

# THE THREE LITTLE WOLVES

三隻小狼

2-4 Players | Ages 8+ | 20 Minutes



Centuries after the “Three Little Pigs,” the Swine family has learned a precious lesson and become the greatest landlord. The Wolf family, however, becomes the builders and works for the Big Bad Pig! In this game, you will build houses by playing cards from small to big numbers. The taller you build, the better chance you have to score points. But your fellow players might sneak their little wolves in your nice house for big points!

## Overview

**The Three Little Wolves** is a family game where each player needs to build their own three houses (Sounds familiar?). On your turn, you may play one card to build the house, or discard one card to send your wolf to live in other players' houses. Building tall will give you a chance to earn the reward from the Big Bad Pig, but finding the right time to send out your wolves is also the key to victory.

## Components



Floor cards x56 (14 each in 4 colors)



Big Bad Pig cards x3



Wolf tokens x12 (3 each in 4 player colors)



Big Bad Pig tokens x3



Mustache token x1 (For 2-player games)

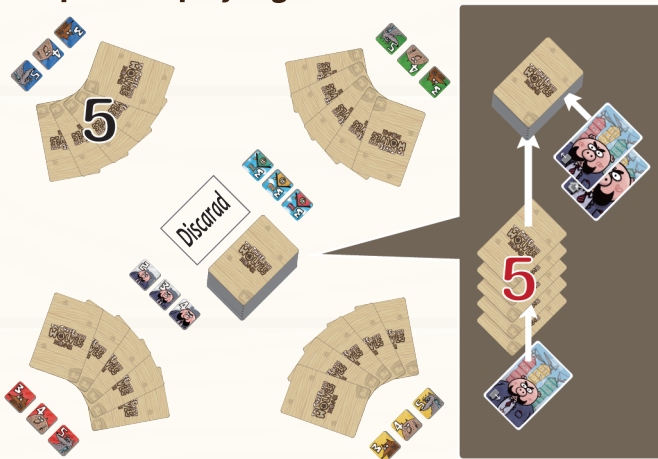


Tallest House tokens x3

## Setup

1. Shuffle all Floor cards and deal 5 to each player as their hand cards.
2. Take 5 more Floor cards, and shuffle them with one random Big Bad Pig (BBP) card (without revealing its identity). Place these 6 cards face down on the table to form the bottom of the draw deck.
3. Shuffle the other 2 BBP cards with the remaining Floor cards, and place them face down on top of the 6 cards to form the complete deck.
4. Each player takes 3 Wolf tokens of a color and puts them in front of themselves.
5. Place the BBP tokens and Tallest House tokens aside.
6. Whoever lives in the highest floor is the start player. You are ready to play!

### Setup for a 4-player game



## Flow Of The Game

Players take turns in clockwise order. On your turn, you must **PLAY ONE CARD**, and then **DRAW ONE CARD**. Details follow:

### PLAY ONE CARD

When you play the card, you can choose to:

- (A) play it into your House of the same color following the Building Rules (see below);
- (B) play it into the discard pile, and decide whether you want to send one Wolf token to one of your opponent's House. (See: Wolf Tokens)

### DRAW ONE CARD

When you draw one card for the deck, there will be two possibilities:

- (A) If you drew a Floor card, your turn ends.
- (B) If you drew a BBP card, perform the following:
  1. Place the BBP token with the lowest number (2/3/4) onto the current tallest House<sup><1></sup> (without any BBP token<sup><2></sup> on it). If multiple Houses tie for the tallest, place the token onto the one which is closest to the active player in clockwise order.
  2. Refill your hand to 5 cards<sup><3></sup>.
  3. Execute the BBP's effect (See: BBPs' effects), and end your turn.

<1> To determine the height of the House, each Floor card counts as one floor. If the topmost card shows  , it's counted as 2 or 3 floors.

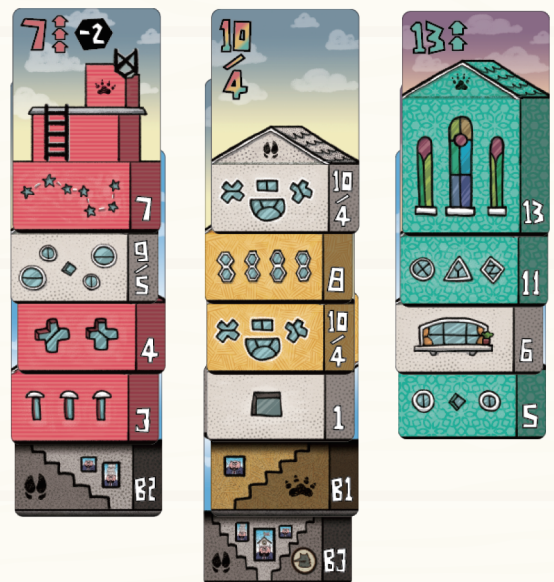
<2> Each House can have at most one BBP token.

<3> When you refill your hand and another BBP card is drawn, place it aside, refill to 5 cards, execute the effect of the first BBP, and then the second BBP card.

## Building Rules

1. Each player can build at most 3 Houses (Red, Yellow, and Green) in front of themselves.
2. White Floor cards are “wild,” and can be built in a House of any color.
  - You can use White Floor card(s) to initiate a House, but you need to determine its color by playing cards of one of the other 3 colors before the end of the game, or the “White House” will be demolished by BBP.
3. When you build a House, the Floor cards must be played in ascending orders. You can initiate a House with any number, and the following number can be non-consecutive. For example, after playing a Yellow 4, you can play any Yellow (or White) card of 5 or higher in the same House.
4. Floor cards 1/2/3 can be used as “the Basement.” When you use them as the Basement, rotate the card 180 degrees, and tuck it under the bottom of the House.
5. See “Floor Cards” for more details.

### Example of a player's Houses



## Floor Cards



1, 2, 3:  
Can be used as the Basement B1/B2/B3. You must have the above-ground floor(s) before you can build the Basement.



B3: This House can accommodate up to 2 Wolf tokens.



7: Count as 3 floors on the rooftop, and lose 2 VP at the end of the game. As soon as it's covered by other Floor cards, it's effect is gone.



9/5:  
Can be used as 9 or 5



10/4:  
Can be used as 10 or 4



11 & 12: Get 3 or 2 VP at the end of the game, respectively, if they are still on the rooftop.



13 & 14: Count as 2 floors on the rooftop. If 13 is covered, it becomes 1 floor.

## Wolf Tokens

- Each time you discard a card, you may send one of your Wolf tokens to one of the opponent's House without a Wolf token yet (unless it has a B3 floor).
- At the end of the game, if your Wolf lives in a non-collapsed House, you will get the VP shown on the token. But if the House is collapsed, you will get -1 VP.
- The Wolf tokens still in front of you at the end counts nothing.

## Game End

When the third BBP card is revealed, the game end condition is triggered.

- Place the last BBP token (4 VP) onto the current tallest House (without a BBP token), and skip the BBP's effect. The active player refills their hand to 5 cards.
- Starting from the next player, you will play 2 more rounds, and the game ends.
- In these 2 rounds, you will play one card, but you won't draw cards anymore.

## Scoring

- Any House that has only White Floor cards are demolished.
- Compare the height of all players' Houses of the same color. The shortest will be demolished, and the tallest will get the **Tallest House token (3 VP)**. If multiple Houses tie for the shortest or tallest, then no House of that color will be demolished or get the reward, respectively.
- If there is only one House of a certain color, it is considered the tallest of that color.
- If there are any Wolf or BBP tokens living in the demolished House, they are flipped and become -1 VP.
- Each **non-demolished House scores 4 VP**.
- Each **demolished House scores -1 VP**.
- If you have Floor 11/12 on the rooftop, score 3 or 2 VP, respectively. If you have 7 on the rooftop, score -2 VP.
- Add up the VP from your Wolf tokens.
- Add up the VP from your BBP tokens.
- The player with the most VP wins! If tied, the player with more VP from their Wolves breaks the tie. If still tied, they share the victory.

## Scoring example

**Red player's score**

Red House:  
4 - 2 (Rooftop is 7) = 2

Yellow House:  
4 + 3 (Tallest) = 7

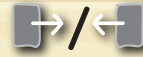
Green House:  
-1 (Demolished) -1 (BBP penalty) = -2

Red Wolves:  
Wolf 3: Wasn't sent out. 0  
Wolf 4: Demolished House. -1  
Wolf 5: Live well. 5

Total: 2+7-2+5=11

Yellow Wolf is -1 VP because this Green House is demolished.

## Big Bad Pigs' Effects



All players pass one card to their right / left simultaneously.



Starting from the active player, each player must send one Wolf token to the opponent's House. If there is no more eligible House available, forfeit the remaining effect.

## 2-Player Rules



In a 2-player game, there will be a Dummy player called Smooki. He doesn't have hand cards nor Wolf tokens, but you need to help him build his Houses. Most of the rules remain the same as above except for the followings:

- Give the Mustache token to the start player.
- When both players have performed their turns, you will reveal one card from the deck and build it into Smooki's House. The rules are:
  - Smooki will build 3 Houses, too.
  - When a White Floor card is revealed, the player with the Mustache token can decide where to build it (must build if able). Then, the token will be passed to the opponent.
  - If the revealed card cannot be built into Smooki's House, discard the card.
- Smooki doesn't need to execute the BBP card's effect.
- When the third BBP card is revealed, you won't alternate your turns. Instead:
  - Both players choose one card and reveal them simultaneously. The player with the Mustache token will play the card first (build or discard), followed by the other player.
  - Then, reveal one card for Smooki. (Skip this if the deck runs out.)
  - Pass the Mustache token to the opponent. Keep playing in this way until both players have used ALL of their hand cards, and the game ends.
- You may send your Wolf to Smooki's Houses.
- When you compare the height of the Houses, Smooki's Houses are also counted.

## Baby Wolf Variant



When you play with younger gamers, you may adopt the following rules to make the game easier for them.

- Your Wolf tokens are sent to YOUR OWN Houses instead of your opponents' Houses.
- Ignore the BBP's effects.

