

# TRIQUETA

## HIDDEN WOLVES

An Expansion  
for 2 to 5 players, ages 7 and up



This expansion introduces a new type of animal: the friendly but shy wolves, who prefer to keep to the shadows. They step out from the shadows at the end of the game and are then worth a lot of points when forming a triqueta. However, since one of each other animal is also hiding in the shadows, collecting shadow animal tokens is never risk-free.

As a special bonus, *Hidden Wolves* contains an exciting 2-player variant.

### Components

#### 15 shadow animal tokens

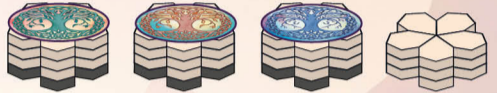
9 x wolf (value 11), 1 x rabbit, 1 x owl, 1 x deer, 1x boar, 1x ram, 1 x bear

### Setup

Carry out the setup as described in the base game.

However, when creating the 4 round towers, after you have mixed the 60 light animal tokens from the base game face down, separately mix the 15 **shadow animal tokens** face down. Then form 4 round towers as usual, but in such a way that 3 of them have an additional **bottom level** made up of 5 face-down shadow animal tokens.

Place one of the 3 tree tiles on each of these 3 towers (which each contain 20 animal tokens). The fourth tower, with 15 light animal stones is the current tower.



### Playing the game

The following describes the game for 3 to 5 players. The 2-player variant is explained afterwards.

The game is played as in the base game. On your turn, as usual, you perform either "Action A: Draw an animal token" or "Action B: Take an animal row". If you choose Action A, take an animal token from the current tower as usual. This can also be a shadow animal token if it is accessible (meaning that it is not blocked by any token lying directly on top of it). If you take a light animal token, proceed as usual by looking at it in secret and then choosing Option 1 or 2.



If you take a **shadow animal token**, look at it in secret. Then, you **must** place it face down in front of you, keeping it hidden from the others until the end of the game. These tokens don't count towards the 2 light animal tokens that you can have face down in front of you through Option 2 - you can have any number of shadow animal tokens in front of you.

As usual, you may peek at your own face-down animal tokens whenever you like.

All other rules of the section "Playing the game" are the same as in the base game.

### End of the game

The game ends as usual after the fourth round. Then, you work out the scores. As always, start by deciding for each of your face-down **light** animal tokens whether to add it face up to your other animal tokens or to put it face down in the box.

Then, you **must** reveal all of your shadow animal tokens and add them to your other face-up animal tokens. As always, all animal tokens showing the same animal are grouped together (whether they are light or shadow).

The rest of the scoring proceeds as in the base game, where you count how many animal tokens you have of each of the (now) 7 types of animal and score them accordingly.



### 2-player variant

The setup, the rules, and the end of the game are as described above, except that when you take "Action A: Draw an animal token", you **must** draw **2 animal tokens**, one at a time, from the current tower (in any combination of light and shadow animal tokens). Then, look at both in secret and proceed as follows:

Place each shadow animal token you've drawn face down in front of you (see red box above).

For each light animal token you've drawn, choose one of the following options:

- **Option 1** (identical to Option 1 of the base game): Place the light animal token face up in any animal row.
- **Option 2** (identical to Option 2 of the base game): Place the light animal token face down in front of you. (As always, you cannot have more than 2 face-down light animal tokens in total).
- **Option 3**: Put the light animal token face down in the box. This token is out of the game.

**Attention:** If you draw 2 **light** animal tokens, you must choose a **different** one of these three options for each. So, for example, you cannot put both light animal tokens in the box.

**Special case:** If there's only 1 animal token left in the current tower, you may not choose "Action A: Draw an animal token". Instead, you must carry out "Action B: Take an animal row".

All other rules are the same as described above.

**Tip:** If the player count and the size of the playing area allow, consider the following:

Keep your own "face-down" animal tokens hidden from the others by placing them on edge in such a way that only you can see their front. This way, you can keep an eye on these tokens without having to peek at their face-down side the whole time.



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