



Three Little Pigs

Help your three little pigs to build their houses, but beware of the big bad wolf who will huff and puff, and blow your house down!

Contents

- 1 jigsawed game board
- 12 slot-together 3D house
- 4 playing pieces
- 4 character stands
- 1 two-part spinner (separate the plastic arrow from the base and attach to spinner board)
- 1 dice

Setting up the game

Assemble the playing board.



Each player chooses a playing piece and inserts it into the matching coloured stand. Players place their playing piece on the starting arrow at Mother Pig's house.



Place the house pieces on the table in three piles: straw, sticks and brick.



Place the wolf spinner and dice on the table.



1 Roll the dice

The youngest player starts. Roll the dice.

Move your playing piece in a clockwise direction around the board the number of spaces shown on the dice.



2 If you land on straw, sticks or bricks

If you land on a **straw, sticks or bricks** square, take the matching house piece from the pile on the table. Play passes to the next player.

If you have already completed that particular house, don't take a house piece.

Players must collect **both pieces of each house**, which slot together to fully assemble all three houses.



3 If you land on a wolf

If you land on a wolf, spin the spinner.

If the spinner points to the **wolf blowing down sticks or straw**: Take the corresponding house piece from another player, saying "I'll huff and I'll puff, and I'll blow your house down!" Play passes to the next player.

(If you have already completed that house, take the piece and return it to the relevant pile on the table.)

If the spinner points to the **wolf looking tired in front of bricks**: The wolf cannot blow bricks down so do not take another player's house piece. Play passes to the next player.



4 Once you've assembled all three houses

Once all three houses have been assembled, continue to play in order to reach the safety of the house in the middle of the playing board (throwing the exact number, or more, to get there).

Other players can still take pieces of your completed straw and stick houses. If this happens, you must replace it/them before attempting to get to the middle of the playing board again.



5 The winner!

The winner is the first player to assemble three houses and reach the safety of the house in the middle of the playing board.

