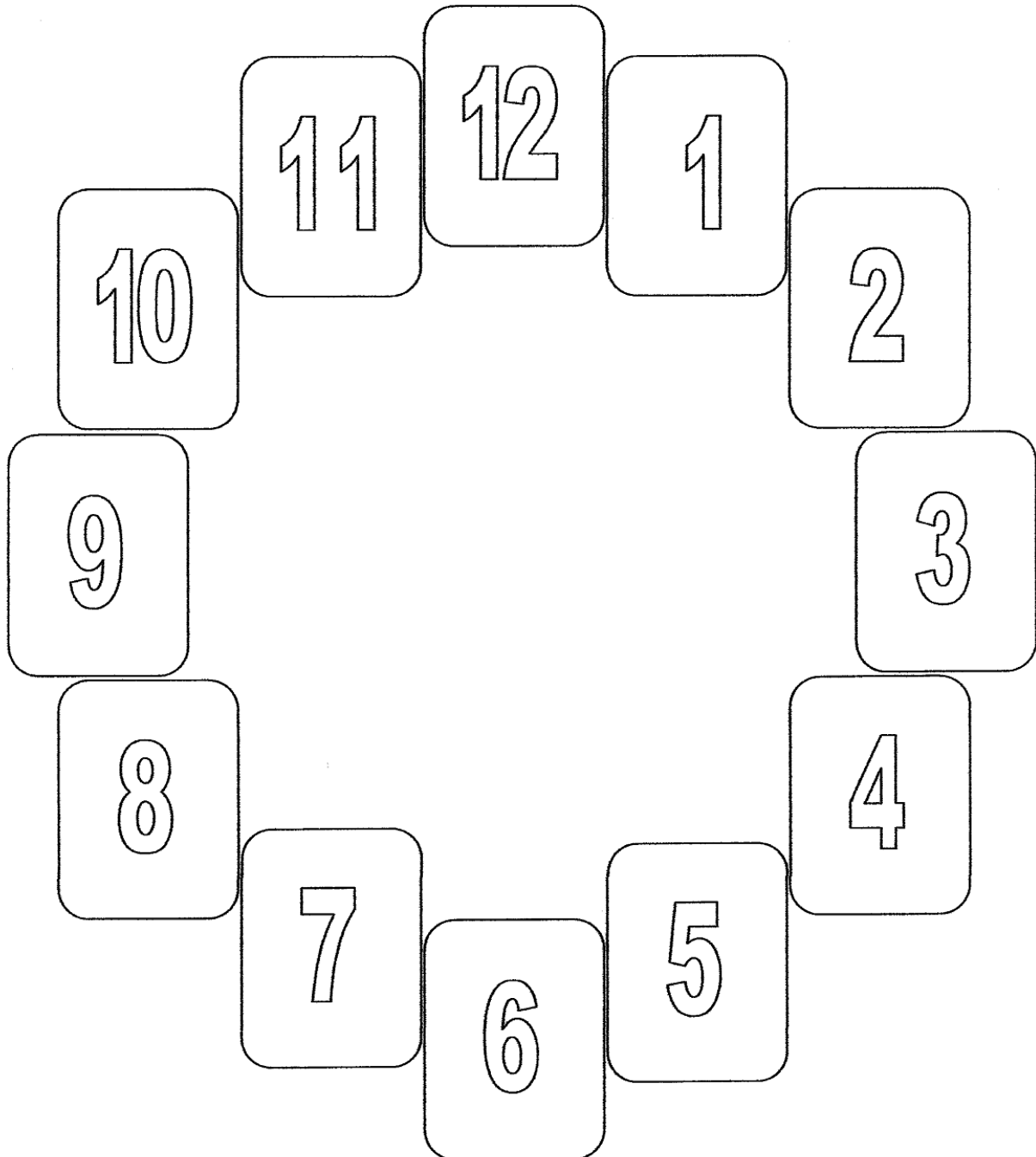


# WHAT TIME IS IT MR WOLF?



- Roll 2 regular dice and add them together.
- Use the result to fill in a time on their clock by crossing off the number on the clock, or, if playing with cards, turn over the card with the corresponding number.
- Players alternate turns until only 1 o'clock remains.