



Hide the Kids!



Rules

FAMILY

Libellud

Hide the Kids!

RULES



Contents:

- 1 Rule book
- 1 Wolf puppet
- 7 pieces of cardboard Furniture
- 7 wood Kid figures
- 49 cardboard Pebble/Kid tokens



“There was once upon a time an old goat who had seven little kids, and loved them with all the love of a mother for her children. One day she wanted to go into the forest and fetch some food. So she called all seven to her and said, «Dear children, I have to go into the forest, be on your guard against the wolf; if he comes in, he will devour you all---skin, hair, and all. The wretch often disguises himself, but you will know him at once by his rough voice and his black feet.» The kids said, «Dear mother, we will take good care of ourselves; you may go away without any anxiety.» Then the old one bleated, and went on her way with an easy mind.

It was not long before someone knocked at the house-door...”

Jacob and Wilhelm Grimm – Household Tales, Vol. 1 - 1812



Setup

Scatter the pieces of furniture across the game area. Make sure there is sufficient space between each piece.

One player is chosen to play the role of the wolf.

That player takes the Wolf puppet, which he/she will put onto one of his/her fingers. The other players take on the role of the Kids. These players each take one Kid figure. Any unused figures are returned to the box.

Keep the tokens handy to the side of the game area so as to be easily reached without disturbing the game play. This area is called the reserve.

The game can now begin!

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Playing the Game:

● Turn begins, the Kids go hide

The Wolf turns around and closes his/her eyes, slowly and clearly counting to 10.

At the same time the Kids go hide. Each Kid (player) hides their figure (standing or lying down) on the play area behind or under a piece of furniture. Several Kids can use the same hiding place. Players should make sure that the Wolf can't see their figures.



Example: a Kid can hide their figure in the cupboard or the stove, behind the door or the clock, under the tub or the bed...

● The Wolf starts to look for the Kids

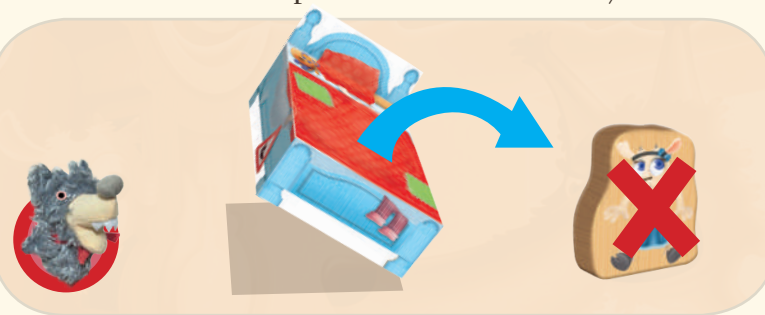
The Wolf ends the count, turns around and lets out a mighty growl (GRRRRR!).

The Kids who haven't had enough time to hide are immediately captured.

The Wolf cannot move from his seat, or try to look inside or around the back of the furniture.

The Wolf sniffs the game area using the puppet, then lifts up 2 pieces of furniture, one at a time. All of the Kids that are found are captured by the Wolf.

For every Kid captured, the Wolf wins 1 *Kid* token which the Wolf will place in front of himself/herself.



Example 1: the Wolf lifts a piece of furniture - nothing is there - the Kids are giggling nearby.



Example 2: the Wolf lifts another piece of furniture and captures 2 surprised Kids (*Kid* tokens).

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The Kids escape the Wolf

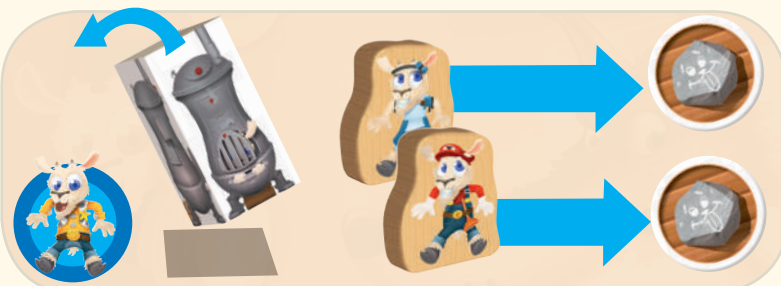
Every undiscovered Kid then reveals their hiding place and wins 1 *Pebble* token – bleating in joy (MAAAAA!).

Also, if a Kid escapes and was hidden in:

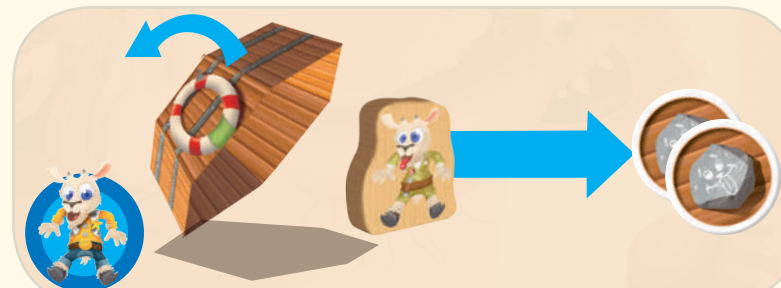
 **The tub:** the Kid(s) win(s) another *Pebble* token.

 **The clock:** the Kid(s) forces the Wolf to discard 1 of his/her *Kid* tokens (if the Wolf has any), which is returned to the reserve.

The Kid(s) place the *Pebble* tokens they won in front of them.



Example 1: two Kids come out of the stove and win 1 *Pebble* token each.



Example 2: one Kid comes out from under the tub and wins 2 *Pebble* tokens.

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Example 3: one Kid comes out of the clock and wins 1 *Pebble* token while the Wolf loses one *Kid* token.

End of the turn:

The Kids take their figures back, the furniture is replaced in the play area and a new turn can begin.



End of Game:

If, after having lifted a piece of furniture, the Wolf has 7 or more *Kid* tokens, the game immediately ends and the Wolf wins.

If, at the end of a turn a Kid has 7 or more *Pebble* tokens, the game comes to an end. The Kid(s) with most *Pebble* tokens wins.



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