

❧ Eat me, if you can. ❧

Little Red Riding hood and the family of pigs were living peacefully in the village.

But one day, a hungry wolf appeared who dearly loved to eat someone.

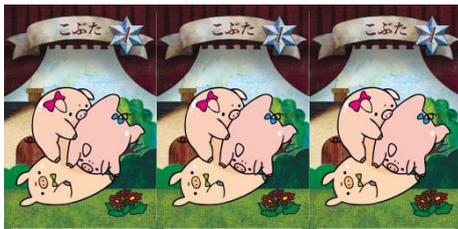
They are in danger of being eaten! So they decided to trap and wave off the wolf.

Can they get away by waving off the wolf..? Or will they all be eaten...?

Contents

Character cards (4types 6cards)

| | | |
|------------------------------|---------|--------|
| Piggy's | 1point | 3cards |
| Mother Pig | 2points | 1card |
| Little red riding hood(Girl) | 3points | 1card |
| Hungry wolf | | 1card |



Home cards (2types 12cards)

Sleep 6cards



Trap 6cards



Marbles

| | |
|--------------|-------------|
| Red marble | 5points x 6 |
| Glass marble | 1point x 24 |

Game overview

For 4 to 6 players.

For ages 6 and up

15 to 20 minutes

In "Eat me, if you can." the wolf player tries to eat one of the other players to gain points.

While the players being prey, can gain points by trapping the wolf. You can only gain points when the wolf attacks you while your home card was an "Trap". Even though your stance was an "Trap", if the wolf decides to attack somebody else, you get no points.

If you guessed that you are not the one of being attacked, you can also choose "Sleep" stance which you can also achieve points only if you weren't eaten by the wolf.

The goal is to reach 10points in 1st place while switching characters.

Preparation

Place the marbles on the center of the game.

The number of cards used in the game differs by number of players.

- When playing in 6players.
Use all of the character cards.
- When playing in 5players.
Use 2 piggy's, Mother pig, little red riding hood, and hungry wolf.
- When playing in 4players
Use 1 piggy, Mother pig, little red riding hood, and hungry wolf.

*return and keep the unused cards in the box

Shuffle the using character cards and randomly handout one to the players. (Hand out the cards face-up)

Playing the game

Game Phases

1. Players except the hungry wolf has a choice of choosing "Sleep" or the "Trap" card in the beginning of the turn.

Choose "Sleep" if you think you are not going to get attacked by a wolf player. Or choose "Trap" if you expect an attack by a wolf player.

2. After a decision between "Sleep" and "Trap", had been made, place your "Home card" on your character card face-down.

After all of the players except the wolf played choosing their "Home card", now it's the wolf's turn.

Wolf player decides who to eat (guess the player with "Sleep"). After choosing the target, flip over the target's "Home card".

- If a flipped card was an "Trap" card. Wolf was counter-attacked and unable to eat the target character.

The player successfully engaging the wolf gets a marble according to their character card points. Piggy's get 1 point, Mother pig gets 2 point, and the little red riding hood gets 3 points.

Wolf player loses their marble according to the target's character card points. (Never less than zero marbles)

- If a flipped card was a "Sleep" card. Wolf successfully ate the target character. Wolf player gets a marble according to target character card points.

The player being eaten loses their marble according to their character card points. (Never less than zero marbles)

3. Now players who weren't chosen as a target in Phase 2 flip their "Home card" to face-up.

- If a flipped card was an "Trap" card. You won't lose or gain any points.
- If a flipped card was a "Sleep" card. Gains a point according to their character card points. 1 point for the piggy's, 2 points for the Mother pig, and 3 points for the little red riding hood.

After Phase 3 is done, a player who lost a marble (Whether by being eaten, or counter attacked by "Trap" card) collects all of the character cards from

the game and hand them out again. (Handing out which character card to which people is in his/her discretion.)

With the new characters cards set, return to the first phase of the game.

Keep playing phase 1 to 3 until someone reaches 10 points to win.

Tips

-Players except the wolf are freely to talk and bluff about their choice.

-If more than 1 player were able to reach the goal of 10 points at a same time, winner is chosen as follows

- A) Player won by gaining points in Trap stance.
- B) If several players won by "Sleep" at a same time, winner is the player closest to the wolf in clockwise.

Special Thanks

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Developers

Produced by Junias (<http://junias.net/>)

Designed by Kunpu.

Producer Jun'ichi Sato

Artwork CTR

Illustrator 152do

CAUTION

-Contents include small parts like marbles; keep them away from small child to avoid accidental swallowing.

-Keep the Contents away from places with high temperature and humidity. The contents may change in quality.

-Never place it near the fire. It is flammable