GB Big Bad Wolf

Object
To be the first player to make two correctly matched fairy tale characters.

To play
- All the cards are spread face down on the table, colour spots uppermost.
- The youngest player rolls the colour spot dice. They then choose a card which matches the coloured spot and places it picture side uppermost in front of them.
- Play then moves to the next player, who rolls the dice.
- To begin with a player may collect a mismatched fairy tale character, e.g. pinocchio's head, red riding hood's body and the pied piper's feet.
- If a player turns over a wolf card the player calls out "Big Bad Wolf!" and takes a card of their choice from another player. This may help them complete a fairy tale character or prevent another player from completing one. If a player already holds three cards of the same type as the one they take (head, body or feet), they must return one of the four cards to the table, colour spot uppermost.
- The wolf card is then returned to the table, colour spot uppermost, and remains in play.

N.B. Only three part sets may be started at any one time. If a player turns over a fourth head, body or feet card, they must return it to the table face down or swap it for one of the cards they hold.

The winner
The winner is the first player to correctly match together two fairy tale characters.