



 **STARTER**

 **JUNIOR**

 **EXPERT**

 **MASTER**

dat: 20221122B Made in China

5 414301 518389

Game rules - without the wolf:

- 1 Choose a challenge. Place the house, trees and Red Riding Hood on the game board as indicated. Make sure you pay attention to the position of the chimney on the house, so that the doors are facing the correct direction. You are not allowed to move these pieces as you solve the challenge.
- 2 Create a path for Red Riding Hood to find Grandma's house. As the challenges get more difficult, more puzzle pieces (roads) will be needed. Some of the squares on the board may remain empty.
- 3 There is only 1 solution, which can be found on the backside of each challenge in the booklet.

Hints for parents and teachers:

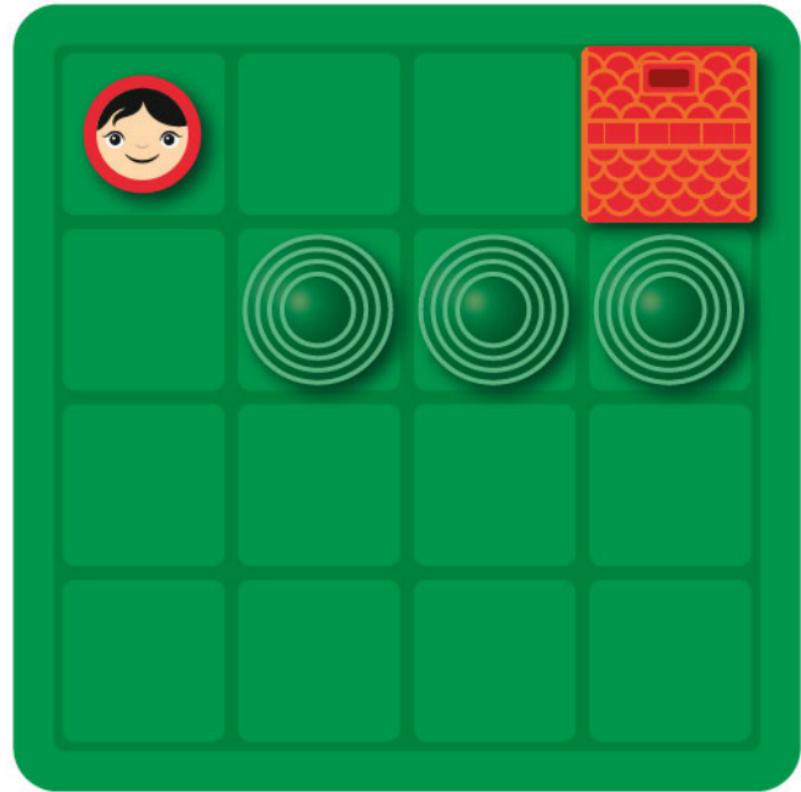
- Most children will need assistance when they start playing the game. Placing all figures in the right places during setup is a great first achievement!
- Some children may notice that the flowers below each challenge indicate which puzzle pieces they need for the solution. This encourages kids to discover this little secret about the game themselves.

© 2015 Concept, game design & artwork: SMART - Belgium. All rights reserved.

Designer: Raf Peeters. Original product name: Little Red Riding Hood.

Neerveld 14, B-2550 Kontich, Belgium. Fax +32 15 45 10 60 info@smart.be. www.SmartGames.eu





STARTER 1





SOLUTION 1





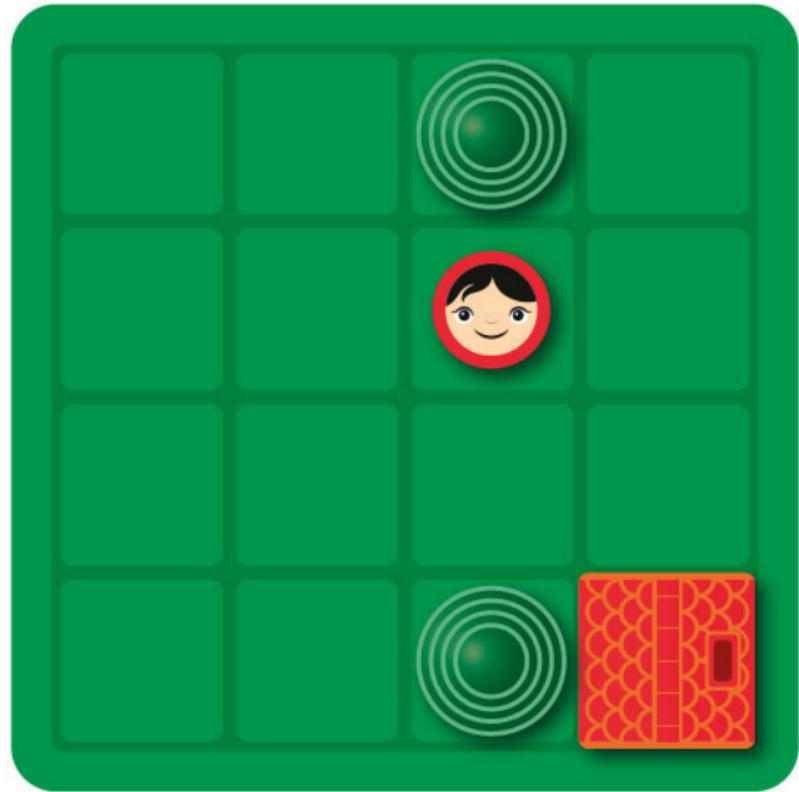
STARTER 2





SOLUTION 2





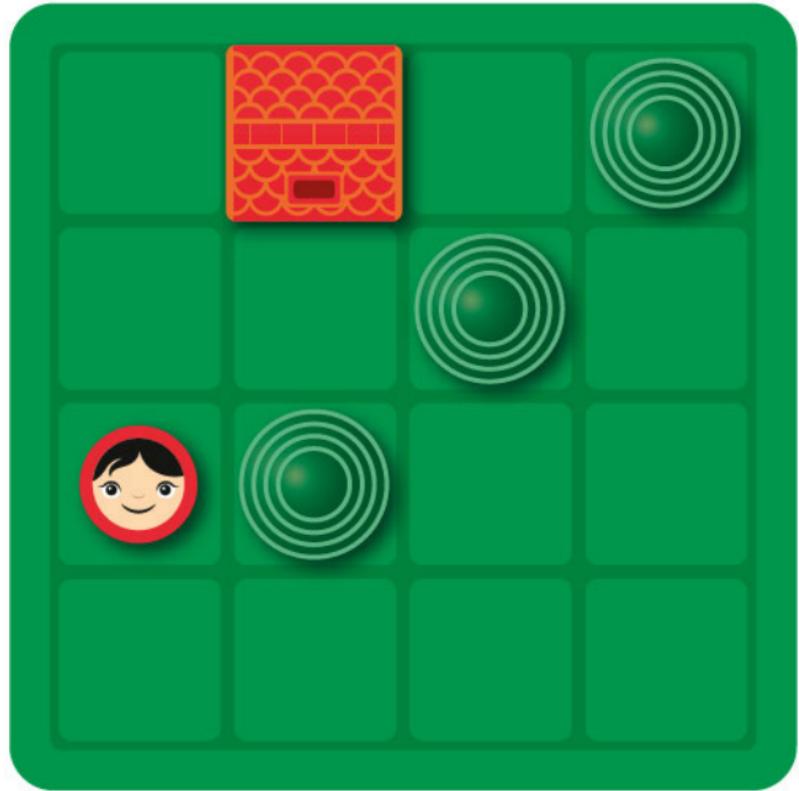
STARTER 3





SOLUTION 3





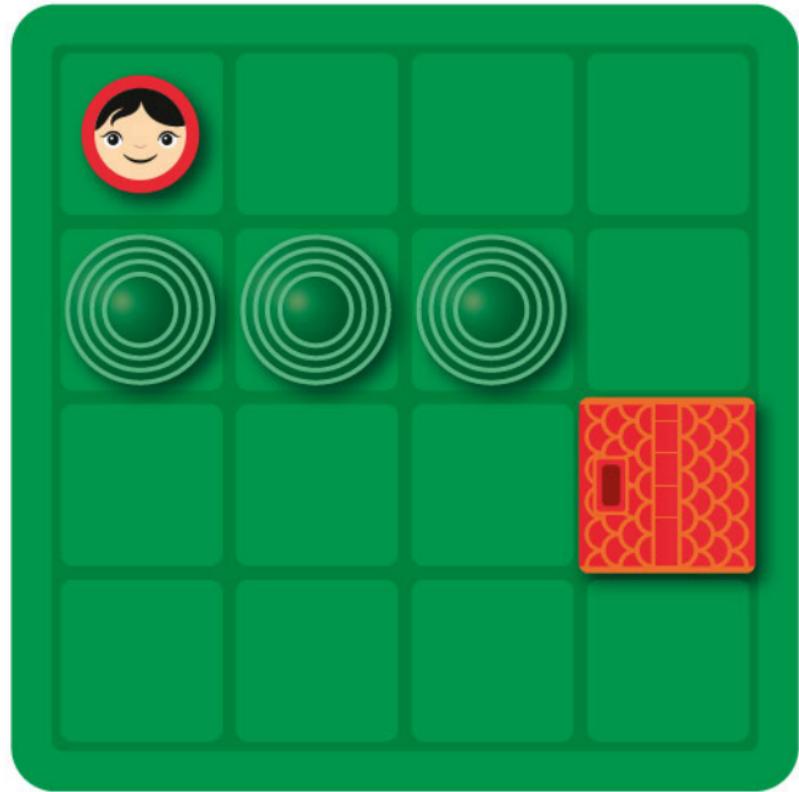
STARTER 4





SOLUTION 4





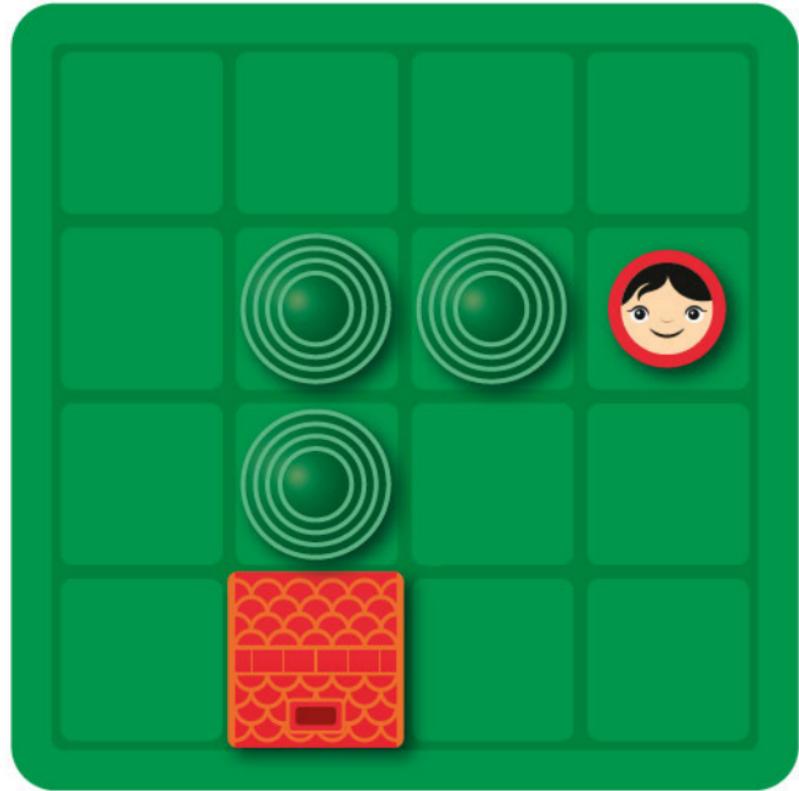
STARTER 5





SOLUTION 5





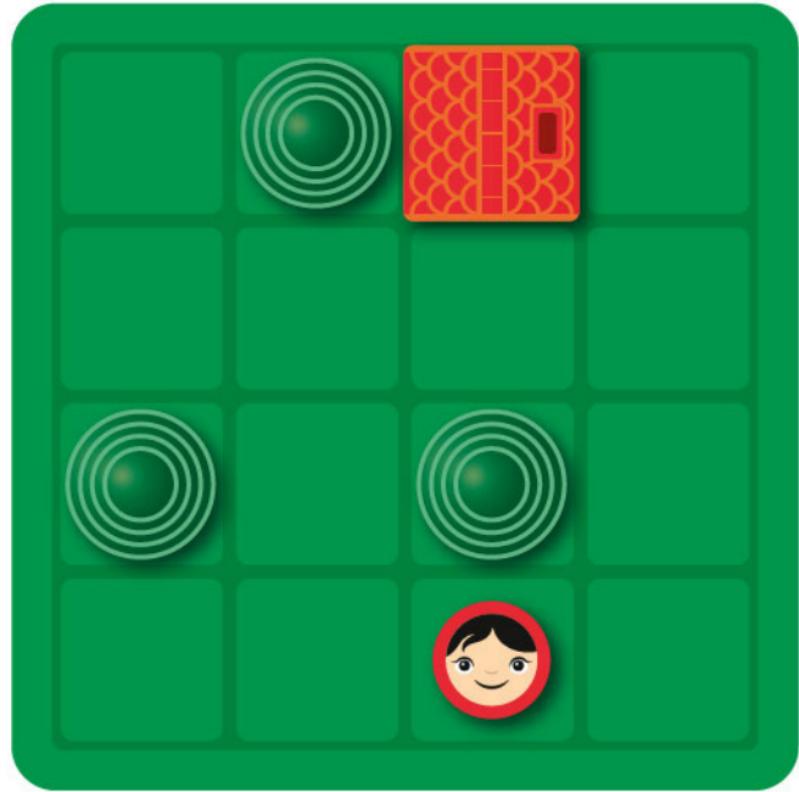
STARTER 6





SOLUTION 6





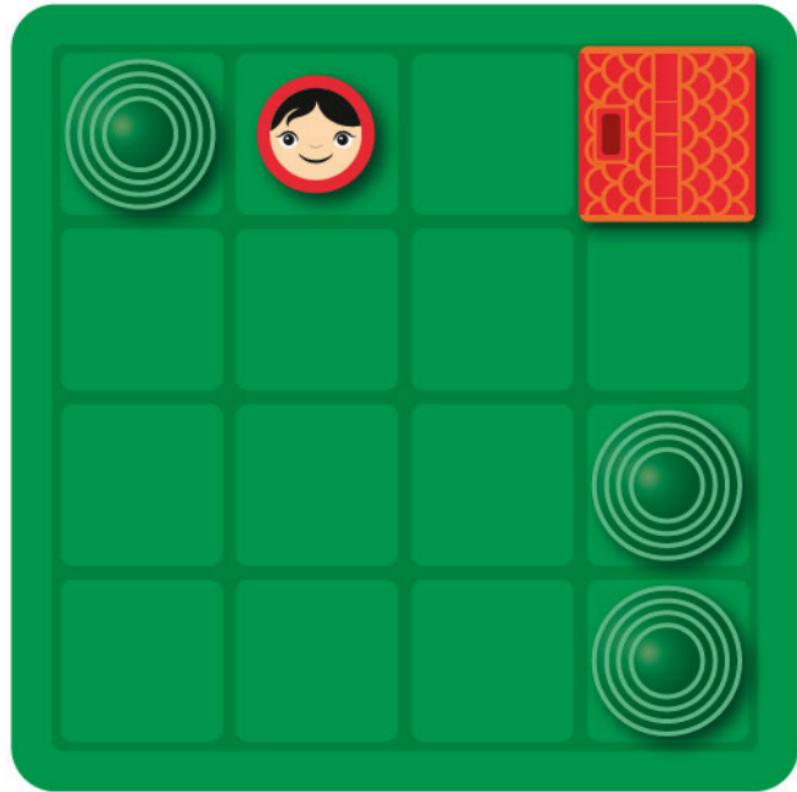
JUNIOR 7





SOLUTION 7





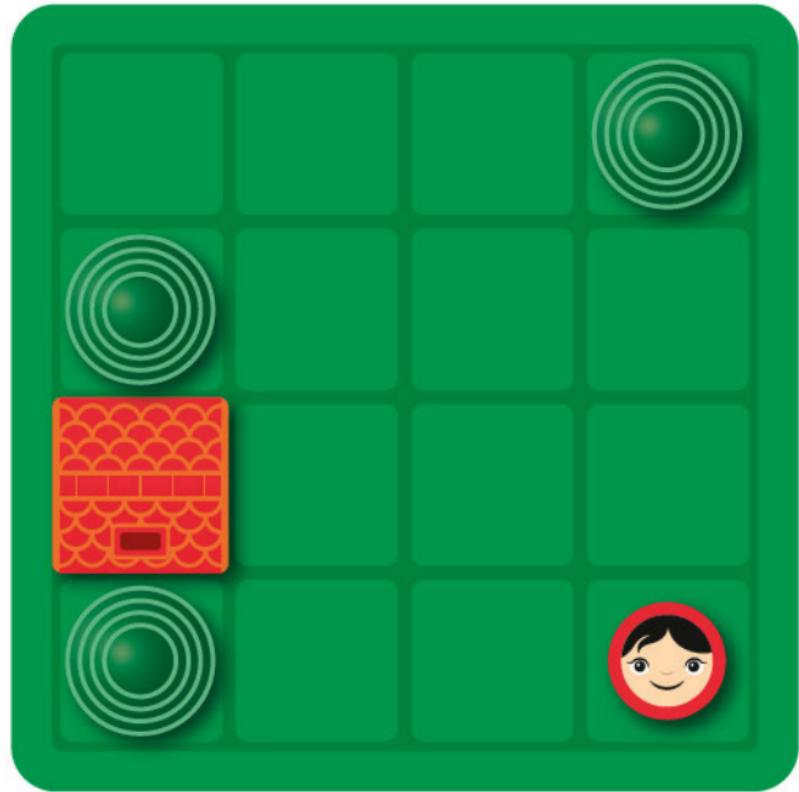
JUNIOR 8





SOLUTION 8



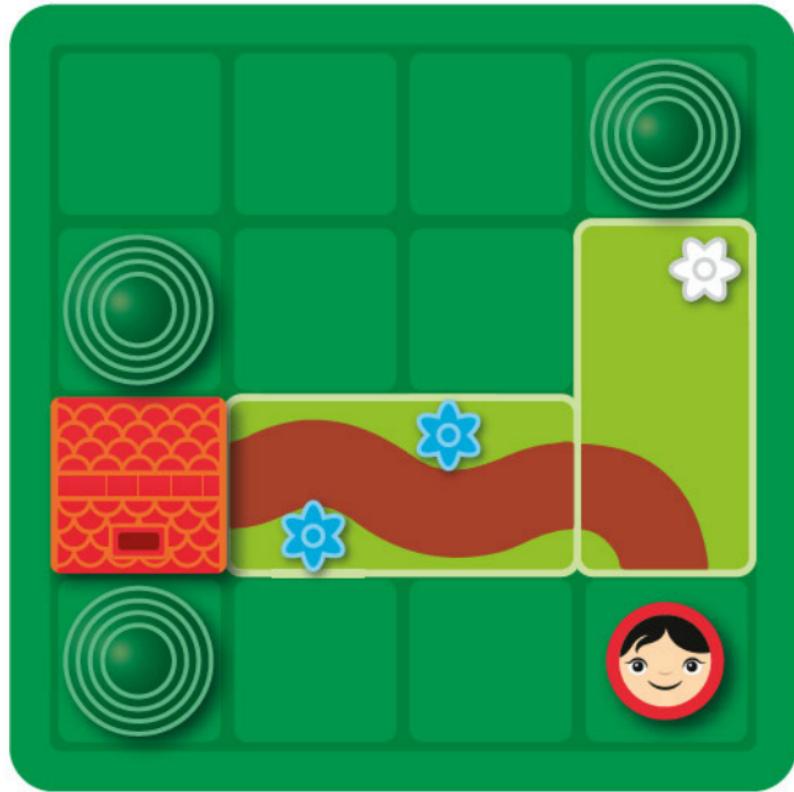


JUNIOR 9





SOLUTION 9





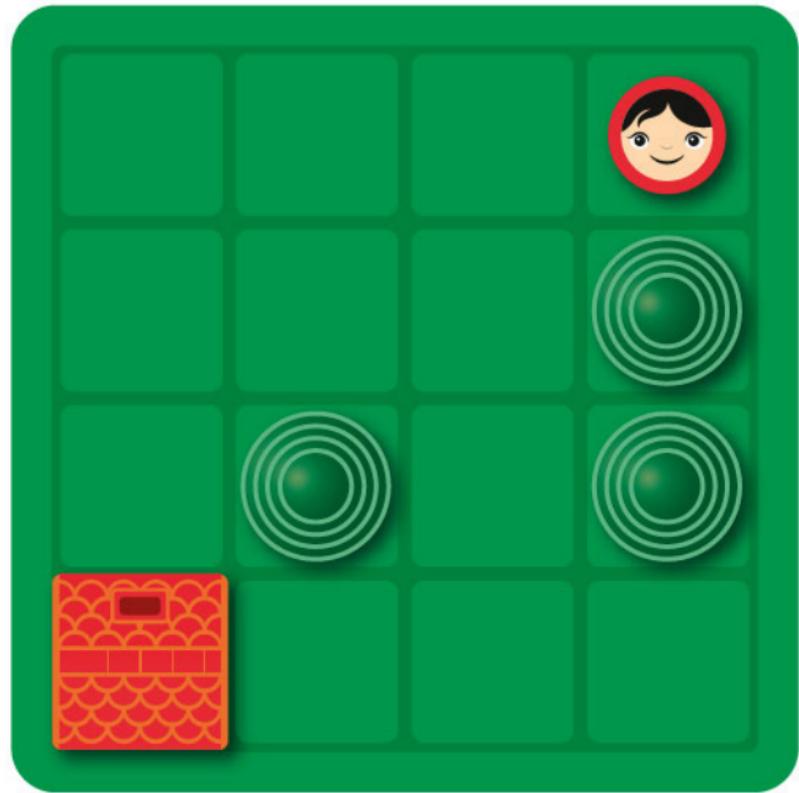
JUNIOR 10





SOLUTION 10





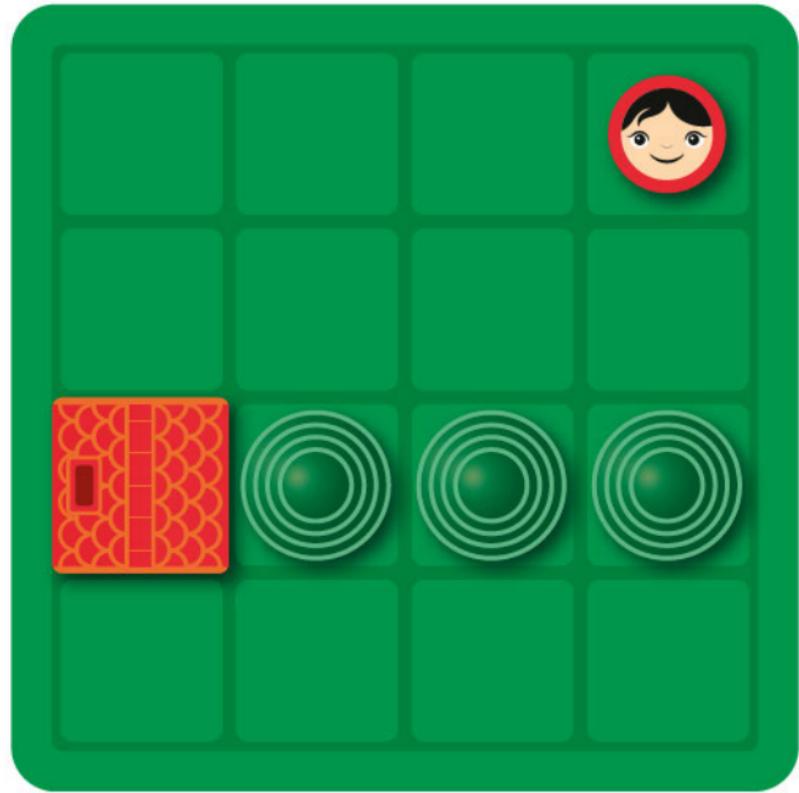
JUNIOR 11





SOLUTION 11





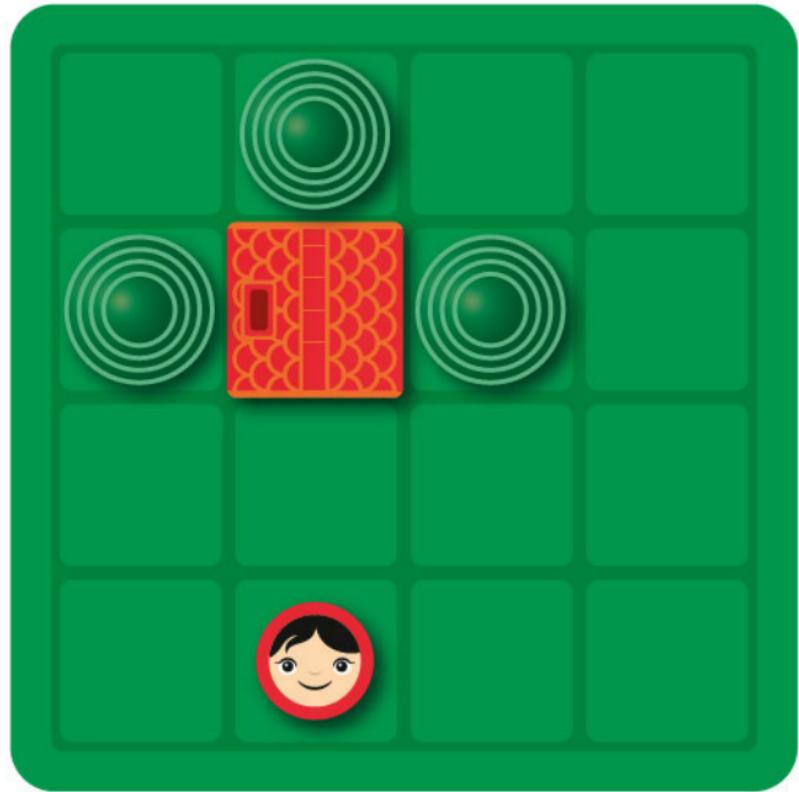
JUNIOR 12





SOLUTION 12





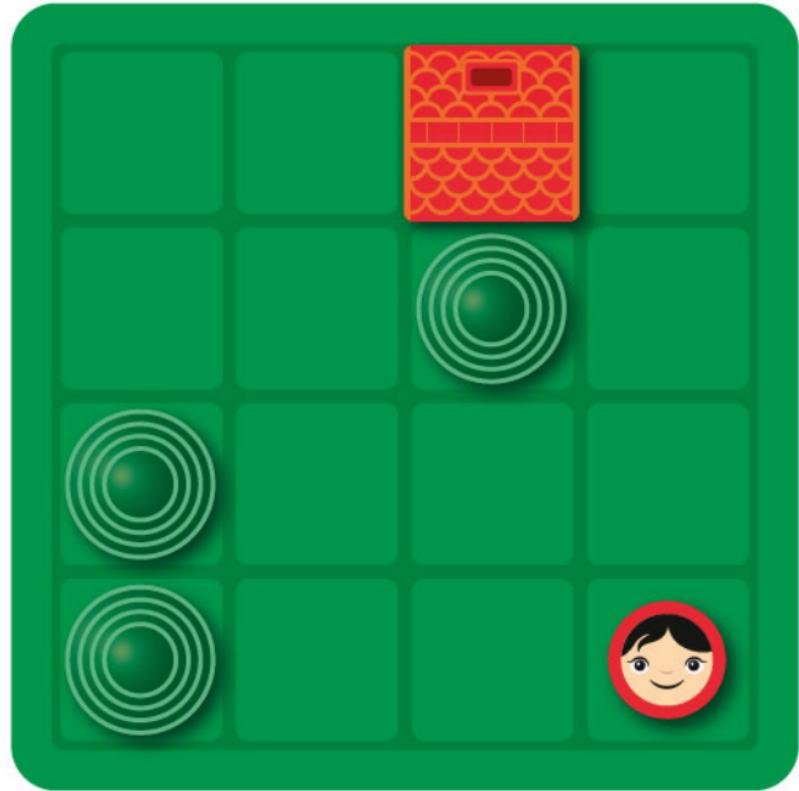
MASTER 13





SOLUTION 13





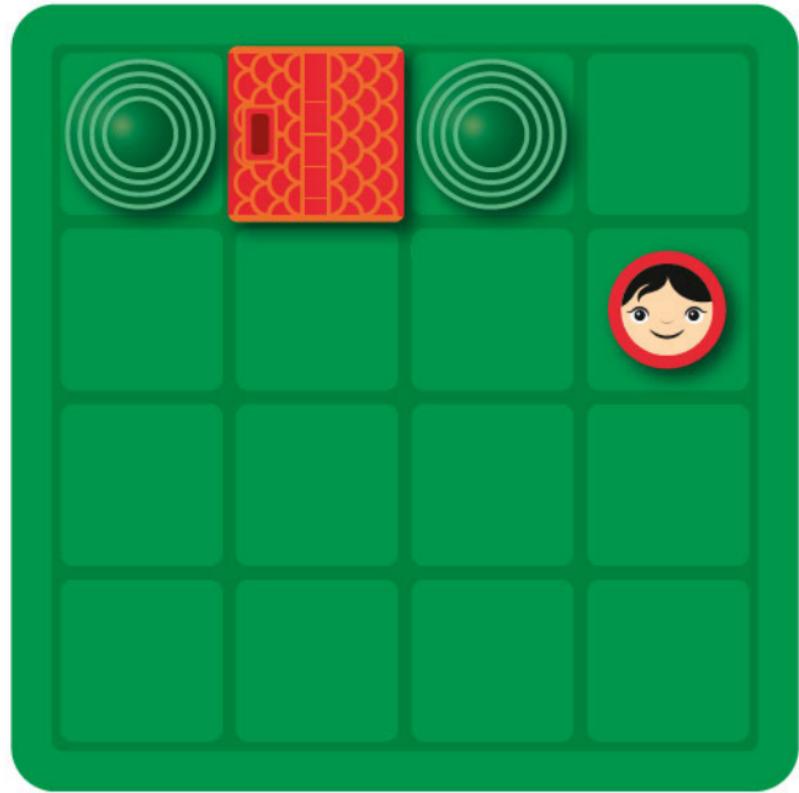
EXPERT 14





SOLUTION 14





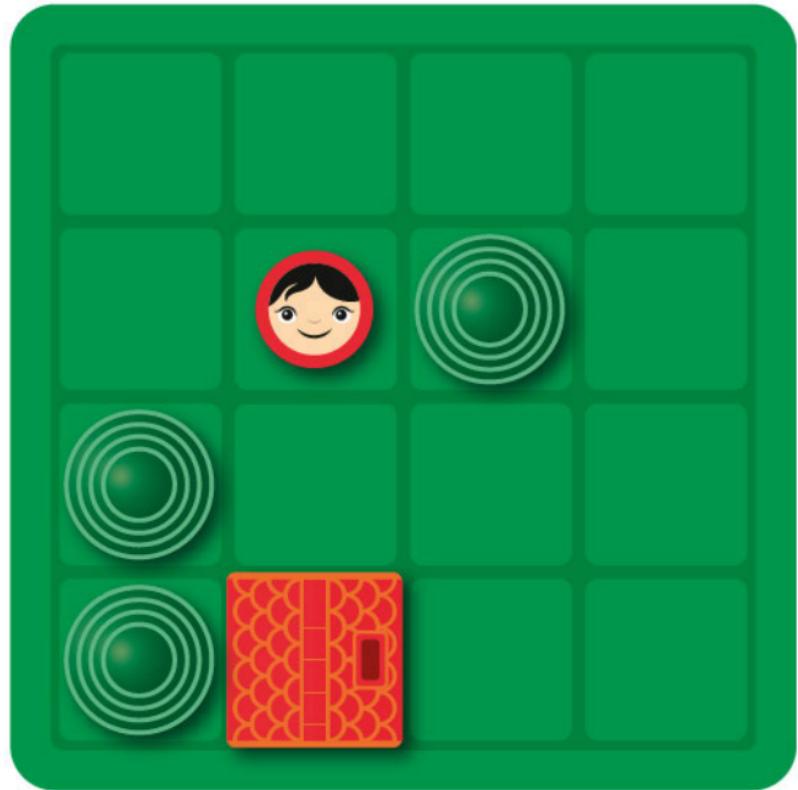
EXPERT 15





SOLUTION 15





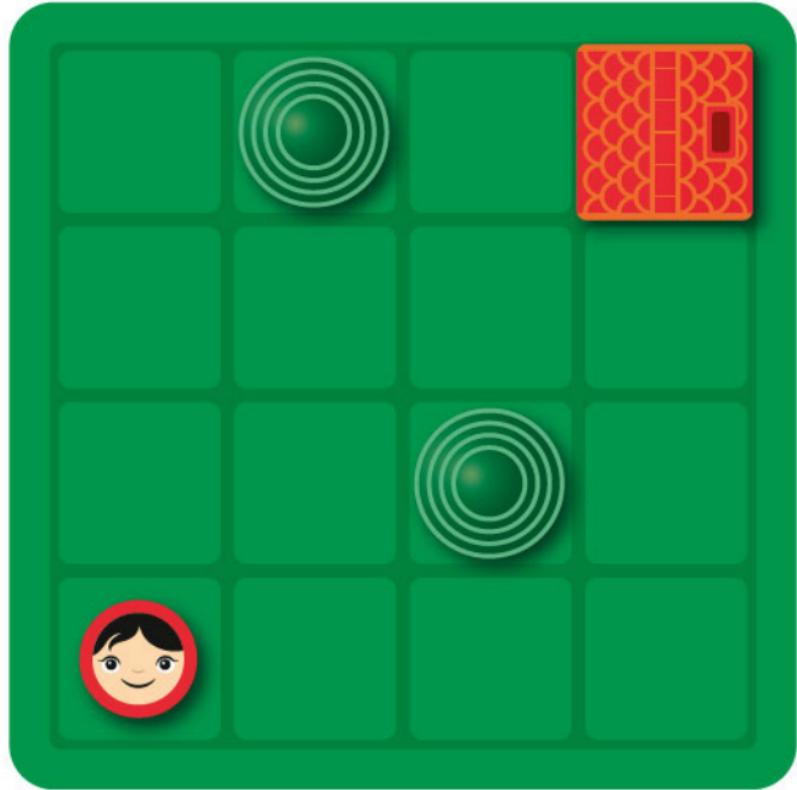
EXPERT 16





SOLUTION 16





EXPERT 17





SOLUTION 17





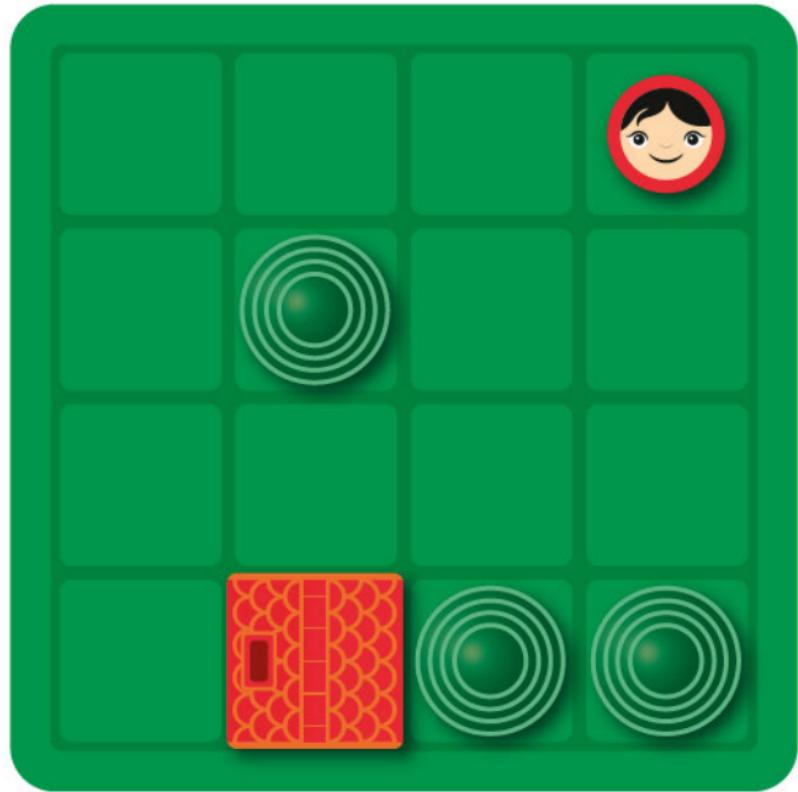
EXPERT 18





SOLUTION 18





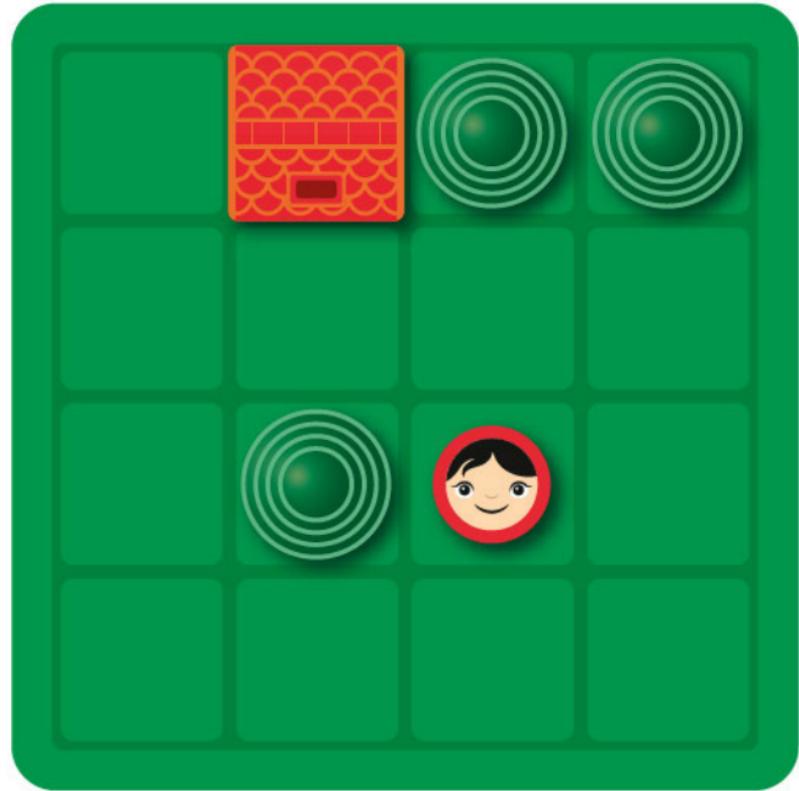
MASTER 19





SOLUTION 19





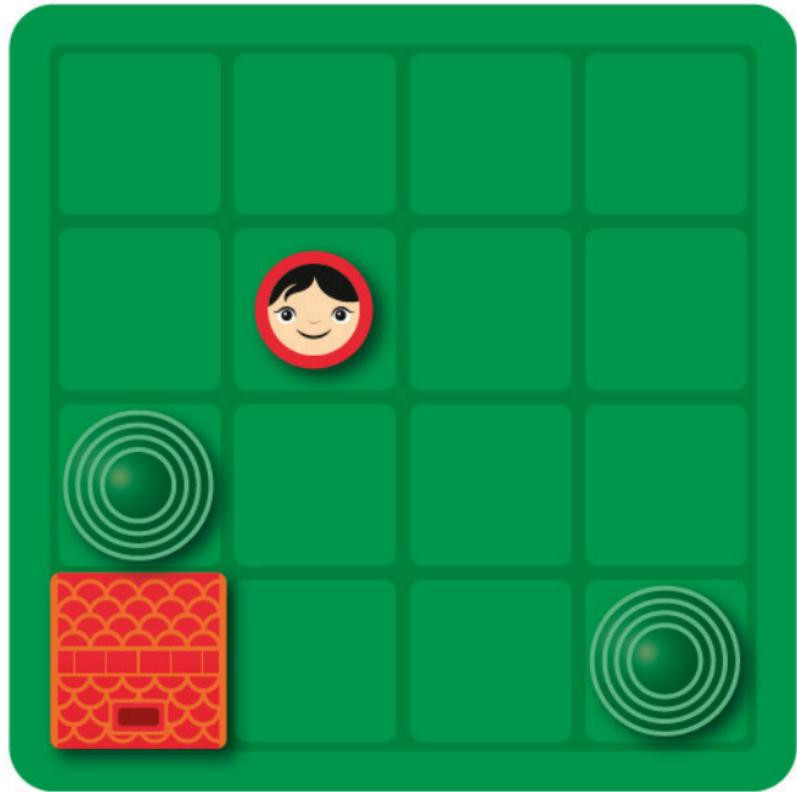
MASTER 20





SOLUTION 20





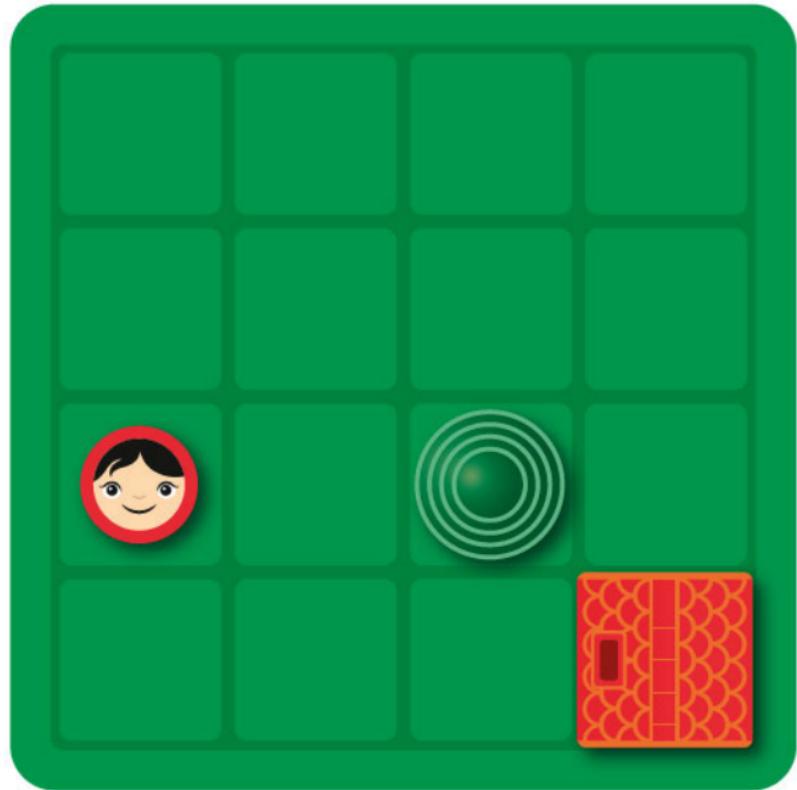
MASTER 21





SOLUTION 21





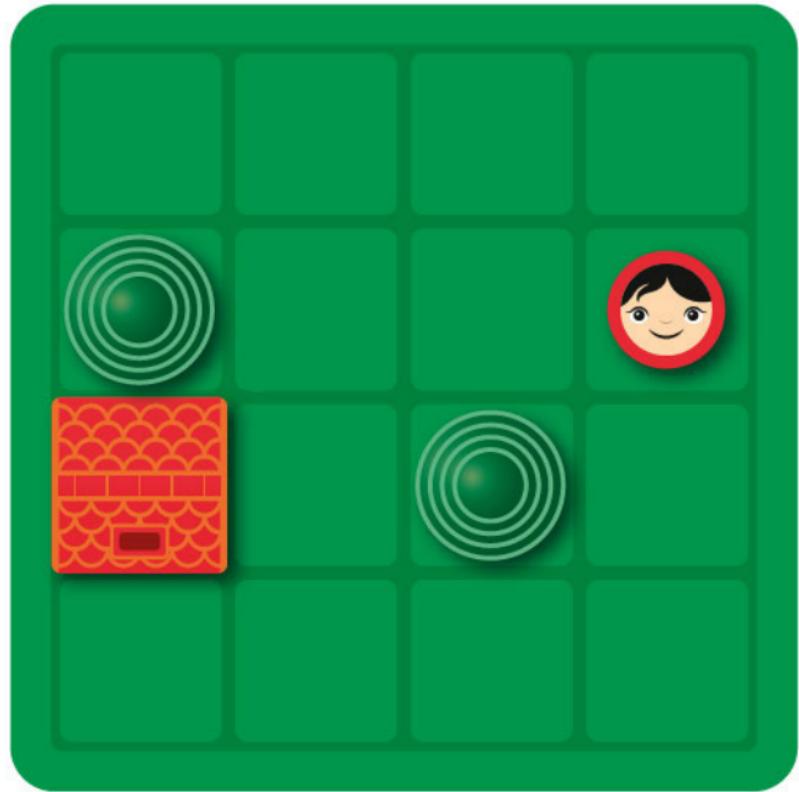
MASTER 22





SOLUTION 22





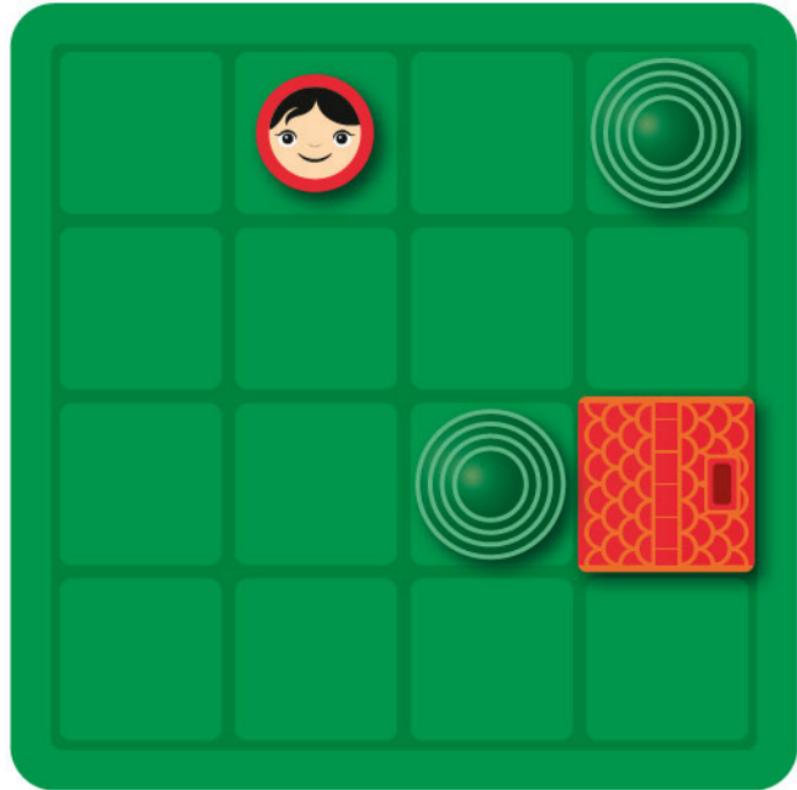
MASTER 23





SOLUTION 23





MASTER 24





SOLUTION 24





-  **STARTER**
-  **JUNIOR**
-  **EXPERT**
-  **MASTER**

Game rules - with the wolf:

- 1 Choose a challenge. Place the house, trees, Red Riding Hood and the wolf on the game board as indicated. Make sure you pay attention to the position of the chimney on the house, so that the doors are facing the correct direction. You are not allowed to move these pieces as you solve the challenge.
- 2 Create 2 different paths. One path to connect Red Riding Hood to the house, the other path to connect the wolf to the house. Both paths must connect with a different door at the house! As the challenges get more difficult, more puzzle pieces (roads) will be needed. Some of the squares on the board may remain empty.
- 3 There is only 1 solution, which can be found on the backside of each challenge in the booklet.

Hints for parents and teachers:

- Most children will need assistance when they start playing the game. Placing all figures in the right places during setup is a great first achievement!
- Some children may notice that the flowers below each challenge indicate which puzzle pieces they need for the solution. They may also discover that the path for the wolf is always shorter than the path for the girl, because in the original story the wolf reaches Grandma's house first. Encourage kids to discover these little secrets about the game themselves.





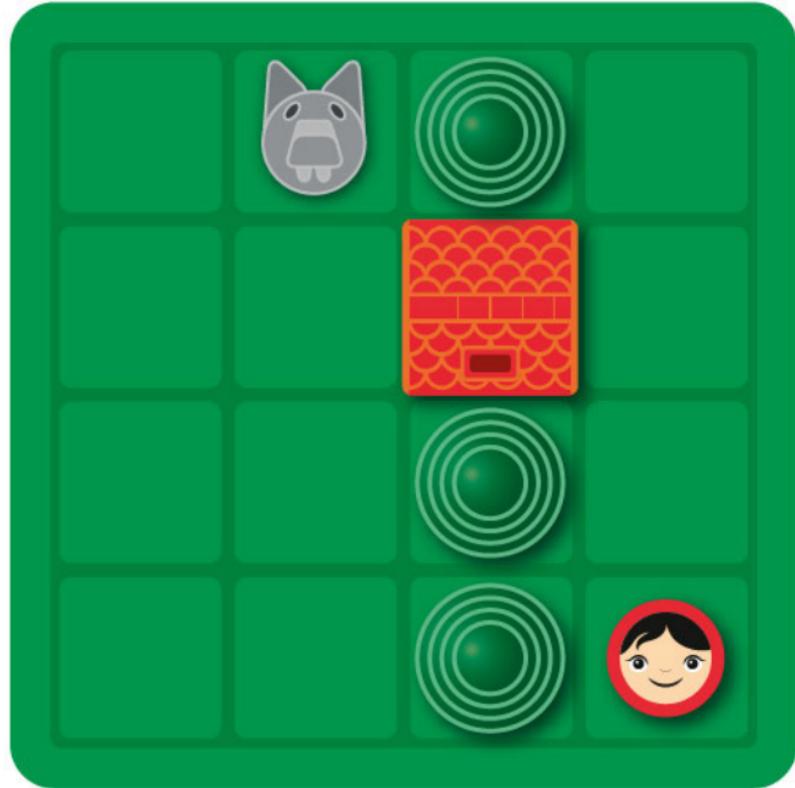
STARTER 1





SOLUTION 1



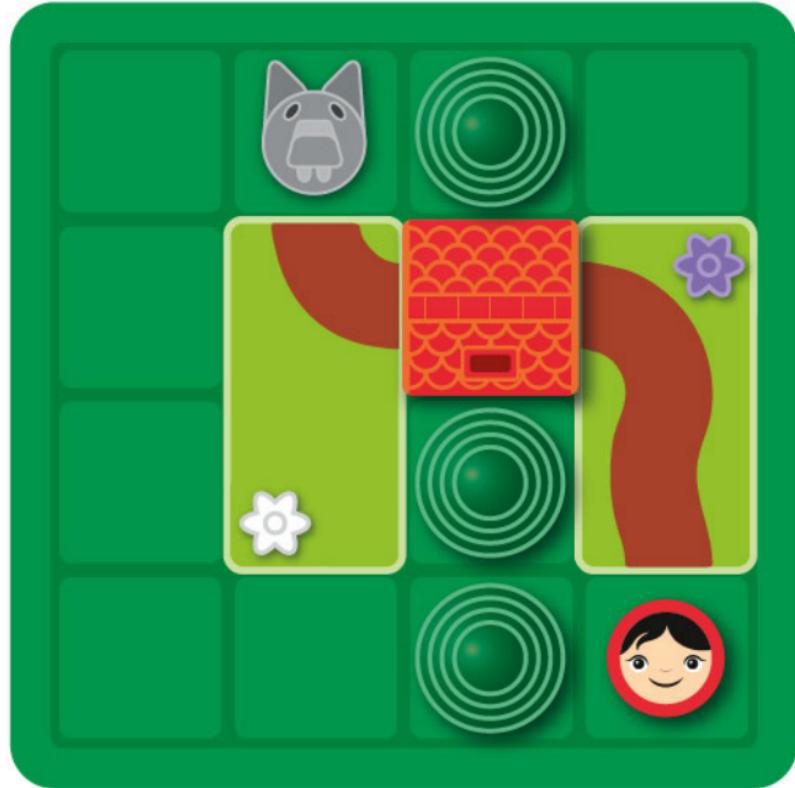


STARTER 2





SOLUTION 2

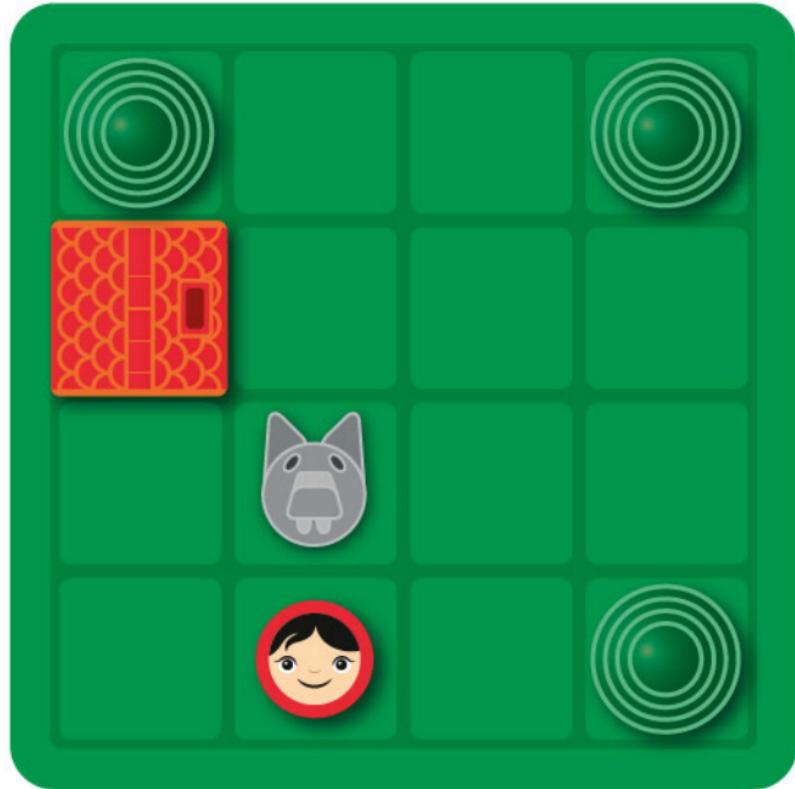






SOLUTION 3

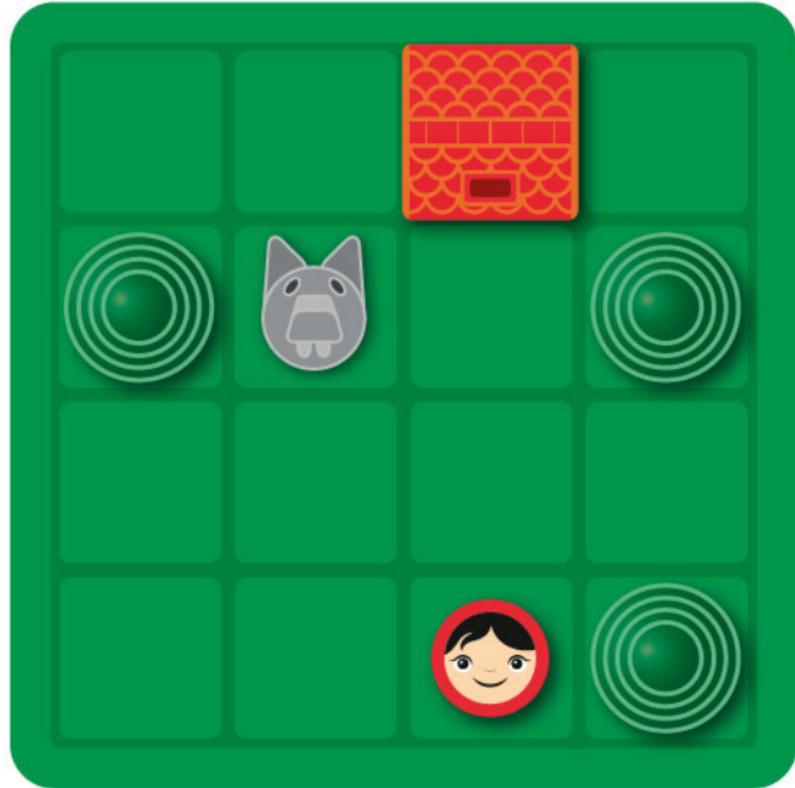






SOLUTION 4

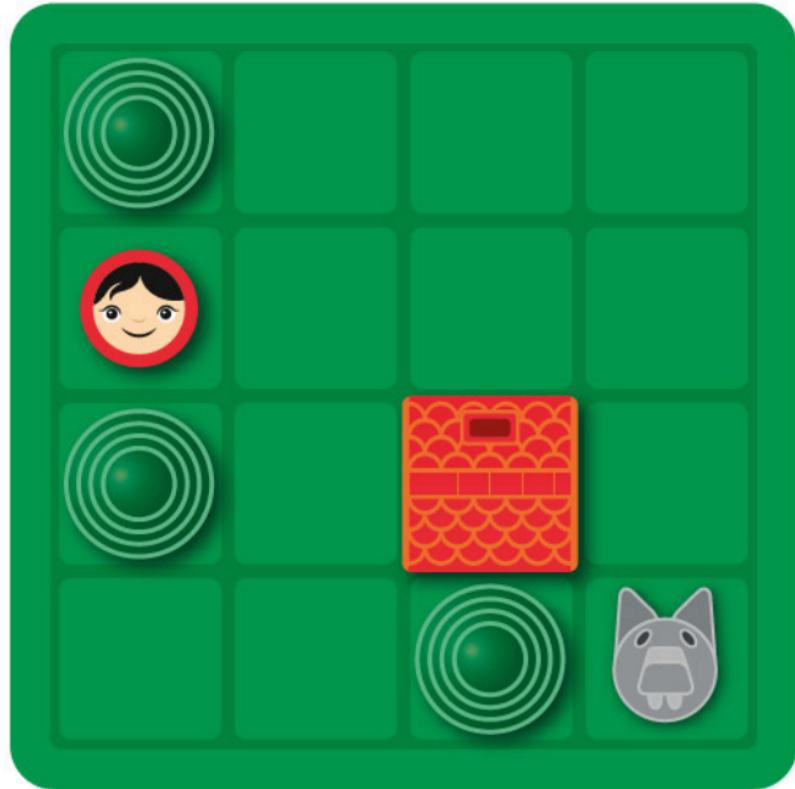






SOLUTION 5







SOLUTION 6





JUNIOR 7





SOLUTION 7





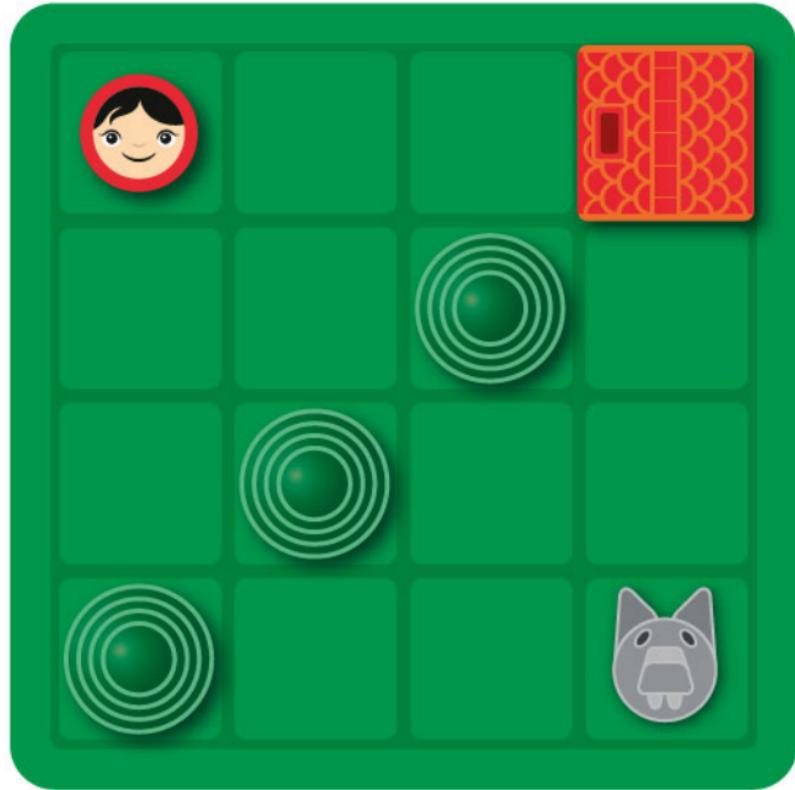
JUNIOR 8





SOLUTION 8





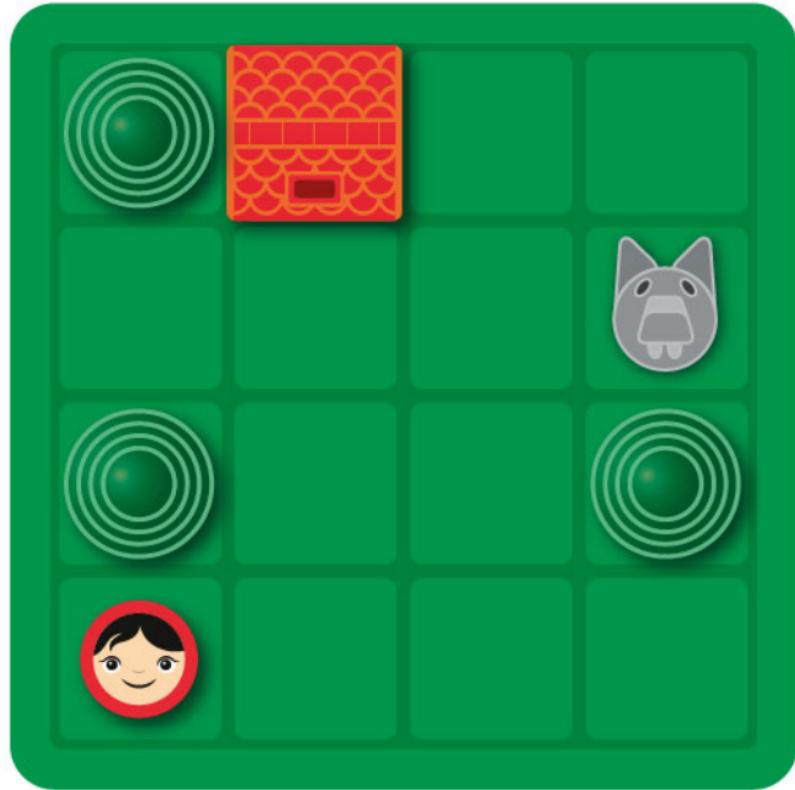
JUNIOR 9





SOLUTION 9





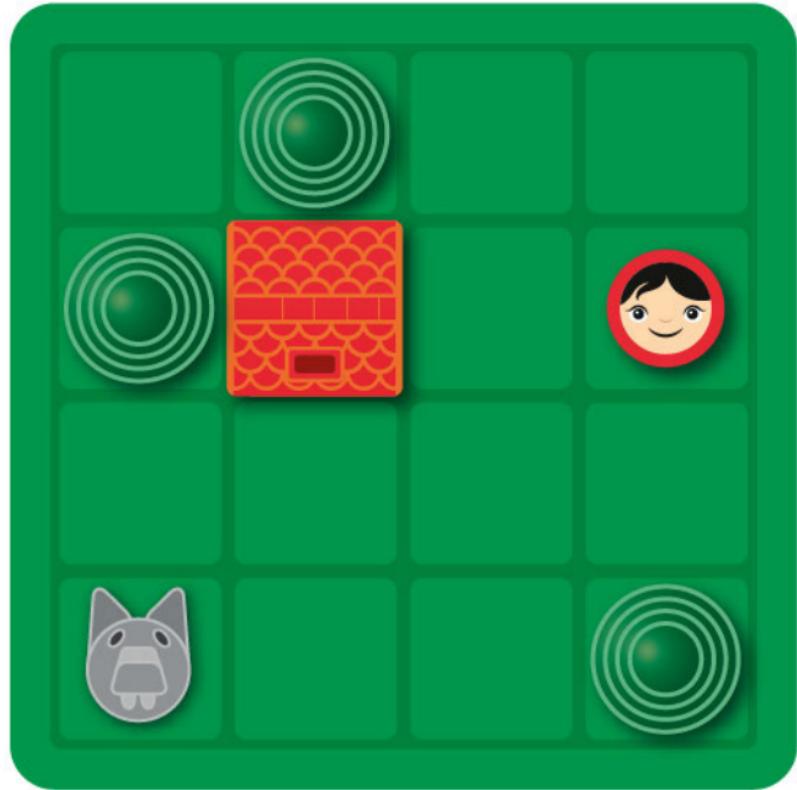
JUNIOR 10





SOLUTION 10





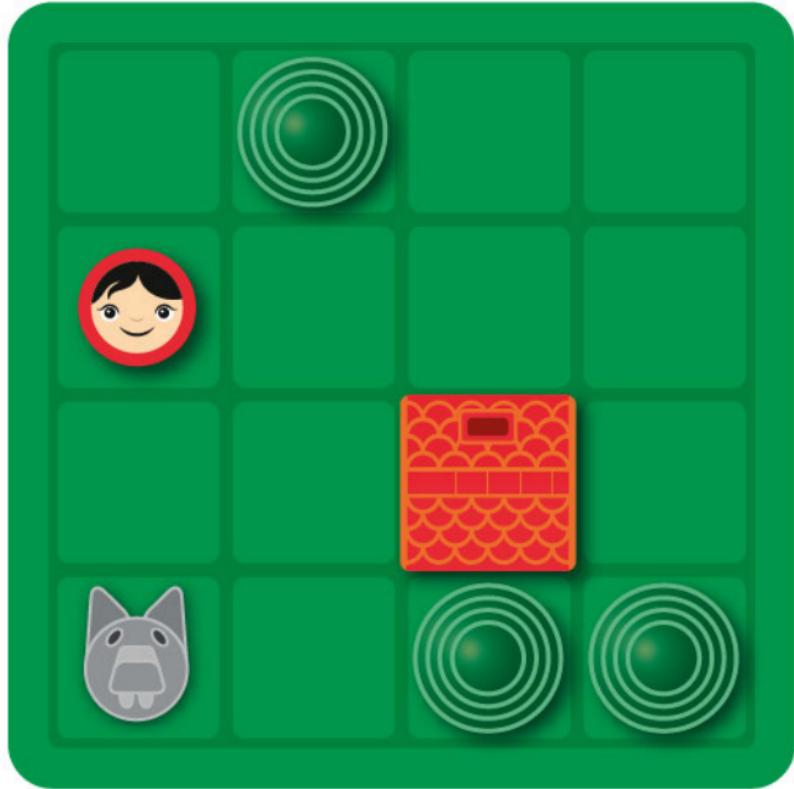
JUNIOR 11





SOLUTION 11





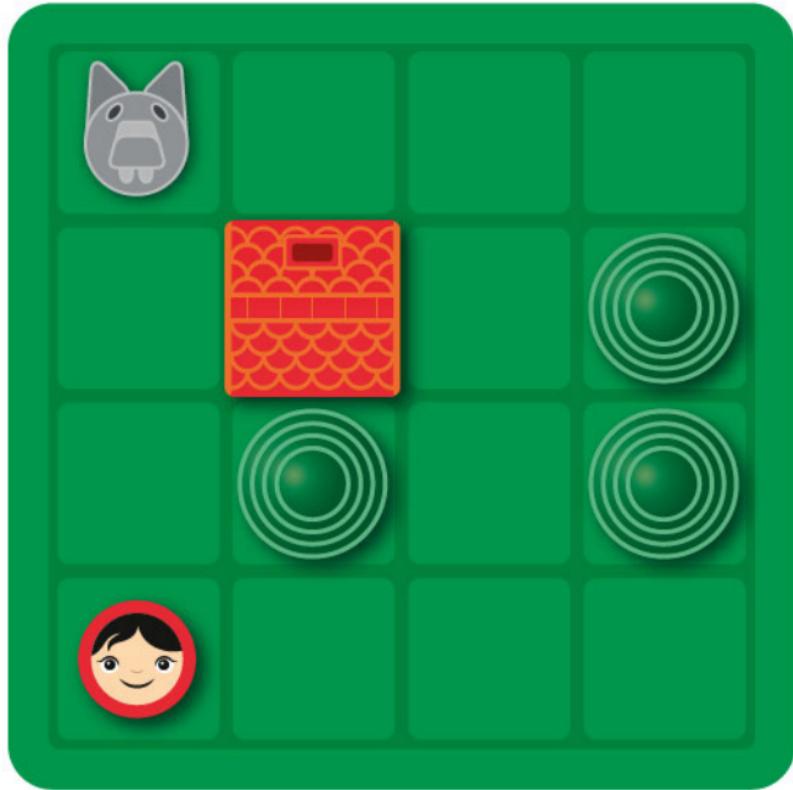
JUNIOR 12





SOLUTION 12





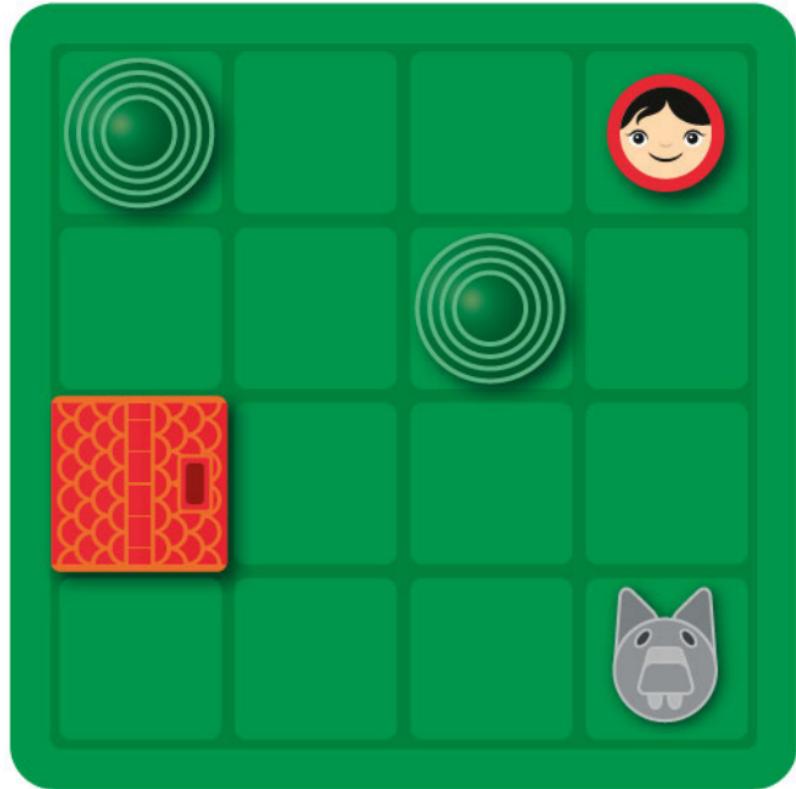
EXPERT 13





SOLUTION 13





EXPERT 14





SOLUTION 14





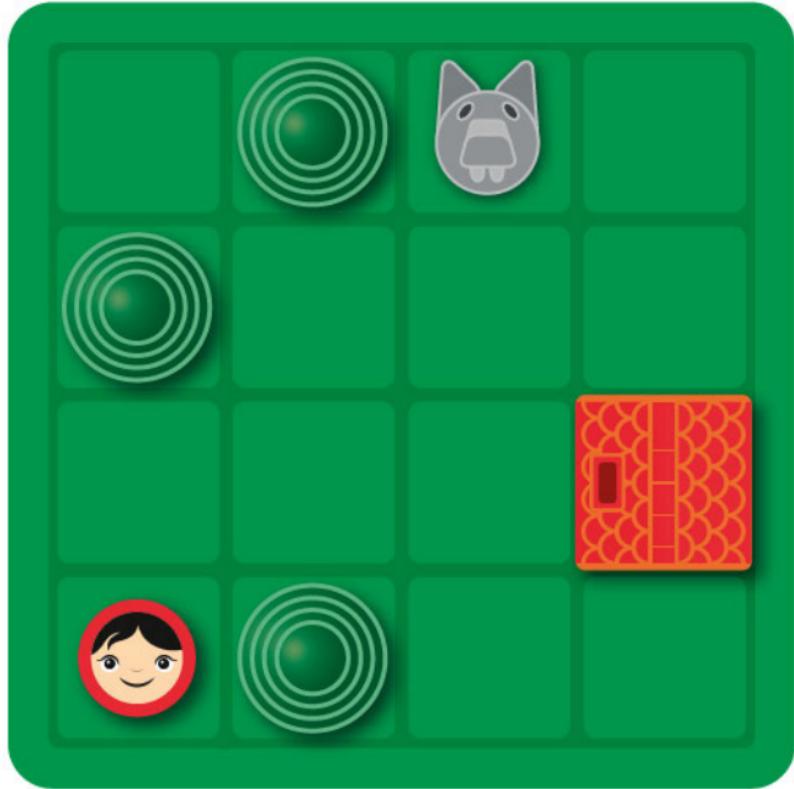
EXPERT 15





SOLUTION 15





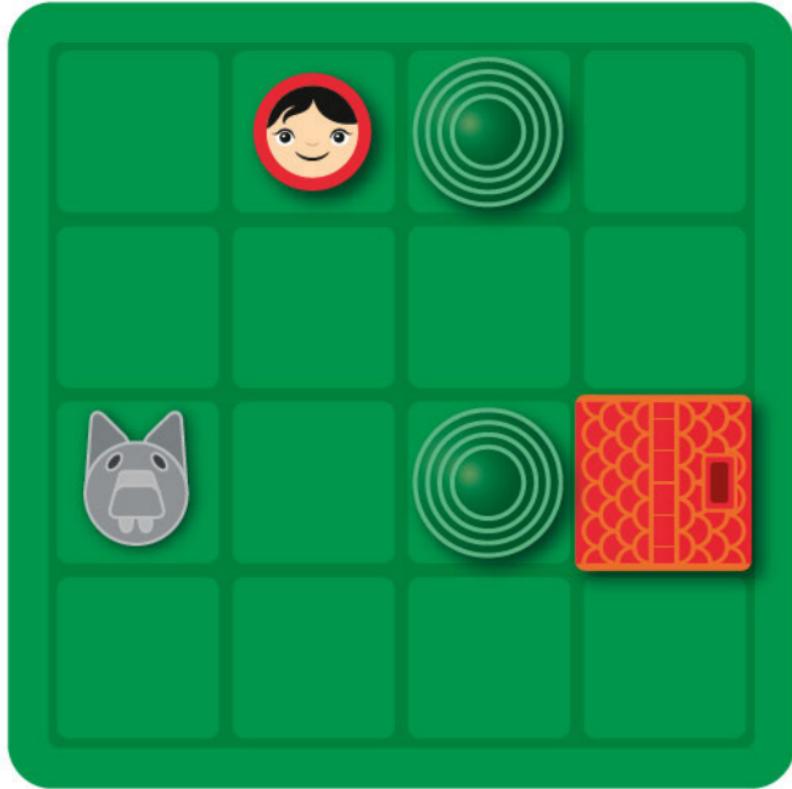
EXPERT 16





SOLUTION 16





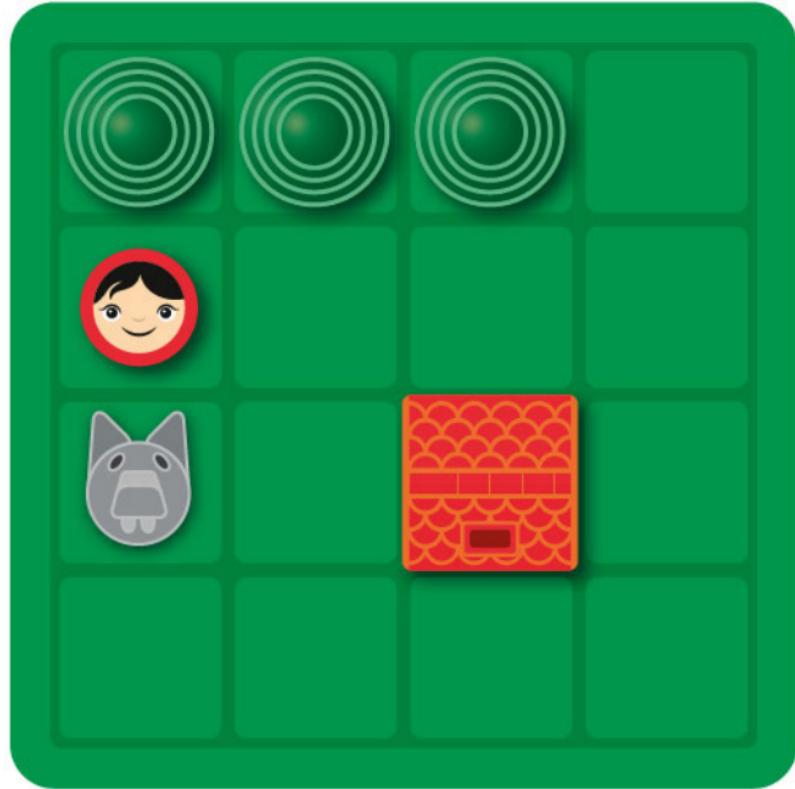
EXPERT 17





SOLUTION 17





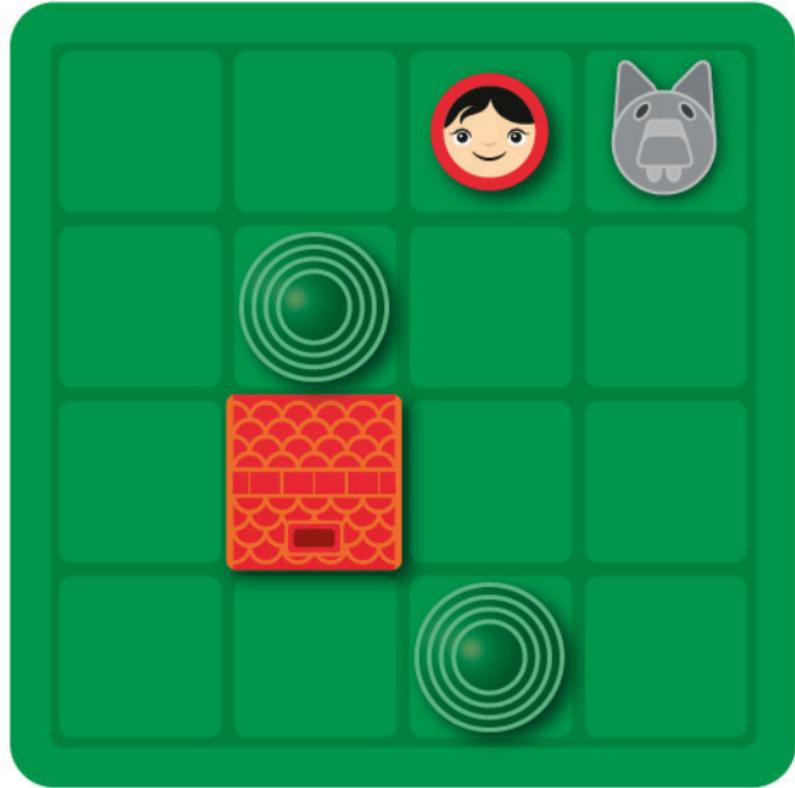
EXPERT 18





SOLUTION 18





MASTER 19





SOLUTION 19





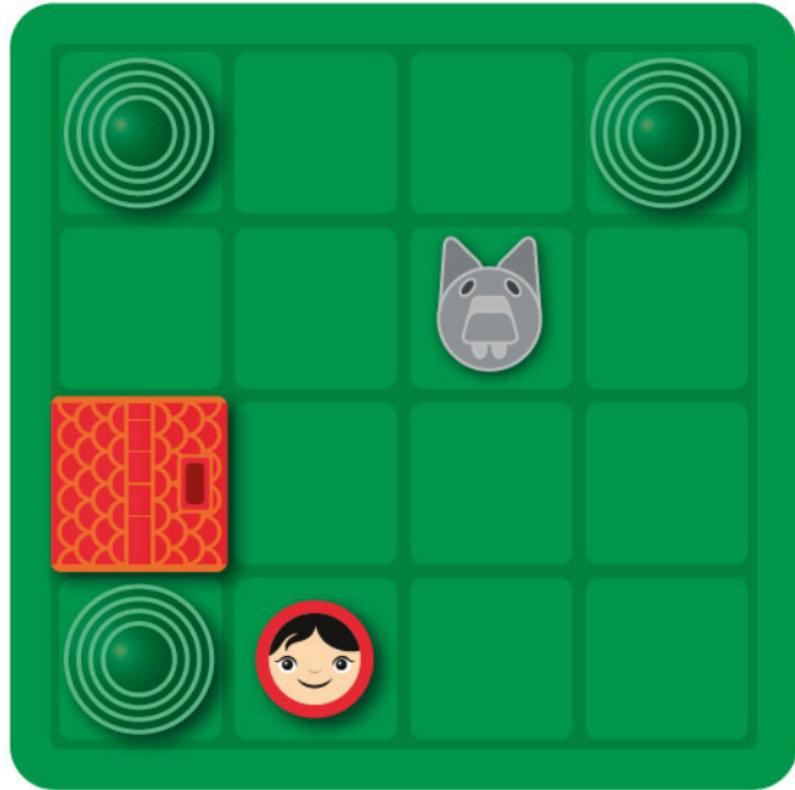
MASTER 20





SOLUTION 20





MASTER 21





SOLUTION 21





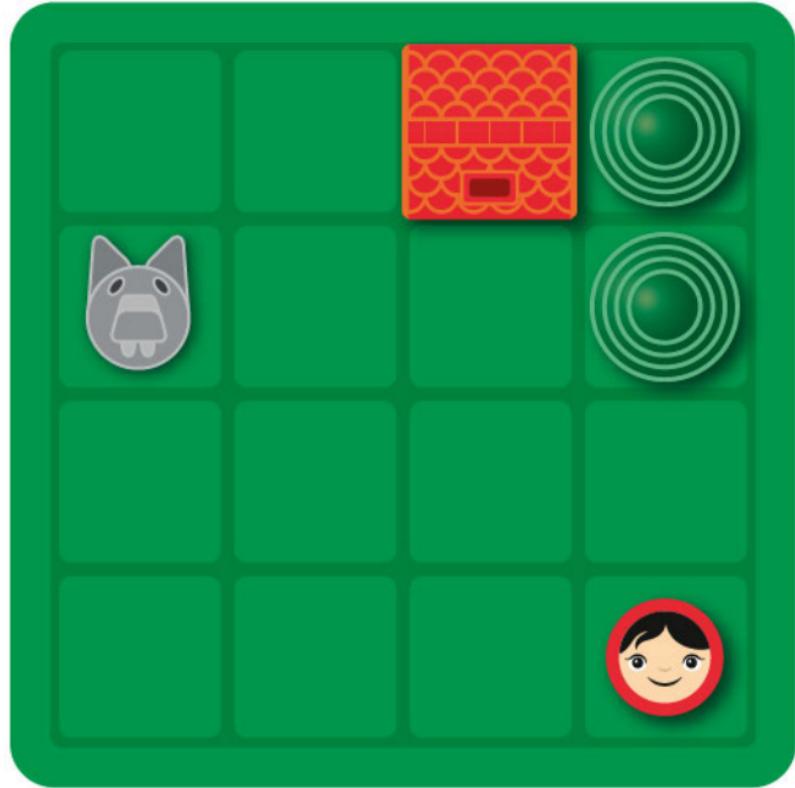
MASTER 22





SOLUTION 22





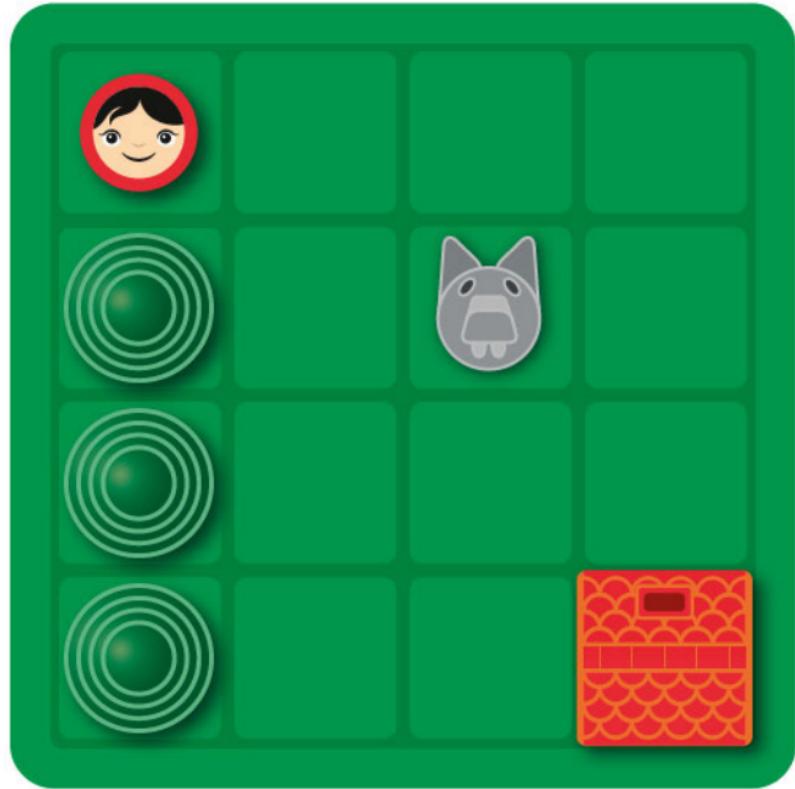
MASTER 23





SOLUTION 23





MASTER 24





SOLUTION 24

