

Before your first game, carefully remove the tiles from their frames.

The preparation and game play proceed as the normal *Dark Tales*, with the following changes:

Choose one **Little Red Riding Hood Setting card** at random (discard the other) and add it to the two Setting cards (A and B) that you chose for the game. Play the game with 3 Setting cards: A, B, and B-**Little** Red Riding Hood. The Little Red Riding Hood Setting card tells you how the Baskets may be used at the end of the game.

Add the **playing cards** from the expansion to those from the basic game before shuffling. This will increase the playing time for a bit. (If you wish to play a shorter game, randomly remove 10 *different* cards from the basic game *before* adding the cards from the expansion.)

Place the Baskets in the middle of the table, face up. Add the victory point tokens to those from the basic game. Little Red Riding Hood starts the game already in play, next to the Night.

Deal each player 4 cards instead of 3.

NOTES ON THE CARDS

Note: "LRRH" is an abbreviation of "Little Red Riding Hood".

Bad Wolf: The Bad Wolf "eats" up to two Females in play (you can choose one or none) Put the eaten cards under the Bad Wolf (in his belly!) so that they are still at least partially visible. These



cards are no longer considered in play. Score 2 Victory Points for each Female thus eaten (max 4 VP). Also, at the end of your turn, score I VP if LRRH is in the Bad Wolf's belly, and I VP for each Grandma there.

If LRRH is in the belly of the Bad Wolf, Pretty Flowers do not have any effect on her. If you discard a Bad Wolf with the Huntsman, place the eaten cards back in play in front of you. If you discard or add to your hand a Bad Wolf in any other way, place the eaten cards in the discard pile instead (exception: LRRH always goes back to play in the middle of the table, see below).

Disguised Wolf: Choose a card in play (in the middle of the table or in front of you or another player) or from your hand. Until the end of the turn, that card also counts as a second card type of your choice (Male, Female, Place, Event, Villain, etc.). Then, you may play one additional card this turn. Example: You play a Disguised Wolf and choose a Witch in play, declaring that she also counts as a Male. Afterwards, you play a Dragon to discard that Witch (=Male).

Example: You play a Disguised Wolf and choose a

Night in play to also count as a Female. Then you play an Ogre and take that Night (=Female) into your hand.

Important! If, as a result of any effect, there are no Night nor Day cards in play, it is neither day nor night. As a result, for example, the Night Creature and the Old Sage do not yield any victory points.

Little Red Riding Hood: While LRRH is in front of you, you get an additional bonus for each card you play. The bonus depends on the type of card played. If you play:

- A Male or Female: Draw I card:
- A Place: Score 1 Victory Point:
- An Event: Take I Basket from the supply;
- A Villain: Resolve the Villain first, then pass LRRH to the player on your left. Finally. if you want, you may play one additional card from your hand.

Little Red Riding Hood may never be in the discard pile or in the hand of any player. Any effect (card, item, etc.) that would send LRRH to the discard pile, puts her in the middle of the table instead. Any effect (card, item, etc.) that would send LRRH to the hand of a player puts her in front of that player instead.

Pretty Flowers: These only work if Little Red Riding Hood is in play, i.e. in the middle of the table or in front of a player. You cannot take LRRH if she is in the belly of the Bad Wolf (see Bad Wolf)

Important! When you read a generic "Wolf" (e.g., on Forest or Huntsman) it always counts as the Bad Wolf as well as the Disguised Wolf.

DARK TALES® - LITTLE RED RIDING HOOD

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