

## **LITTLE RIDING HOOD**

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### **INTRODUCTION**

Beware of the wolf! In **LITTLE RIDING HOOD** players travel the road the goes across the forest to Grandmother's house. They stop to pick up the largest number of flowers while avoiding being captured by the Big Bad Wolf.

**LITTLE RIDING HOOD** is a game for 2 to 4 players over 6 years old which lasts about 20 minutes.

### **OBJECT OF THE GAME**

The object of the game of **LITTLE RIDING HOOD** is to pick the largest amount of flowers while avoiding being captured by the Big Bad Wolf or the other players. The game ends when the deck of flowers cards runs out or when the Big Bad Wolf has captured all the players except for one.

### **COMPONENTS**

The game components are:

- **Road:** made randomly from eight road cards (2 red, 3 green, and 3 yellow).
- **Flowers:** 24 flower cards in three colours (red, green, and yellow).
- **Big Bad Wolf:** A counter representing the Big Bad Wolf.
- **Little Riding Hood:** Four pieces representing the players.
- **Dice:** A six-sided die with three colours (red, green, and yellow) repeated twice.

### **GAME START**

1. Shuffle the road cards and place them randomly face up in front of the players making a road. The players' pieces are placed at one end and the wolf at the other end, all of them off the road.

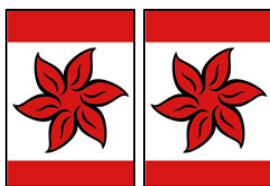
2. Shuffle the flower cards and give four cards to each player. The rest are put into a pile face down on the table making **the pile of flowers**.



### GAMEPLAY

The player who has had the most pets starts the turn. On each turn the player may take one of the following actions:

1. **Create a pair of flowers:** The player uses two cards in their hand, or one card from their hand and one card from the forest on the table to create a pair of flowers of the same colour and the same type. Place one of the cards face up in front and the other is left to the discard pile.



2. **Place a card in the forest:** The player leaves a card from their hand next to the road on the table. This card is considered to be a **forest card** that could be later utilized form flower pairs.

*NOTE: Even if able to do so, a player is not obligated to create flower pairs.*

Following this, the player will move their Little Riding Hood piece to **any road card** of the colour indicated either by the just-formed pair of flowers, or by the forest card just placed, provided that there is no more than one player on the road card. (*NOTE: In two player games, the road card must be empty*).

If the player cannot move or moves their piece to a road card occupied by the Big Bad Wolf, they must put on the discard pile one of the flower cards previously placed in front of them. If the player has no flowers, then the player has been captured by the Big Bad Wolf: the player's piece is retired from the game and here their turn ends, (The cards in their hand are returned to the discard pile).

After this, the player rolls the die and moves the Big Bad Wolf piece to the road card nearest to the current position of the Big Bad Wolf that is the colour obtained from the die roll. For example if the colour green was the result of the die roll, the Big Bad Wolf piece must be moved to a green

road card, specifically, the green road card nearest to the Big Bad Wolf. (*NOTE: If many cards are at the same distance, the player will decide to which card the Big Bad Wolf moves*).

If the road card to which the Big Bad Wolf arrives is occupied (*NOTE: If there is more than one player on the road card, apply what follows to all of them*), this player must discard one of the flowers previously placed in front of them. If the player has no flowers, the Big Bad Wolf has caught the player, the player's piece is retired from the game and that player has finished the game (the player's cards go to the discard pile).

Upon completion of this action, the player will draw enough cards as needed from the **flower pile** to complete their hand of four cards (if possible). If the pile is empty, they will take no cards. Then it is the following player's turn.

### END OF THE GAME

The game ends when the Big Bad Wolf has trapped all the players except for one, in which case this player is the winner, or when a player's turn arrives and the player has no more flower cards. Then the points obtained by each player are added up. Each player adds one point for each flower in front of them. The player that has accumulated the most flowers has won the game. In case of a tie, all the players tied for the amount of flowers win.