

Spacewolves!

In the year 1999, mankind will venture into space, seeking new horizons. Instead, they will find nothing but their oldest enemy... wolves! Now, those who embarked on that fateful journey must retreat back to Earth... before they're devoured alive by Spacewolves!®

Players: 3-4

Approximate Playtime: 15-45 minutes

Ages: 12+

Pieces: 12 numbered tiles (1-6, 2 each), 1 Earth tile, 1 *Spacewolves!*® tile, 1 Asteroid Field tile, 1 Space Station tile, 1 Tandem Warp tile, 3 six-sided dice, 3 of each color spaceman (red, yellow, blue, and green).

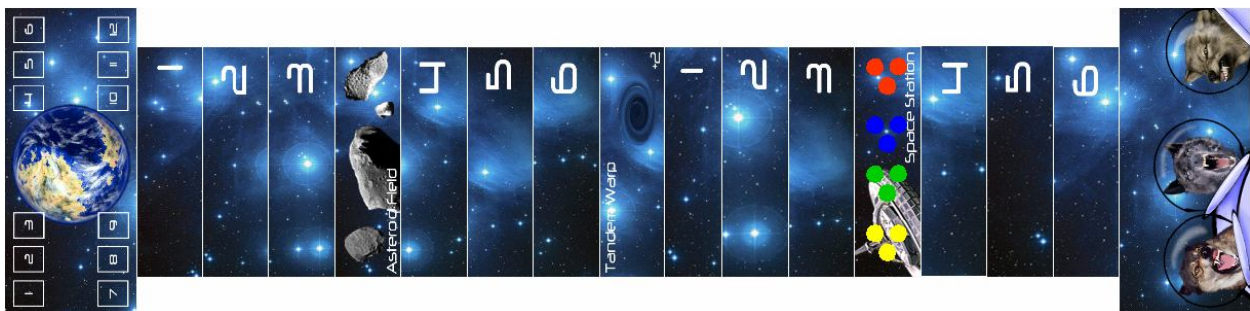
"If you pick up a starving dog and make him prosperous, he will not bite you. This is the principal difference between a dog and a Spacewolf®. ~Space Mark Twain

Overview:

Spacewolves!® is a game in which players compete to escape from the ravenous *Spacewolves!*® by making their way towards safety on planet Earth as quickly and with as many pieces as possible. Players move their pieces and their opponents' pieces backwards and forwards across the board – it is up to them whether they choose to help each other out or throw each other to the *Spacewolves!*®

Setup:

Place the game tiles as shown in the following diagram:



Starting from the Earth Tile and going towards the *Spacewolves!*® Tile, the numbered tiles should count from 1 to 6 twice. The Asteroid Field is placed between the 3 and 4 closest to

Earth. The Space Station is placed between the 3 and 4 closest to the *Spacewolves!*[®] The Tandem Warp is placed between the 6 and the 1, in the center of the board.

Each player chooses a color and places three spacemen of that color on the Space Station. Players roll a die to see who will go first (highest roll). Play will proceed clockwise in each round.

Playing the Game:

A round consists of three movement phases, followed by a Space Shift. The first phase, Spaceman Phase, always occurs. In this phase, players will move pieces (their own and their opponents') backwards and/or forwards. The second phase, Mission Control, does not begin until the first player reaches Earth. In the second phase, players move pieces forward. The final phase, *Spacewolf!*[®] Phase, does not begin until the first player falls to the *Spacewolves!*[®] In the final phase, players will move pieces backwards. In all phases, the special (non-numbered) tiles affect the potential movement of the pieces.

Spaceman Phase:

The Spaceman Phase always occurs while there are player pieces on the moving tiles (i.e., all tiles other than the Earth tile and the *Spacewolves!*[®] tile). When all pieces have been moved to either the Earth or the *Spacewolves!*[®] tiles, gameplay ends. The Spaceman Phase proceeds thusly:

The first player rolls 2 dice. The player chooses one die, and moves one of his *own* spacemen forward *or* backward by the number shown. He then moves one of his *opponents'* spacemen forward *or* backward by the number shown on the other die. If there is a legal move available to the player, he must make it, even if this involves moving an opponent forward. Play proceeds clockwise, and the phase ends once everyone has rolled.

* If a player rolls doubles in the Spaceman Phase, he does not move pieces forward or backward. Instead, he chooses either to do nothing or to swap the two tiles (and all Spacemen on those tiles) whose numbers match the number on the die faces. For instance, if the player rolls double 5's, he may choose to swap the two "5" tiles, or do nothing.

* If a player cannot move a piece backward by the exact number shown by the die, he may not move that piece backward at all (unless he is moving it into the Asteroid Field). For example, a player who rolls a 5 cannot move an opponent who is two tiles from the *Spacewolves!*[®] any further back. (A player cannot be moved directly onto the *Spacewolves!*[®] tile at all - see "Space Shift" and "Earth and *Spacewolf!*[®] Tiles.")

* A player does not need an exact number in order to move forward onto the Earth tile. For instance, if a player is two tiles away from the Earth and rolls a 5, he may use that roll to proceed onto the Earth. If he is two or fewer tiles from Earth, he may also use the Tandem Warp tile to reach Earth.

* Once all of a player's pieces have been moved to either the Earth tile or the *Spacewolves!*[®] tile, that player no longer takes a turn during the Spaceman Phase, acting only during the other phases.

* Special tiles affect play in the Spaceman Phase in the following manner:

- *The Space Station*: players cannot move opponent's pieces during this phase if those pieces are on the Space Station. This means that the very first player will not be able to use his opponent die on the first turn, since all players begin on the Space Station.

- *The Tandem Warp*: whenever a player lands directly on the Tandem Warp, he can choose to move ahead two additional spaces, but only if he also moves any opposing piece (not in the Space Station) ahead two spaces as well (unless there is no piece other piece that can be legally moved; in this case the player may warp alone). This also applies any time a player is moved onto the Tandem Warp by an opponent, potentially allowing players to set up mutually beneficial warp chains. The player whose piece is being moved makes the decision whether and whom to warp. However, if a player lands on the tandem warp as the result of an opponent's action, he must wait for that opponent to finish his move before he makes his decision and begins his warp.

- *The Asteroid Field*: players moving into the Asteroid Field must stop immediately on the Asteroid Field tile. No spaceman can move or be moved past the Asteroid Field without first stopping on it. This applies to all movement, both forward and backward.



The three special tiles

"Hey, Johnson... You know that old joke about how if you and a friend are running from a tiger, the best way to escape is to trip your friend?"

"I find that morally questionable, sir."

"Then it's a good thing that Green Company isn't our friend."

Mission Control Phase:

The Mission Control Phase begins when the first player piece makes it up the board and onto the Earth tile at the top. Once



The Earth tile

applicable, this phase immediately follows the Spaceman Phase, and proceeds in the same player order. In this phase, spacemen who have made it safely to Earth help their struggling brethren. Each player who has had at least one spaceman reach Earth rolls one die for each spaceman of his color on Earth. (i.e., a player with two spacemen on Earth will roll two dice.) He then chooses *one* of the dice, and moves an *opponent's* piece forward by the number shown (unless no opponent's piece is available).

* There is no Mission Control Phase at the beginning of the game, and there will not be one until the first spaceman reaches Earth.

* Spacemen can be moved into Earth during the Mission Control Phase, but will not get a Mission Control turn until the following round.

* A player can move his own piece forward in the Mission Control Phase only if no opposing spacemen can legally be moved (i.e. if only his color of spaceman is left on the board).

* As with the Spaceman Phase, a player does not need an exact number in order to move a piece (or be moved) forward onto the Earth tile.

* Special tiles affect play in the Mission Control Phase in the following manner:

- *The Space Station*: unlike the other two phases, Mission Control players may move pieces off of the Space Station.

- *The Tandem Warp*: Tandem Warp operates in the same manner as in the Spaceman Phase. As before, the player whose piece is being moved makes the decisions about whether and whom to warp.

- *The Asteroid Field*: players moving forward into the Asteroid Field must stop immediately on the Asteroid Field tile. No spaceman can move or be moved past the Asteroid Field without first stopping on it.

"Finally...I can't believe we made it back to Earth safely."

"Whoa there, Johnson. No time to get sentimental, we've still got men out there in space...with the Spacewolves!® You start mission control training at 0500 hours."

"You're right. My wife and kids are still out there. I've got to help them!"

"About that... We can't have any emotional involvement compromising your work, so you've been transferred to Yellow Company."

Spacewolf!® Phase:

The *Spacewolf!®* Phase begins when the first player piece is lost to the *Spacewolves!®* in the Space Shift (see "Space Shift" below). Once applicable, this phase immediately



The *Spacewolves!®* tile

follows the Mission Control Phase, and proceeds in the same player order. In this phase, spacemen who have fallen prey to the fiendish *Spacewolves!*[®] can get revenge on their traitorous former comrades. Each player who has had at least one spaceman assimilated by the *Spacewolves!*[®] rolls one die for each spaceman of his color on the *Spacewolves!*[®] tile. (i.e., a player with two spacemen on the *Spacewolves!*[®] will roll two dice.) He then chooses *one* of the dice, and moves an *opponent's* piece backward by the number shown (unless no opponent's piece is available).

* There is no *Spacewolf!*[®] Phase at the beginning of the game, and there will not be one until the first spaceman is overtaken.

* If a player's only legal move is to move his own color spaceman closer to the *Spacewolves!*[®], he must do so. The bloodlust of the *Spacewolves!*[®] can be directed, but never contained.

* When a certain number of spacemen are grouped together on a single tile, they achieve Safety in Numbers, protecting them from the manipulative forces of the wolves. If two or more spacemen (in a three player game) or three or more spacemen (in a four player game) are together on the same tile, none of them may be moved during the *Spacewolf!*[®] Phase. This applies even if the Safety in Numbers came from a previous move in the *Spacewolf!*[®] Phase. Safety in Numbers can never occur on the Asteroid Field tile (see "Special tiles..." below).

* As with the Spaceman Phase, if a player cannot move a piece backward by the exact number shown by the die, he may not move that piece backward at all. A player can only be moved backward by the exact number shown on a die, and no less (unless caught by the Asteroid Field). For example, a player who rolls a 5 cannot move an opponent who is two tiles from the *Spacewolves!*[®] any further back.

* Special tiles affect play in the *Spacewolves!*[®] Phase in the following manner:

- *The Space Station*: as with the Spaceman Phase, players cannot move opponent's pieces during this phase if those pieces are on the Space Station.

- *The Tandem Warp*: Tandem Warp operates in the same manner as with the Spaceman phase. As before, the player whose piece is being moved makes the decisions about whether and whom to warp.

- *The Asteroid Field*: players moving backward into the Asteroid Field must stop immediately on the Asteroid Field tile. No spaceman can move or be moved past the Asteroid Field without first stopping on it. Additionally, in the *Spacewolf!*[®] Phase, the Asteroid Field also has the effect of nullifying Safety in Numbers; spacemen are always vulnerable to being moved from the Asteroid Field, no matter how many players are on the tile.

"You can't save her, Johnson! She's no longer the feisty yet approachable loose cannon with a smoldering gaze and a mysterious past that you fell in love with. She's a Spacewolf[®] now."

"But we can't just leave her like this!"

"You're damn right we can't."

"What...what are you doing with that pistol? Don't do it! I'll kill you first!"

"My God, Johnson, can't you see? This fighting...it's just what the Spacewolves![®] want us to do!"

Space Shift:

After the applicable phases, at the end of the round, the board undergoes a shift as the *Spacewolves![®]* inexorably advance. The tile closest to the *Spacewolves![®]* is removed and replaced at the top of the board, just below Earth. Any spacemen still on this tile are thrown to the wolves; they are placed on the *Spacewolves![®]* tile, and become *Spacewolves![®]* themselves, active during the *Spacewolf![®]* Phase. The rest of the tiles (and the spacemen on them) are shifted one space downward.

* The Earth and *Spacewolves![®]* tiles are not shifted during the Space Shift.

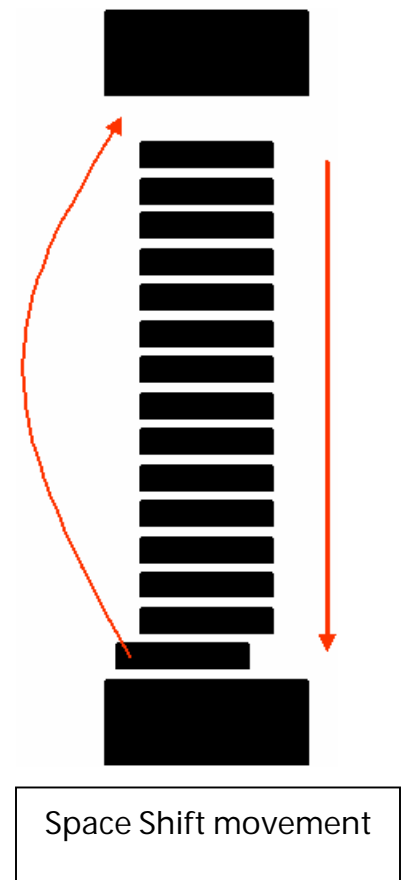
* All other tiles can be shifted in this manner, including special tiles.

After the Space Shift, the round ends and a new one begins, proceeding with another Spaceman Phase.

"You know, the Norse said that the end of the world would begin with a wolf eating the moon."

"Dammit Johnson, you know I don't believe in that religious nonsense."

"Then you might not want to look out the starboard window, sir."



Earth and *Spacewolf![®]* Tiles:

When spacemen are moved onto the Earth or *Spacewolves![®]* tiles, they are removed from play during the Spaceman Phase, and act only during their respective phases, depending on their location (Mission Control Phase for the Earth tile, and *Spacewolf![®]* Phase for the

Spacewolves![®] tile). They can never be returned to the central part of the board. When all spacemen are on the two tiles, with none left on the moving tiles, play ends.

Players can advance to the Earth tile during the Spaceman Phase or the Mission Control Phase. They do this by rolling a number greater than or equal to the number of spaces between them and the Earth tile. The player does not need an exact number to land on the Earth tile.

When a player lands on the Earth tile, he places his spaceman over the highest unoccupied number. These values are used in calculating the final score.

Players can recede onto the *Spacewolves!*[®] tile only during the Space Shift. In order to be placed onto this tile, the player's pieces must be on the bottom-most tile when the shift occurs. This is the only way that *Spacewolves!*[®] can be created. Unlike with the Earth tile, players cannot be advanced directly onto the *Spacewolves!*[®] tile through dice movement.

Pieces on either of these two tiles count towards the number of dice the player can roll for their respective phases. However, after the roll, the player still chooses only one of the dice faces to use for their turn in that phase.

Winning the Game

The game ends once there are no spacemen left on the board, because they have all either reached Earth or become *Spacewolves!*[®] A player's score is the sum of the numbers beneath each of his spacemen on Earth. For example, if a player has the first spaceman to reach Earth (earning 12 points) and the fourth to reach Earth (earning 9 points), that player receives a total score of 21 points. The player with the highest score wins the game.

Discussion

After playing *Spacewolves!*[®] with your child, you may want to discuss some of the themes and morals found in the game, including:

- The value of cooperation
- The dangers of wolves
- The dread inexorable march of death and entropy
- The folly of mankind's heedless quest for knowledge in the face of unimaginable consequences
- The importance of ignoring the dark whispers of Fenrir, the Omega Wolf, harbinger of Ragnarok.

Appendix: Tiles and Moves Reference

Asteroid Field: Players moving into the Asteroid Field must stop immediately on the Asteroid Field tile in all phases. No spaceman can move or be moved past the Asteroid Field without first stopping on it. This applies to all movement, both forward and backward. In the *Spacewolf!*[®] Phase, Safety in Numbers never applies on the Asteroid Field tile.

Doubles: If a player rolls doubles in the Spaceman Phase, he does not move pieces forward or backward. Instead, he chooses either to do nothing or to swap the two tiles (and all Spacemen on those tiles) whose numbers match the number on the die faces.

Earth: When a spaceman reaches the Earth tile (landing on the tile itself), he has successfully escaped the *Spacewolves!*[®], though his mission is not over yet. The player places the spaceman on the highest unoccupied number on the Earth tile. A player does not need to roll an exact number to reach Earth.

Safety in Numbers: When a certain number of spacemen are grouped together on a single tile, they achieve Safety in Numbers, protecting them from the manipulative forces of the wolves. If two or more spacemen (in a three player game) or three or more spacemen (in a four player game) are together on the same tile, none of them may be moved during the *Spacewolf!*[®] Phase. This applies even if the Safety in Numbers came from a previous move in the *Spacewolf!*[®] Phase. Safety in Numbers never applies on the Asteroid Field tile.

Space Shift: After all the phases in a round are complete, the tile closest to the *Spacewolves!*[®] is removed, and placed at the top, just below the Earth tile. All pieces in the middle slide downwards. The Earth and *Spacewolves!*[®] tiles do not move. If any spacemen are on the bottommost tile at the beginning of a shift, these pieces are removed and placed on the *Spacewolves!*[®] tile.

Space Station: Spacemen located on the Space Station cannot be moved by any other player during either the Spaceman or *Spacewolf!*[®] Phase. (Therefore, the first player to move can't initially move any of his opponent's pieces.) Spacemen can only be moved out of the Space Station on their player's own turn (by the owner of the pieces) or during the Mission Control Phase. At the beginning of the game, all pieces start on the Space Station.

Spacewolves![®]: When a spaceman is overtaken by the tide of *Spacewolves!*[®], he is moved to the *Spacewolves!*[®] Tile and becomes a *Spacewolf!*[®] himself. A player cannot be moved directly onto the *Spacewolves!*[®] Tile by any player during any phase. Spacemen can only be overtaken during the Space Shift at the end of the round, and only if they are caught on

the tile closest to the *Spacewolves!*[®]; spacemen cannot be moved directly onto the *Spacewolves!*[®] tile.

Special Tiles: Special tiles are tiles that affect Spaceman movement, and include: the Asteroid Field, the Tandem Warp, and the Space Station. These pieces are moved just like numbered pieces in the Space Shift.

Tandem Warp: Whenever a player lands directly on the Tandem Warp, he can choose to move ahead two additional spaces, but only if he also moves any opposing piece (not in the Space Station) ahead two spaces as well. This also applies any time a player is moved onto the Tandem Warp by an opponent, potentially allowing players to set up mutually beneficial warp chains. However, if a player lands on the tandem warp as the result of an opponent's action, he must wait for that opponent to finish his move before he begins his warp. If an opponent initiates a player's warp, the warp does not count as the player's turn.