2 Player Game

Both players choose a Little Pig and a house in the same colour. The third Little Pig and the third house are not in the game.

The rules are the same as the three player game, with one exception. When you land on the start space you collect a Straw house piece as normal, plus you also take a Straw or Wood house piece from your opponent's house and return this piece to the stack. You may not choose a Brick piece, because Brick is so strong that it can not be taken away!

Batteries

Please refer to the packaging of the batteries you have bought, for instructions and safety warnings.

If the batteries run down, unscrew the panel on the back. Insert new batteries and replace the panel. Please ensure the + end is on the correct side of the holder.

- Do not attempt to recharge non-rechargeable batteries.
- Do not mix different battery types, or new and used batteries together.
- Only use 1.5 V batteries of the type mentioned on the box.
- Always remove batteries when they are exhausted.
- Do NOT short-circuit the supply terminals under any circumstances.
- **Caution:** Batteries to be installed by adults only.
Starting with the youngest player, players take it in turn to roll the die and move their Little Pig (clockwise around the track) the same number of spaces indicated by the die. Only one Little Pig can occupy a space. If another Little Pig lands on an occupied space it must continue to the next unoccupied space on the playing track.

Building your House
When a Little Pig lands on a Straw, Wood or Brick space the player can add a house piece of that type to their house. The player must take a house piece from the pile and fit it on to their own house - Straw and Wood pieces hang from the house frames, while Brick pieces must be clipped on. A player cannot take a house piece from another player. If a player does not need any of the pieces for their house, or there are no pieces of that material left in the pile, then they add nothing to their house and play passes to the next player.

The Wolf
When a player’s Little Pig lands on a Wolf space the player must:
1. Turn the Wolf to face an opponent of their choice. (HINT: It is usually best to turn the Wolf towards the player with the most pieces on their house!)
2. While saying, “I’ll huff and I’ll puff and I’ll blow your house down!” press gently down on the Wolf’s back to make him take a deep breath and blow at the house. Any house pieces that are blown off by the Wolf are lost and must be returned to the pile beside the board. Play then passes to the next player.

Winning
The first player to complete their house with 1 door, 1 wall and 4 window pieces is the winner.

Setting up the Game
Install the batteries as instructed (see back page of leaflet). Carefully fit together the 4 game board sections, by matching the numbers on the end of each section, to form the playing track. Lay the playing track on a flat surface and place the moulded hill in the centre. Fit the base of the Wolf onto the circular opening on top of the hill, being careful to match up the shapes on his base. Fit the 3 house frames into the hill with the ledges facing outwards. Turn on the unit using the switch on the bottom of the base.

There are 3 different types of house pieces: windows, walls and doors. Each type can be found in 1 of 3 materials: Straw, Wood or Brick. There are 6 pieces made from each material. Place all 18 pieces in a pile next to the game board.

IMPORTANT: MAKE SURE THE CORRECT CARDBOARD INSERT IS FITTED INTO THE CORRECT SHAPED HOUSE PIECE.

In case any house pieces have lost their cardboard pictures, the house pieces can be identified by a series of small dots on the bottom edge. = Straw, = Wood, = Brick.

Each player controls a Little Pig and each Little Pig should be placed on the starting space directly in front of the house that matches the colour of the Little Pig’s t-shirt.

Please note: the start space is a regular Straw space during the rest of the game.