instantly replenished back to 2 whenever it runs completely empty.

Challenges & Costs

Challenging can be done by playing a Knight face-up, or by playing two face-down Action Cards (by a single player or split between multiple players).

Outcomes:

Action:	WOOF!	WOLF!
No Challenge	You claim the central herd.	You steal 1 herd card from everyone.
Challenge: No Bluff	Shepherd played. You claim the central herd. The shepherd card goes to the discard pile.	Attack stops; Wolf and challenge cards go to the discard pile.
Challenge: Knight Played	Shepherd blocked; Shepherd, Knight, and Herd Cards go to the discard pile.	Wolf blocked; Wolf and Knight go to the discard pile.
Bluff Caught	You get nothing. Bluff card goes to the discard pile. Challengers add their challenge card(s) to their own herd pile.	Attack fails. Bluff card goes to the discard pile. Challengers add their challenge card(s) to their own herd pile.

The game ends immediately as soon as either the Herd deck or the Action deck runs empty. Count the total of your herd points + any action cards earned. Cards left in your hand do not count. The player with the highest score wins!