

"Onnne... Twooo... Threee..."
Hurry, the wolf has started counting.
It's time for all the animals in Hideaway Park to scatter!

"Fouuur... Fiiive... Siiix..."

Quick! One of them has already ducked out of sight... under the slide!

"Sevennn... Eiiight... Niiine..."

Another scurries up the tree, while the rest of the group scampers off towards the shed!

"Ten! Ready or not, here I come!"

Who will have the best hiding spot?

CONTENTS

1 Park board



Assemble it by connecting the 2 parts of the box. Inside, there are 4 places to place structures. Along the edge, there are 6 places to place Wolf masks.

4 structures to assemble

1 tree, 1 radish slide,
1 bush, 1 strawberry house



Place them in the park as hiding spots for the Animal pawns.

2 Pine Tree clips



Use them to connect the 2 parts of the box.

2 Wolf masks



Look through the eyehole of each mask to search for the Animals hidden in the park.

8 Animal pawns

2 frogs, 2 ducks,
2 rabbits, 2 raccoons



The pawns are the Animals trying to hide.

60 Candy tokens



These are the victory points you gain.

2 Seeking dice



These show where the Wolf will search the park from.

6 Wolf clips



These replace the 2 Seeking dice when playing with the Advanced Variant.

SETUP



1 Take everything out of the box. Attach the 2 parts of the box together by placing the blue sides marked with crowns against each other, then sliding the 2 Pine Tree clips over the box sides as shown in the illustration.

2 If this is your first time playing, assemble the structures by following the steps shown on the storage divider, then place them in the park. We suggest placing them as shown in the illustration.

3 The player with the fuzziest ears (or the oldest player) is the first Wolf. They take the Wolf masks and both Seeking dice.

4 All the other players choose an Animal and take the 2 matching pawns. Set aside any unchosen pawns; they will not be used in this game.

In a 6-player game, play in teams of 2. Choose 1 Animal per team, instead of 1 per player. Choose 2 Wolves and give 1 mask to each.

Note: If playing with the Advanced Variant, the Wolf takes the Wolf clips instead of the dice.

GOAL OF THE GAME

Find the best hiding places in the park to escape the Wolf and collect the most candies! But be careful, since the Wolf also gets candies by finding your hiding spots. The player with the most candy at the end of the game wins.

GAMEPLAY OVERVIEW

During the game, each player will get 1 turn to play the Wolf. Each turn has 3 steps:

1. The Wolf gets ready.

2. The Animals hide.

3. The Wolf searches for the Animals.

1. The Wolf gets ready.



The Wolf rolls both dice, then finds the 2 sides of the box that match the colors and symbols on the dice and attaches the Wolf masks to those sides of the box.



2. The Animals hide.



The Wolf closes their eyes and slowly counts to 10. Or, you can sing this rhyme instead:
Let's go to the woods today, Wolf is counting up to three, he will try to catch me, but it's just for play!



While the Wolf's eyes are closed, the other players have to hide their Animal pawns in the park. You can place them wherever you want and however you want (upright, laying down...) as long as they are within the Park.



Tip: Pay attention to the Wolf masks! If you are across from one, the Wolf might find you!



3. The Wolf searches for the Animals.

Hands up! As soon as the Wolf finishes counting, you can no longer touch your Animals.



The Wolf stands behind each mask and looks through the eyehole, one at a time:

➤ If you see an Animal, announce **which Animal** you found and **where they're hiding**. You can find more than 1 Animal.

- If you are **correct**, you get 1 candy.
- If you are **incorrect** (because it's not the right Animal and/or hiding spot), you don't get any candies. Try again!

➤ If you don't see any Animals and you have looked through both masks, announce that you can't find any Animals. Your turn as the Wolf is over.

Note: If you are unsure, other non-Wolf players can look through the Wolf mask to confirm whether or not the animal you found is correct.



Careful: If the Wolf announces your Animal, do not immediately remove it from the park. Other Animals might be found too!



Once the Wolf's turn is over, all other players get 1 candy for each of their Animals that the Wolf didn't correctly find and announce (meaning you get between 0 and 2 candies each turn).

Example:

Rosa is the Wolf and is searching for the Animals. She announces: **"I see a green duck behind the strawberry house."** And she is right, one of Thomas's pawns is right there. **"I see another green duck under the radish slide!"** Unfortunately, it is Zoe's raccoon instead, so nothing happens.

After this, Rosa can't find any other Animals and ends her turn. She gets 1 candy for the green duck she found, Thomas gets 1 candy for his other hidden pawn, and Zoe gets 2 candies, since both of her pawns are still hidden.

At the end of each turn, choose a new player to be the Wolf for the next turn. This player cannot have been the Wolf in any of the previous turns. Give the Wolf masks to the new Wolf and take back the Animal pawns (in a 5-player game, the new Wolf gives his Animal pawns to the outgoing Wolf).

END OF THE GAME

Once all players (or teams) have been the Wolf one time, count your candies. Whoever has the most wins the game!

Tip: You can also put your candies in a line. Whoever has the longest line wins!



A huge thank you to my wife for her support and my two wolf cubs who helped create this game. Thanks to the CAL, Johan, Aurélie for her trust, and Chloé for her professionalism. Without her, this game would not exist. Thanks to all the cubs who will play this game.

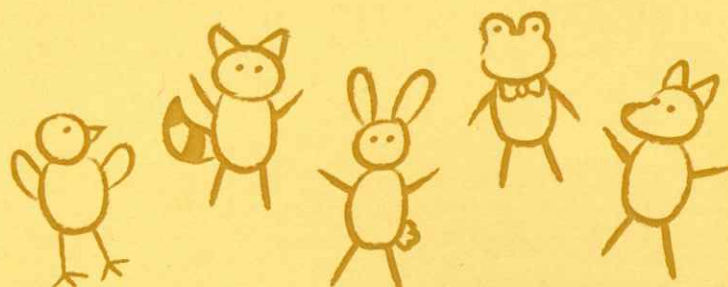
LOKI also thanks the Heillecourt school and the Les P'tits Malins nursery for the many wild games of hide-and-seek.

READY FOR MORE?

To spice up your games, feel free to make new structures! For example, you can replace a structure in the box with one of your toys of a similar size, make something out of clay, etc.

Advanced Variant for ages 4 and up: To make your games a little more complex, during setup, set the dice aside and take the Wolf clips instead. Play with the following changes:

- 1 The Wolf gets ready.** The Wolf shuffles the Wolf clips face down, then flips over 3 and attaches them to the matching spaces on the sides of the box. The Wolf will not be able to place their masks on these spaces during Step 3.
- 2 The Animals hide.** No changes to these rules.
- 3 The Wolf searches for the Animals.** The Wolf flips over a final clip and attaches it to the matching space. Then they attach their 2 masks to the remaining spaces and play continues as normal.



Credits

Designer: Bertrand Roux
Illustrator: Alena Tkach
Sculptor: Valentin Jacobberger
Editorial Manager: Marion Stromboni
Project Manager: Chloé Dussutour
Graphic Designer: Audrey Martor
Translator: Danni Loe
Proofreader: William Niebling