

UPDATES AND CLARIFICATIONS TO WOLF & HOUND RULEBOOK

Last Updated: May 11, 2016

P16 Example 8-3

Wolf card image in the example should have been Wolf card 06

P22 Example 8-9

Black [1] card image in the example should not have had a Meat symbol on it.

P26 10-4 Playing as a Dummy Player

Original: On dummy player's turn, ...

Correct: In **"Phase 3: Play phase"** of the dummy player's turn, ...

P28 12-2. Special rules for Meat & Bone

Added a clarification that a Meat or a Bone symbol does not affect Sheep cards.

P32 15-1. Designer's card 01: A Red Devil

A Red Devil will always move clockwise. This becomes important when playing with Meat & Bone expansion rules.

Number card [1] : moves 3 spaces clockwise

Number card [2] : moves 6 spaces clockwise

Number card [3] : moves 9 spaces clockwise

Number card [4] : moves 12 spaces clockwise

We have made few other minor fixes (spelling and grammar errors) in the rulebook. Please refer to the latest version available on our website.

<http://www.ninjastargames.com/games/wolf-hound/rules/>