

FANGFACE

PARKER BROTHERS WACKY WEREWOLF GAME

For 2 to 4 Players/Ages 6-12

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You've probably never met a boy quite like Sherman Fangsworth. That's because Sherman, or Fangs as his friends prefer, is also Fangface—the wackiest werewolf ever. Whenever Fangs sees the moon—or even a picture of one—he turns into Fangface, all because of an old family curse. Fangs' friends—Biff, Kim and Puggsy—don't really know what to make of all this, but they manage, nonetheless, to have all sorts of exciting adventures.

OBJECT

To be the first player to travel the path of adventure with Biff, Kim, Puggsy and Fangs and reach the very end. But watch out along the way. Fangs may turn into Fangface at any time, and when he does, he usually eats Puggsy!

EQUIPMENT

1 Game Board • 1 Perforated Sheet with: 4 Moon Cards, 4 Colored Markers and Puggsy Tokens • On this platform: 1 Spinner • Under this platform: 1 Spinner Arrow • 4 Plastic Bases

SET UP

1. Carefully remove all the items from the perforated sheet.
2. Carefully remove the spinner from the platform. Assemble it. Then insert the arrow into the center hole.
3. Fold each of the colored markers and place it, folded side up, into a plastic base. Each player then selects one of these completed playing pieces and places it onto the square marked START.
4. Give each player one Moon Card and one Puggsy Token.
5. Each player spins the spinner. Whoever spins the highest number goes first; play then proceeds, in turn, to the first player's left.

PLAYING

On your turn, spin the spinner and move your playing piece the number of spaces that you spin. Then follow the directions of the space you land on.

RESCUE PUGGSY SPACES. Good grief! Fangface just ate Puggsy! When you land on a space marked with a picture of Puggsy, you must try to rescue Puggsy on your next turn. Here's how:

The player to your left first hides his or her Puggsy token (also marked with a picture of Puggsy) in either the left or right hand. This player then holds both hands out at arms' length.

To rescue Puggsy, you must now choose the hand with the Puggsy token. If you choose correctly, you have rescued Puggsy. You may now spin and move your playing piece. If, however, you choose the wrong hand, your

turn ends. Now you must stay on that Rescue Puggsy space until, on your turn, you choose the correct hand and rescue Puggsy.

"THROW FINGERS" SPACES. Will Fangs turn into Fangface and eat Puggsy? You never know until the last second! When you land on a space marked with two hands throwing fingers, here's what you must do:

Turn to the player on your left. On the count of three, both of you throw out either one or two fingers. If the total of the fingers thrown is a "3" ("odds"), Fangs has just turned into Fangface and eaten Puggsy. Go immediately back to the nearest Rescue Puggsy space and, on your next turn, try to rescue Puggsy. If, however, the total of the fingers thrown is a "2" or a "4" ("evens"), simply stay where you are until your next turn.

Whether the outcome is "odds" or "evens," the player on your left does not move.

"GO BACK TO RESCUE PUGGSY" SPACES. When you land on a space marked with a picture of Fangface, you must immediately go back to the nearest Rescue Puggsy space. On your next turn, try to rescue Puggsy in the usual way.

"YOU ARE SAFE FOR NOW" SPACES. When you land on a space marked with a sun, you are protected from all danger. No opponent may play a card against you. On your next turn, however, you must spin and move.

MOON CARDS

As you know, Fangs turns into Fangface whenever he sees the moon. Thus, you may use your Moon card at any time during the game to turn Fangs into Fangface and automatically send any one opponent back to the nearest Rescue Puggsy space. Your opponent must then wait until his or her next turn to try to rescue Puggsy.

- a) You may use a Moon card only on your own turn, either before or after spinning. After using your Moon card, discard it by the side of the board.
- b) You may not use your Moon card on an opponent who is already on a Rescue Puggsy space.
- c) After you've used your Moon card, you receive no more. Use it carefully!

WINNING

The first player to travel the path of adventure and reach the space marked THE END is the winner.

We will be happy to answer questions about this game. Parker Brothers, P.O. Box 1012, Beverly, MA. 01915. Attention: Consumer Response Department.