



# THE RULES OF THE GAME



## GOAL OF THE GAME

Work together to help Little Red Riding Hood reach Grandma's cottage before the wolf sticks his nose where it's not welcome!

## CONTENTS

- 1 gameboard.
- 13 *Path* cards
- 13 *Gathering* tokens (9 flowers and 4 pebbles ).
- 1 *Wolf* pawn, 1 *Little Red Riding Hood* pawn, and 2 stickers to apply to each.
- 1 *Basket* mini-board
- 4 *Destination* tiles (3 paths and cottage ).
- 2 tokens, *Tub of Butter* and *Pastry* .
- 4 2-sided *Character* cards (**MODE 2**).
- 4 trees to set up and place on tree spaces as you wish.
- 10 number tokens (optional - they allow you to indicate the number of cards revealed).

## SETUP

There are two modes of play: mode **1**, simpler to learn and totally cooperative, and mode **2**, in which one player plays the Wolf against the other players. Each mode has its own setup. Please look at the two setup illustrations inside the cover of the game box. Figure **1** shows the setup for mode **1**. Figure **2** shows the setup for mode **2** (with 4 players).

For **MODE 1**:

**1.** Shuffle the *Path* cards, **excluding the card (7) depicting a trap** (used in **MODE 2**), then form a face-down deck with them.

For your first few games, place the 10 number tokens to the right of the deck.

**2.** Shuffle the 13 *Gathering* tokens, then place them face-down beside the *Basket* mini-board, forming a token supply.

**3.** Shuffle the 4 *Destination* tiles, then place them face-down on the indicated spaces.

**4.** Finally, place the *Wolf* pawn on its starting space, and choose a starting space for Little Red Riding Hood according to the difficulty level you wish to play:

*Not So Cinchy*



*Super Tough*



**NOW YOU'RE READY TO PLAY!!**

# MODE 1 (1 to 5 players) “IT’S NOT A WALK IN THE PARK!”

## Playing the Game

During the game, the players will help Little Red Riding Hood reach Grandma’s cottage before the wolf gets there. In this mode, the wolf is managed by the game. In order to start, the youngest player flips over the first card of the *Path* card deck (and adds to it as many face-down *Gathering* tokens as there are flowers on the card). This will be the first card for Gathering. Then, this player takes the first turn of the game as explained below.

**On your turn, you must choose one of the following 2 actions:**

### 1. Continue Gathering

OR

### 2. Stop Gathering

...and then it is the next player’s turn.

### 1. Continue Gathering

Reveal the first card from the *Path* deck. If the deck is empty, shuffle the discard in order to form a new deck.

**Once the card is revealed, there are two possible situations:** ○ or ●

○ If the number on the card is **equal to or greater than** the number of *Path* cards previously revealed, place the card at the far right of the line of revealed cards, and apply its effect.

*In this example, 2 cards have been revealed, and next you reveal the 3. Its value is greater than the number of cards already revealed, so you place this card next to the others (a 2 also would have worked); you can keep gathering a little longer.*



There are 3 types of effects, depending on what you see on the card you just revealed:

• **One or more flowers** 🌸: You take as many *Gathering* tokens as there are flowers on the card, without looking at them. Place them face-down on the card you just revealed. If there are no more tokens in the supply, empty the basket and shuffle the tokens face-down to form a new supply.



- **Little Red Riding Hood** (card 8): Flip over any *Gathering* tokens that are sitting on the cards, and advance the *Little Red Riding Hood* pawn as many spaces as the number of flowers revealed this way. Pebbles do not advance the *Little Red Riding Hood* pawn.

The revealed tokens remain on their cards face-up, and *Gathering* can continue.

- **The owl** (card 7): Look at the bottom *Path* card in the deck, and tell the other players what you see; then put the deck back down, but don't change the order of the cards. If the *Owl* card was the last card in the deck, then shuffle the discard to make a new deck before you use the *Owl* card's power.



Once you have resolved the card's effect, it's time for the player to your left to take her turn.

- If the number on the card is **less than** the number of *Path* cards previously revealed, your gathering attempt fails and the *Little Red Riding Hood* pawn does not advance this turn. Now you must do the following:

- **Discard all the *Gathering* tokens from the cards into the basket.** Discard the tokens face-down, without looking at them.
- **Discard the *Gathering* cards,** including the card that ended your *Gathering*. Place them face-down to the left of the basket.
- **Advance the *Wolf* pawn one space on his path.**
- **Reveal the first *Path* card from the deck** in order to start the next player *Gathering* anew (add whatever *Gathering* tokens should be added). Now it is time for the player to your left to take her turn.

*In this example, 2 cards have been revealed, and next you reveal the 1. Its value is less than the number of cards already revealed, so your gathering attempt fails.*

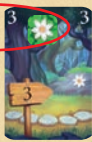
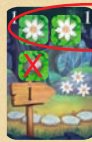


## 2. Stop *Gathering*

You do not draw any *Path* cards; instead, you reveal all the tokens sitting on revealed cards. Then, you perform the following actions:


- **Advance the *Little Red Riding Hood* pawn** as many spaces as the number of flowers on revealed *Gathering* tokens. Pebbles do not advance the *Little Red Riding Hood* pawn.

*In this example, you choose to stop *Gathering*, so you reveal the 4 *Gathering* tokens. Only 3 of them depict a flower, so you move *Little Red Riding Hood* forward 3 spaces on the gameboard.*



- **Discard the revealed tokens face-down in the basket**, and discard the *Path* cards from the line **face-down** on the discard to the left of the basket.
- **Advance the *Wolf* pawn one space along its path.**
- **Reveal the first *Path* card from the deck** in order to start the next player Gathering anew (add whatever *Gathering* tokens should be added). Now it is time for the player to your left to take her turn.


### *The Shortcut*

When the *Little Red Riding Hood* pawn reaches this space , you have 2 choices: Have Little Red Riding Hood continue on her path, or have her switch to the *Wolf*'s path. If you decide to take the *Wolf*'s path, be aware that the players will lose the game if the *Wolf* pawn lands on Little Red Riding Hood's space! If the *Wolf* has already reached or passed the space to the left of the Shortcut, Little Red Riding Hood no longer has the option of taking the *Wolf*'s path.


### *The Pastry & The Tub of Butter*

Whenever you stop Gathering, you can decide to eat the pastry OR the tub of butter in order to advance the *Little Red Riding Hood* pawn one extra space during its movement. Put the used *Pastry* or *Tub of Butter* token back in the game box. Grandma will tell you, "Gluttony is a dreadful flaw... especially in others."

## *End of the Game*

When one of the two pawns, *Wolf* or *Little Red Riding Hood*, reaches a space with a *Destination* tile  on it, flip the tile over.

If the revealed tile shows a path space , the game continues, and it is the next player's turn.

If the revealed tile shows Grandma's cottage , there are two possibilities:

- **The *Wolf* reached the cottage, and the players lose the game.** Grandma was eaten alive.

- ***Little Red Riding Hood* reached the cottage, and the players win the game.** Determine the magnitude of your victory as follows:

#### *Super Victory!!!*

*You brought both the pastry and the tub of butter. Granny is delighted, and organizes a feast!*

#### *Less-Super Victory!*

*You brought either the pastry OR the tub of butter. Granny is very glad to see you, but she may not have enough to eat...*

#### *Not-Super Victory...*

*Little Red Riding Hood has arrived emptyhanded, with crumbs on her cape. Granny is glad to see her, but suspects something...*

## “Count the Points!” Variant

If you want to measure the magnitude of your victory more precisely, you can use this simple method to calculate points:

- Super Tough start  : 40 points
- You took the shortcut  : 40 points
- You did not eat the Pastry  : 20 points
- You did not eat the Tub of Butter  : 10 points
- For each *Destination* tile  you reached before the Wolf: 10 points
- You reached the Cottage tile  before the Wolf: 60 points

At the end of the game, note the sum of all the points you earned, and try to do better next time. If you reach 200 points, Grandma will be very proud of you!

## MODE 2 (2 to 5 players) “BIG BAD WOLF”

In this mode, **a player plays the wolf**. Unlike **MODE 1**, the Wolf chooses the *Path* cards, instead of them being drawn randomly from the deck. The other players play as the characters helping Little Red Riding Hood reach Grandma’s cottage before the Wolf arrives.

Before starting the game, look at the setup illustration inside the cover of the game box (almost identical to the setup for **MODE 1**), and:

1. Pick a player (however you wish) to play as the Wolf for the entire game. Then shuffle the 4 *Character* cards and deal one to each player, other than the Wolf. Put the remaining cards in the box. In a 2-player game, the player who is not the Wolf gets 2 *Character* cards. Each player places her *Character* card in front of her with its human side visible.
2. Take the pack of *Path* cards, remove the *Owl* card (7), and replace it with the *Trap* card (7). Then remove the *Little Red Riding Hood* card (8), and place it beside the gameboard. The Wolf player takes the pack of *Path* cards, and keeps them in his hand throughout the game. Place the basket and the *Gathering* tokens in front of the Wolf player.
3. Place the *Wolf* pawn on its starting space, and choose the starting space for Little Red Riding Hood (“Not So Cinchy” or “Super Tough”). Finally, the *Wolf* player chooses one card from his hand and places it face-up (add whatever *Gathering* tokens should be added). This will be the first *Gathering* card.

## Playing a Turn

Each turn, **the Wolf plays just before the active player**. At the start of the game, the active player is the player to the left of the Wolf.

### The Wolf

The player portraying the Wolf always performs the following steps in this order:

- 1. Choose a *Path* card from your hand, and place it face-down in front of you.** If you have played all of your cards, take all the cards from the discard back into your hand; this does not end the Gathering in progress.
- 2.** You can use the power of **one *Character* card** if you have it in front of you (animal side visible). Place the used card under the line of cards for the Gathering in progress. When the Gathering is done, flip the *Character* card over (human side visible) and return it to its original owner, who can use it again (see the descriptions of the characters and their powers at the end of this booklet).

### The Active Player

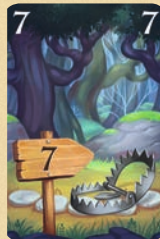
After the Wolf has played, it is the active player's turn to perform her actions. Unlike **MODE 1**, which offers 2 actions to the active player, **MODE 2** lets you **choose from the following 4 actions**:

- **Continue Gathering, and flip over the *Path* card that is face-down in front of the Wolf** (action **1.** of the Wolf). This card resolves the same way as in **MODE 1 (1. Continue Gathering)**, comparing its value to the cards already revealed.

If Gathering continues, and *Gathering* tokens must be placed on the revealed card, add the card to the line, and then **the Wolf looks at the available tokens and chooses which ones to place (face-down) on the revealed *Path* card.**

If the revealed *Path* card makes the gathering attempt fail, discard it face-down with the other *Gathering* cards.

Furthermore, if the *Trap* card (7) is revealed, the Wolf moves backward one space on his path.



OR

- **Stop Gathering.** This works the same way it does in **MODE 1 (2. Stop Gathering)**. The *Path* card currently face-down in front of the Wolf (action **1.** of the Wolf) becomes the first card of the next gathering (apply the card's effect: flower(s) or trap)..

OR

• Use the *Little Red Riding Hood* card (8). Place it alongside the already-revealed *Path* cards, then apply the same effect as in **MODE 1**. Reveal the *Gathering* tokens, and advance the *Little Red Riding Hood* pawn as many spaces as the number of flowers revealed this way. The *Little Red Riding Hood* card counts as one of the *Gathering* cards. This card can only be used once, and will go in the box at the end of the current *Gathering*.



Discard the face-down *Path* card in front of the Wolf (action **1**. of the Wolf) without revealing it.

OR

• Use your character's power. Apply the power effect and place your *Character* card under the cards of the *Gathering* in progress (see the descriptions of the characters and their powers at the end of this booklet). At the end of the *Gathering*, give the *Character* card to the Wolf, who turns it to its *Animal* side, and can use it later in the game (action **2**. of the Wolf).

In this case, no card is added to the *Gathering* line (except with Peter's power), and you discard the face-down *Path* card in front of the Wolf (action **1**. of the Wolf) without revealing it.

Once the turn ends, the active player's left neighbor becomes the new active player, and her turn starts as usual with the Wolf.

### *End of the Game*

Same as in **MODE 1**.

## LIL TIPS AND TRICKS OF ALL SORTS

- The *Wolf* card (0) does not have any particular power. It is just better than others at causing a player to fail at *Gathering*.
- In **MODE 1**, don't forget to shuffle the discard pile well before forming a new deck of *Path* cards.
- In **MODE 2**, the players who are not the Wolf can freely discuss their options, being careful not to say too much in front of the Wolf... or perhaps feeding him disinformation.
- In **MODE 2**, the shortcut and the *Pastry* and *Tub of Butter* tokens are used the same way as in **MODE 1**.

## THE CHARACTERS



**The Lumberjack** stacks all of the *Path* cards revealed so far. Put all of the *Gathering* tokens from those cards on top of this stack. The stack counts as a single card.



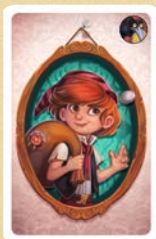
**The Snake** makes the *Little Red Riding Hood* pawn move back one space. If *Little Red Riding Hood* has taken the shortcut, and this moves her to the same space as the *Wolf* pawn, the *Wolf* wins the game.



**The Hunter** requires the *Wolf* to discard his *Wolf* card (0), if he has it in his hand. It will return to play as usual when the *Wolf* has no cards left in his hand.



**The Goat** eats 2 *Gathering* tokens from the cards of the *Gathering* in progress. The *Wolf* chooses these 2 tokens (without looking at them), then discards them into the basket without revealing them.



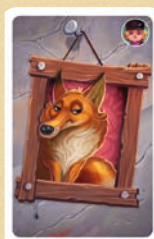
**Little Thumb** has a delayed power; it is in effect throughout the *Gathering* in progress. When you stop *Gathering*, or play the *Little Red Riding Hood* card (8), each *Gathering* token depicting a pebble also allows you to advance one space on the board.




**The Crow** allows the *Wolf* to retrieve one card from the discard and put it back into his hand.



**Peter** draws a card from the *Wolf's* hand and adds it to the *Gathering* in progress. The value of this card cannot cause the *Gathering* to fail, and Peter gets to place the appropriate *Gathering* tokens on the card (without looking at them). Furthermore, if Peter draws the *Trap* card (7), the *Wolf* moves back one space.



**The Fox** allows the *Wolf* to look at one of the 4 *Destination* tiles , without showing it to the other players. Then, the *Wolf* may swap it with another *Destination* tile, without looking at the other tile.