

Little Dead Riding Hood



A Game from Twilight Creations, Inc.
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Revised Rulebook by Justin Alexander
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GAME SETUP

1. Place the BOARD in the middle of the table.
2. Place the HELPERS in a drafting area to one side of the table.
3. Shuffle the CARDS, deal 3 cards to each player, and place the remaining cards in a draw pile.
4. Shuffle the TILES and place them face down in a draw pile.
5. Each player receives 3 BULLET TOKENS.
6. Each player selects a PLAYER PAWN and places their pawn in one of the starting positions on the board.
7. Place the empty fabric bag, wolf pawns, and wolf tokens to one side.

THE BOARD

STARTING POSITION: For a two player game, use the uncolored starting spaces and lanes. For three players, add the blue spaces and lanes. For four players, add the red spaces and lanes. For five players, add the yellow spaces and lanes.

STARTING LINE: The starting line is the line closest to and directly in front of the starting positions.

FINISH LINE: The finish line is the line at the far side of the board. Anyone crossing the finish line has reached Grandma's House and has won the game.



DEFINITION OF TERMS

DIRECTIONS: Forward is always the direction towards the finish line. Backwards is always the direction towards the starting line. Sideways movement refers to lateral movement left or right.

HELPERS: Although printed on cards, helpers are not considered cards and cannot be countered or affected by card effects which affect other cards.

PAWN: Either a player's pawn or a zombie wolf pawn. Pawns are not tokens (or vice versa).

TOKEN: Either a bullet token or a wolf token. Tokens are not pawns (or vice versa).

GAME PLAY

Each turn in *Little Dead Riding Hood* is divided into three phases. During each phase, every player – starting with the player currently holding the “Starting Player” tile and proceeding clockwise around the table – performs the actions that take place during that phase. Once all players have completed a phase, the next phase begins.

PHASE 1: CHOOSE A HELPER

Beginning with the starting player, each player must choose one helper, place it in front of them, and resolve its effects. The Prince, Wicked Queen, Huntsman, Fairy Godmother, and Evil Stepmother helpers must all be resolved immediately. The Youngest Brother is a riding effect which lasts until the end of the turn and does not need to be immediately resolved. Once a helper has been selected by one player, it cannot be chosen by another player until the next turn.

PHASE 2: MOVEMENT

Beginning with the starting player, each player can discard a card from their hand and move a number of tiles equal to its movement value. (The movement value of a card is the number listed at the bottom of the card.)

Note that, by default, a player can only play ONE card per turn. If a player has already played a card for some other purpose during their turn, they CANNOT play a card for movement.

When moving, a player can move all or part of the designated movement. They may move forward, sideways, or backwards; diagonal movement is not allowed. Players can only move on path tile; they cannot move onto or through obstacles or empty spaces. A player can move through the pawns of other players but cannot end their movement in the space of another player’s pawn.

Encountering Zombie Wolves: If a player moves into the same space as a zombie wolf during movement, immediately initiate combat. However, once the combat has been resolved the player can complete the rest of their movement. (This is true whether the combat was won or lost. In fact, after a lost combat a player can immediately move back into the wolf’s space and fight it again.)

Picking Up Bullets: If a player moves into the same space as a bullet token, they pick up that token. If a space contains both a zombie wolf and an ammo token, the zombie wolf must first be defeated in combat before the bullet token can be picked up.

PHASE 3: CLEAN-UP

Return all the helpers to the drafting area and place any cards that were played this round in the discard pile, then begin the next turn.

PLAYING CARDS

Each card has both an effect and a movement value. Cards can be played for EITHER the effect OR the movement value, but not both.

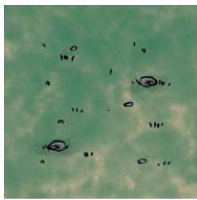
Unless stated otherwise, cards can be played for effect at any time during a turn, even when another player is taking an action. However, each player may only play ONE card per turn.

When a card is played, it should be placed face-up in front of the player playing it. (This serves as an easy reminder of which players have played cards during the current turn.) During the clean-up phase, these cards are moved to the discard pile.

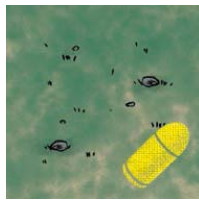
PLACING TILES

There are four types of tiles:

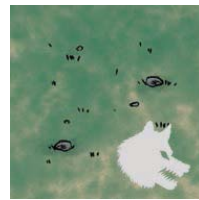
- *Path – Empty*: These tiles have no special effect.
- *Path – Bullet Icon*: When placing this tile, place a bullet token on the tile.
- *Path – Wolf Icon*: When placing this tile, place a zombie wolf pawn on the tile.
- *Obstacle*: Players cannot move onto or through these tiles.



Path – Empty



Path – Bullet Icon



Path – Wolf Icon



Obstacle

When placing a tile, it must either touch the starting line at the bottom of the board or another tile. (Tiles diagonal to each other are not considered to be touching.)

Any time a tile is drawn which can be legally played, it *must* be played.

PLACING OBSTACLES: Obstacles cannot be placed on the starting line and a tile cannot be bordered by more than one obstacle. If, at any time, you draw an obstacle piece and cannot legally play it, you may discard it and draw again until you get a path piece.

COMBAT

Whenever a player's pawn is on the same space as a zombie wolf pawn, combat immediately begins. (This interrupts all other actions. Once combat has been resolved, play continues from the point of interruption.)

To resolve combat with a zombie wolf, follow these steps:

1. Take the fabric bag and place one wolf token in it.
2. The player fighting the wolf can now place as many bullet tokens as they wish into the bag. (After combat is resolved, these bullet tokens are discarded regardless of the outcome.)
3. Shake the bag to randomize the tokens, then reach into the bag and blindly select one of the tokens.

If the token drawn is a BULLET, the zombie wolf has been killed. Remove the zombie wolf pawn from the board.

If the token drawn is a WOLF, the player has been forced to flee.

FLEEING: A player forced to flee is automatically returned to the space they previously occupied.

- If this space is occupied by a zombie wolf pawn, this will trigger a combat with the new wolf. (Losing this combat will cause the player to flee to the space on the opposite side of the second wolf; it will not return them to the space with the first wolf.)
- If this space is occupied by another player's pawn, they must move backwards an additional space.
- If this space has an obstacle, the player to their right decides which direction they must move.
- If this space does not have a tile in it, the player to their right decides which direction they must move.
- If no legal movement is possible, the player's pawn is moved backwards along their current lane to the closest available path tile. (Or the starting space if no path tile is available.)

MISCELLANEOUS RULES

MOVING/REMOVING TILES: Certain helpers and card effects allow tiles to be moved or removed. A tile containing a pawn cannot be moved. If a tile containing a token is moved, the token moves with it; if it is discarded, the token is also discarded.

WINNING THE GAME

The first player to land on a path piece that crosses the finish line out of the woods wins the game.

DESIGN NOTES **FOR THE REVISED RULEBOOK**

The rulebook which shipped with *Little Dead Riding Hood* was essentially incomprehensible. It included two different play sequences which contradicted each other; inconsistent use of terminology; an illustrative “board explanation” which contradicted the written rules; and a number of common game play scenarios which couldn’t be resolved using the rules as written.

Once you muddled your way through all of this, however, the game proved to be an interesting, clever, and dynamic game with some unique ideas lurking under the hood.

This revised, fan-written rulebook is an effort to both clarify the rules as written and also supplement them as necessary in order to resolve key mechanical problems. (For example, what it means to “move backwards” after a failed combat is given a definitive answer.) Hopefully the result will be to make the game both easier to learn and more enjoyable to play.

This revised rulebook does NOT include the clarifications on how specific helpers and cards are resolved. You should reference the original rulebook for that information.

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