

Little Pigs' Gauntlet

2 players;
30-45 mins

The Little Pigs' Gauntlet is a deadly maze of stone corridors filled with traps, dangers and treasure. Not to mention the nagging feeling that someone is always watching, waiting, pulling the strings of this story ... The truth is, the three little pigs have learned aaaaall their lessons. They have banded together in revenge and built a mighty maze of stone, the most durable material of all. The wolf is trapped and he must make his way out or perish. But it won't be so easy. He will encounter deadly traps made of hay, wood and brick, locked doors, hidden treasures and more.

Who will prevail?

To make the game, simply print the pages from the Game Pieces file on our website. This game can be printed in black and white if you prefer, but colour will enhance the look of the game. If you have access to slightly thicker printing paper that will work well with your printer, use that and if you would like to add a little something extra to your game, have a look at the Crafting section for Little Pigs' Gauntlet on our website. There you will find ideas and tips on how to make the pieces more realistic and durable as well as how to make the box we have designed specifically for the game. You will also need a dice. Use any six sided dice you have at home or even an app on your phone.

Enjoy!

Play the Game:

Set Up

Start by setting up the board. This will be done by the player that will take on the role of the three little pigs. The pigs control the board, add the traps and manipulate the landscape. The wolf moves around the board trying to find the treasure, get the key and escape out of any exit.

1. The player that plays the little pigs takes all the board tiles, turns them face down, so they cannot be seen and mixes them well. When the tiles have been mixed well, start by taking a tile at random and placing it as part of the board. Continue doing this until all the tiles have been arranged.

Note:

- a. *The tiles must connect properly. Stone path must connect to stone path, white square to white square.*
- b. *The board will end up an irregular shape.*



- c. *The wolf can escape from any exit, but you have a finite number of gates to block them. To build an efficient maze, try to have fewer exits, so you can add gates.*
 - d. *If the wolf reaches an exit without a gate, they will not need the key to escape.*
 - e. *There are three special tiles in the mix. One has a picture of a treasure, one has a key. The third tile is the wolf's starting tile. The wolf will start from the start tile and will have to go through both the key and the treasure to escape successfully (unless you have left him an exit without a gate, then he only needs the treasure)*
2. When all the tiles are placed and the maze is ready, it's time to add the extra little assets. Place the key token on top of the key picture on the key tile. Place the treasure token on top of the treasure picture on the treasure tile. Place a gate on every exit. If you don't have enough gates, some exits will stay open. Place the three potions randomly around the maze.
 3. Place the wolf standee on the start tile and give the player that will take on the role of the wolf the six life tokens.

The board is set and it's time to play.

Aim of the game

This game is played by enemies. On one side we have the wolf, who has been lured and trapped in the maze while trying to steal a treasure and on the other we have the three little pigs, who have teamed up in their plot for revenge:

1. **The wolf** must move around the board in order to get the key, get the treasure and escape. Along the way he will encounter deadly traps as well as healing brews. He will start with six life tokens. Going through any activated trap will cost him one or more tokens, depending on the trap. Finding a healing brew will give him one token.
2. **The three little pigs** must make sure the wolf never makes it out of the maze ... During the game they will be placing traps and obstacles in his path to ensure he never sees the light of day!

Play the game

1. **The Three little pigs start the game.** They start by placing three traps anywhere they like that does not have a key, a treasure, the wolf standee or a healing brew. Here is how the traps work. For more detailed information, have a look at the infographic at the end of the rules:
 - a. Brick and water - this trap can only be placed on a crossroad. If the trap is activated and the wolf goes through it, it will cost him one life token.
 - b. The swinging logs - this trap can only be placed where one path crosses another, so the wolf would step into the middle of the trap and be hit by the swinging logs. If the trap is activated and the wolf steps on it, it will cost him 2 life tokens.



- c. The burning hay bales - this is the deadliest trap. It can be placed along any path. If the trap is activated and the wolf steps on it, he will be hit by burning hay bales and will lose three life tokens.
 - d. The spike trap - the spike trap is a single tile trap that doesn't need to be activated. Once placed, the spike trap will remain active for the duration of the game and if the wolf steps on it, it will cost him 1 life token.
 - e. The door - the door is more of an obstacle than a trap. The door is placed between two tiles, rather than on top of just one. The wolf can go through a gate, but he will need 3 moves. For example if the wolf is just next to the gate, he must throw at least a 3 in order to move to the other side.
2. **The three little pigs now activate the traps.** Throw the dice to see which traps will be active for this turn. If the number you have thrown is on any of the traps, these traps will be activated for this turn and will cause their damage if the wolf steps in them. A trap that is not activated will cause no damage.
 3. **It is now the wolf's turn.** The wolf must make a move, he cannot skip a turn. Throw the dice to see how many spaces you can move. You must move the exact number of spaces you have thrown. Once you have started moving in a direction, you must continue without double backing (you can of course make a turn if the map allows it). Keep in mind that every turn the three little pigs will be able to add more traps and obstacles in your path. You must move around the board to collect the key, steal the treasure and escape out of any door. You have six life tokens to start and three potions available in the maze. Good luck!
 4. After the wolf has taken his first turn, the pigs can add **two** more traps anywhere they like that isn't already occupied by a standee or a token. They then throw the dice to see which traps will be activated for this turn.
Note: you have a finite number of traps. When you run out of traps, you will just be throwing the dice to see which traps will be activated, without adding any new ones.
 5. **The wolf takes the next turn, throwing the dice and moving.**

End the game

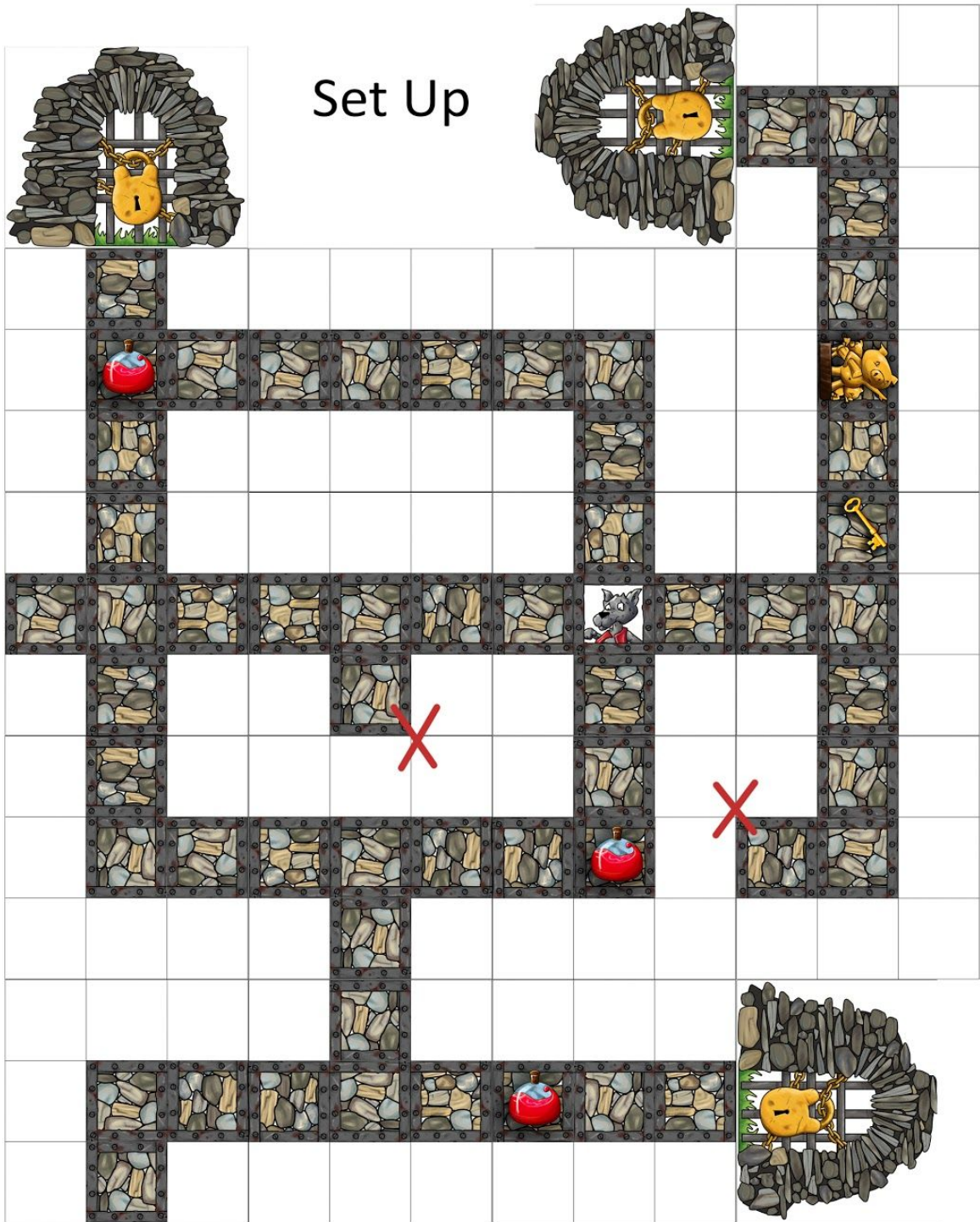
The players take turns until one of two conditions is met - either the wolf has succeeded in stealing the treasure and escaping in which case they win, or the wolf has run out of life tokens and the three little pigs have emerged victorious.

This is it, we hope you enjoy it :)



Set Up

escape without key



escape without key



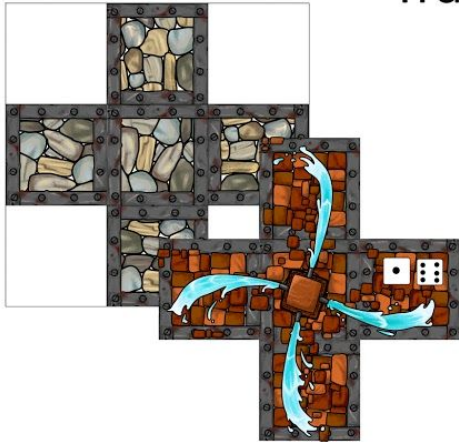
x6 life tokens for the wolf.



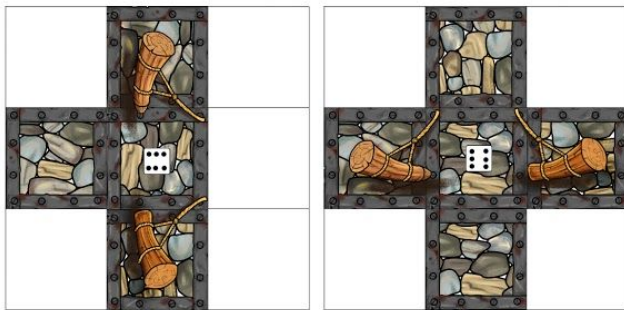
x3 potions in the maze = 3 more life tokens for the wolf.



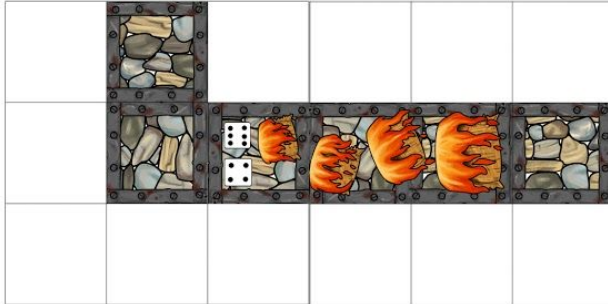
Traps and Obstacles



Brick and mortar - must be placed on a crossroad, activates for a turn when one of the numbers on the trap is rolled. If stepped on while activated, it costs 1 life token or potion.



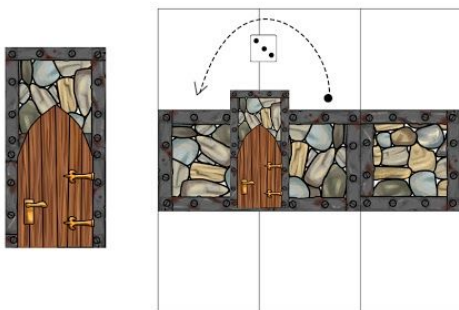
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