

Game Rules Cooperative Game

Age: 5-9

Number of Players: 2-4

Contents

- 1 Game Board
- 3 Little Pigs (in different colors)
- 1 Wolf
- 1 Cooking Pot
- 3 Dice (one for each little pig, with sides showing 1-2-3-Wolf-Wolf-House)
- 1 Brick House (to build using 4 pieces)



Aim of the Game

Build the brick house and return the three little pigs safely to the brick house before the wolf can catch them.

Game Setup

Place the three little pigs and the wolf on their respective starting squares. Place the wolf's cooking pot on its spot on the game board. Put the foundations of the house in position.



Playing the Game

Each player takes a turn, starting with the youngest and going clockwise. The first player decides which little pig he wants to move and rolls the die that matches that pig's color:

- If the player rolls a 1, 2, or 3, the player moves the little pig that many spaces (see "Moving the Little Pigs" below).
- If the player rolls a Wolf, the player moves the wolf instead (see "Moving the Wolf" below).
- If the player rolls a House, the player can either:
 - place the little pig in one of the houses to hide it from the wolf (if the wolf is nearby).
 - leave the little pig in its current space (nothing happens).
 - move to the brick space to build the next part of the brick house.

Then, the next player takes a turn.

Moving the Wolf

The wolf can only move clockwise around the board and only from one wolf space to the next.

If a little pig moves to or past the space occupied by the wolf, place the little pig in the cooking pot!

Then, the next player takes a turn.

Moving the Little Pigs

Once all three little pigs have left the starting space, they cannot return there for the rest of the game.

The little pigs can be moved clockwise or counter-clockwise as the player wishes.

Important: The same pig cannot be moved two turns in a row (a player cannot roll the die that the previous player rolled) except when:

- The other two little pigs are in the cooking pot.
- The other two little pigs are in the brick house.

Hiding in a House

When a little pig is on one of the houses, it is safe from the wolf. Place the little pigs on the houses, not on the spaces in front of the houses.

A little pig can only be placed in a house if:

- it lands on the house when moving the number of space rolled on the die (the house counts as a space).
- you roll a House on the die.

If a little pig wants to leave the house it is in, the space in front of the house counts as the first space the little pig must move to.

Important: only one pig at a time can hide in the straw house; only two pigs can hide in the wooden house at the same time; but all three can hide in the house of bricks (if they do, you win the game! But remember, you must build the brick house first!).

Building the Brick House

To build the next piece of the brick house (walls or roof), the little pig must stop on the brick space in front of the brick house. This happens when the little pig lands directly on that space or when a player rolls a House on the die.

Rescue a Little Pig from the Cooking Pot

To rescue a pig from the cooking pot, a little pig must first land on one of the two cooking spot spaces when rolling a 1,2, or 3. Then, the next player takes a turn.



That player rolls a die of the same color as one of the little pigs in the cooking pot:

- If the player rolls 1, 2, or 3, he takes that pig out of the cooking pot and moves it that many spaces. The little pig may move to either of the two cooking pot spaces (depending where the wolf is on the board).
- If the player rolls a House on the die, he takes the little pig out of the cooking pot and places it in one of the houses (see "Hiding in a House").
- If the player rolls a Wolf on the die, the pig stays in the cooking pot, and the wolf moves instead.

Then, the next player takes a turn.

Remember: The next player cannot roll the same dice as the previous player (see "Moving the Little Pigs").

Clarifications

- You cannot rescue more than one little pig at a time. If there are two little pigs in the cooking pot, the next player can roll the die for the other pig on his turn.
- A little pig who is safely hiding the brick house can come out to rescue another little pig from the cooking pot.

Winning the Game

All the players win if the three little pigs make it safely to the fully-built brick house!

The wolf wins if all three little pigs are in the cooking pot at the same time!