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Wooolf!!

Expansion 2

Little Red Riding Hood

Game Rules



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Rule design:

Smiling Monster Games

A game for 4 to 8 players ages 8 and up.

Playing time approx. 30 minutes

Expansion 2 - Three Little Pigs

The wolf is sneaking around the village again! The three little pigs have quickly hid from the wolf only to loose sight of their brothers. They are so scared of the wolf, they run if just a sheep sticks its head in. Hurry up little pigs, find your brothers!

Game set-up

The "Three Little Pigs" expansion can only be played with the advanced game. Select the character cards depending on the number of players. Then remove the three character cards hunter (appearance: "sheep"), hunting dog (appearance: "wolf") and sheep (appearance: "hunting dog") and add the three "Little Pig" cards.

Note: Expansions "The Three Little Pigs" and "Little Red Riding Hood" cannot be combined.

Sequence of play

Action : Peek at a character card

If the player whose turn it is sees a "Little Pig" card, he keeps the "Little Pig" card. He then randomly gives one of the two character cards in his hand to the other player. Additionally, he places a question mark token in front of himself to indicate that he now has one of the little pigs and says "I saw a little pig escape!".

Note: No information about the card that the other player receives is revealed to the other players

Once any player has made an early suspicion, "Little Pig" cards are not exchanged anymore. If the player whose turn it is sees a "Little Pig" card, he returns it to its owner. Then he puts a question mark token in front of that player and says "I have seen one of the little pigs..".

Overview of the character card

Swap
character card

Targets:
2 "Pigs"



Character image:
"Piggy"

Value:
"1.5"

Make early or late suspicion

A player, who plays one of the three little pigs, positions the pointers on his suspicion board to the numbers of the players who he thinks play the other two little pigs. If the player believes that there is only one or no other little pig character in play, he positions one or both pointers to "0". It does not matter which of the "<" and "<<" pointers is used to indicate the player number of the first or second little pig.