

WHERE THE WILD THINGS ARE

GAME

RULES

For 2 to 4 Players • Ages 6 & Up



Contents

4 Wild Things Character Pawns, 4 Max Character Pawns, 4 Scepters, 4 Dice, 24 Cards, Game Board

Object

Be the first Max to return home!

Set Up

- Open the Game Board and lay it out in the middle of the playing area.
- Shuffle the Cards and lay them face down in a pile near the Game Board.
- Put the Scepters in the slots around the rocky hill area of the board.
- Set the Wild Things Pawns on the Wild Things area next to the hill.
- Each player chooses a Max Pawn and sets it in the start area (home).
- Each player takes the Die that matches their Pawn.

Play

- Each player rolls their Die at the same time. The player who rolls the highest number is the only one who moves forward along the path. If more than one player rolls the same highest number, each of those players moves forward that number of spaces.

- If you land on a space that is occupied, move to the next open space.
- When you land on a wild rumpus space, draw a Card and follow the directions on the Card. Once you draw a Card, put it back on the bottom of the Card pile.
- **When you make it to Where the Wild Things Are with your Max Pawn, you must stop.** Put Max in the slot on the Wild Things Pawn of your choice. Now on your next turn, you will be moving with the Wild Things Pawn.
- When you reach the rocky hills, *you must land on the crown space by exact count*, so you may end up circling the hill a second time. Your second time around the hills, you can get your Scepter without landing on the exact Max space.
- Once you land on the Max space (or pass over it the second time around), you get to take the Scepter that coordinates with your Max Pawn, as you are now king of the Wild Things!
- Each player must get a Scepter in order to continue along the path that leads home.
- **Once you reach the shore, you must stop.** Remove Max from the Wild Things Pawn. Now on your next turn you will leave your Wild Thing behind and move with your Max Pawn again.
- Continue playing until one Max returns home to his room. You do not have to reach home by exact count.



Winning the Game

The first player home wins!

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