

# *The Game of* "Who's Afraid of the Big Bad Wolf"

## **RULES FOR PLAYING**

### **OBJECT**

Each player strives to get his three pigs from his house to the brick house of the "Three Little Pigs" in the center of the board. The route followed is around the yellow flagstone road as directed by the arrow and words "Start Here" to the red brick road just preceding the yellow road where the player starts.

### **IMPLEMENTS**

Three pigs of a color for each player, a dice cup and two dice.

### **FIRST TURN**

The players throw dice, the one securing the highest throw having first turn. The player to the right of the winner has second and so on around the board.

### **RULES**

1. No player can put a pig in play on his starting point until he has thrown a five. If two fives are thrown two pigs may be entered or one pig and a move of five spaces.
2. The pigs are moved around the board according to the amount of spaces indicated by the throw. One pig may be moved the complete amount thrown, or two pigs may be moved, one taking the amount shown on one dice and the other the amount shown by the other dice.
3. When it is impossible for a player to move his pigs the complete amount thrown, his turn is lost.
4. No space can be occupied by the pigs of more than one player except on SAFE. Pigs on SAFE are not liable to capture.
5. If a pig can be moved to a space occupied by an opponent, the opponent's pig is captured (put out of play). He enters the game again as indicated by Rule 1.
6. Two pigs of one player may occupy the same space. They form a blockade and may not be captured or passed by any other player's pig. A player may not block his own pigs. If no other pig is available to move, one or both of his blockading pigs must be moved. A blockade may be moved intact when doubles are thrown.
7. Landing on spaces having ADVANCE or GO BACK pictures, sends the pig back or forward the amount of spaces indicated. If another player's pig is on the space advanced to, his pig is captured. If another player's pig is on the space sent back to, the player's pig is captured.
8. The brick house of the "Three Little Pigs" must be entered only by the number giving the exact number of spaces required to enter the house. The one who first succeeds in bringing all his pigs into the brick house wins the game.

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