

3. Players may move **BACKWARD** or **FORWARD** as they desire to **AVOID** the Big Bad Wolf and Obstacle Numbered Spaces.

4. ALL Big Bad Wolf and Obstacle Numbered Spaces are **COUNTED** as **ONE** space when moving **OVER** them and there is no penalty **EXCEPT** when landing on one by **EXACT** COUNT.

5. If in being **FORCED BACK** (see paragraph ★) from an **UNNUMBERED** Big Bad Wolf space, the nearest is a **NUMBERED** space, you shall set your piece there, but in this case you shall disregard the number and on your **NEXT** turn move in the same manner as from a regular moving space.

The **WINNER** of the game becomes Red Riding Hood for the next game who shall **SPIN** the Indicator throughout that game.

When **TWO** play follow the same Rules, one player using the **RED** Piece as Red Riding Hood and the other player any one of the other pieces.

When **THREE** play follow the same Rules, one player using the **RED** Piece as Red Riding Hood and the other two players either two of the three other colors.

**DIRECTIONS
FOR PLAYING
WALT DISNEY'S GAME**

**LITTLE RED RIDING
HOOD
THE THREE LITTLE PIGS**

and

THE BIG BAD WOLF



**FOR
TWO, THREE OR FOUR PLAYERS,
PREFERABLY FOR FOUR**



PARKER BROTHERS, Inc.
SALEM, MASS. LONDON NEW YORK

1934

Directions for Playing
LITTLE RED RIDING HOOD
THE THREE LITTLE PIGS
and THE BIG BAD WOLF

The game is supplied with 4 Playing Pieces, one RED (Little Red Riding Hood) and 3 others in YELLOW, BLUE and GREEN (The Three Little Pigs).

The BIG BAD WOLF is the DANGER SPACES shown by a Wolf's Head on all of the Large Circle Spaces, on EACH of the 4 Tracks on the Board.

Each Player SPINS the ARROW of the Indicator, the one spinning the highest taking the part of Red Riding Hood and the others, The Three Little Pigs, in case of a TIE SPIN for high those players SPIN AGAIN.

The player representing Red Riding Hood takes the RED Piece, SITS at that side of the Board marked "RED SITS HERE" and PLAYS on the RED TRACK, the others SIT about the Board in a similar manner—Green where instructed "GREEN SITS HERE" and PLAYS ON THE GREEN TRACK—Those with the YELLOW and BLUE Pieces SIT and PLAY in a similar manner.

First—ALL place their Pieces on the LARGE, STARRED CIRCLE Space in duplicate of the Color of their Piece.

Red Riding Hood is chosen to SPIN the Indicator for ALL Players throughout the Game.

To Start—Red Riding Hood Spins the Arrow of the Indicator and moves her Piece as many spaces along the Track

as shown by the NUMERAL over which the Point of the Arrow rests. NOTE, (All players may use ANY of the different tracks from the start and throughout the game to avoid landing on any BAD WOLF Space if possible).

The others follow in Turn and always playing from Left to Right.

★When ANY player lands on ANY UNNUMBERED Big Bad Wolf space (that is any of these spaces NOT having a number immediately adjacent to it) he must set his Piece BACK to the NEAREST Big Bad Wolf space whether NUMBERED or UNNUMBERED and on his NEXT TURN play from there. In case there are NONE BEHIND he MUST return to START.

The OBJECT of the Game is to get to Number 6 Big Bad Wolf space at the end of your track as soon as possible, which SPACE DOES NOT have to be reached by Exact Count.

The FIRST Player to reach this space WINS the Game.

When ANY of the players land on a BAD WOLF Space marked No. 1, he must move his piece OFF the Track on to the Picture adjacent to that number and LOSES that TURN, and on his next spin turn, replaces it on the Space from which it was removed and proceeds along the track the number of spaces of that spin as before.

When ANY of the players land on ANY of the BAD WOLF Spaces marked No. 2, No. 3, or No. 4 (which are obstacles, a Turnstile, a Bridge, or a Brook) he must, to pass any of these obstacles, spin a 2 if on 2, a 3 if on 3, or a 4 if on 4 OR EITHER of the two 5's if on EITHER 2, 3 or 4, to move again.