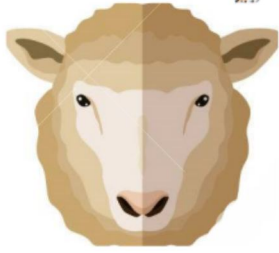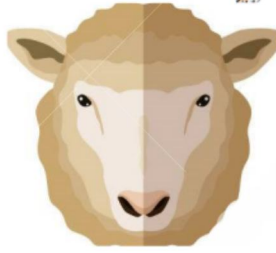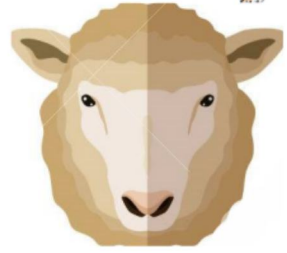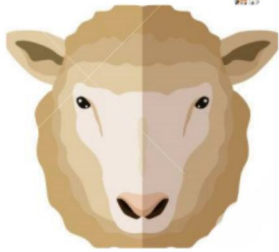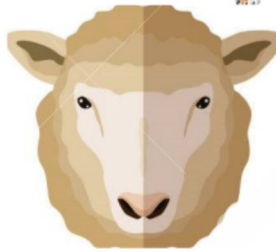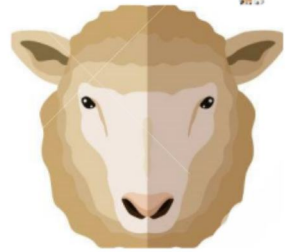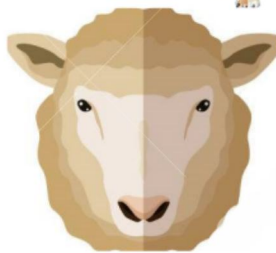|		
1 May be played face-down	*2* May be played face-down	*3* May be played face-down
4 May be played face-down	*5* May be played face-down	*6* May be played face-down
7 May be played face-down	*8* May be played face-down	*9* May be played face-down

1

The smallest Goat in the trick goes last next round.

2

The smallest Goat in the trick goes last next round.

3

The smallest Goat in the trick goes last next round.

4

The smallest Goat in the trick goes last next round.

5

The smallest Goat in the trick goes last next round.

6

The smallest Goat in the trick goes last next round.

7

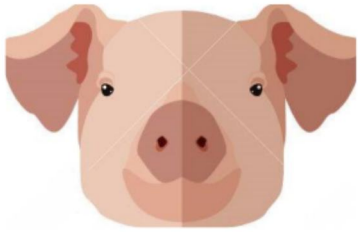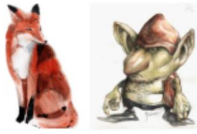The smallest Goat in the trick goes last next round.

8

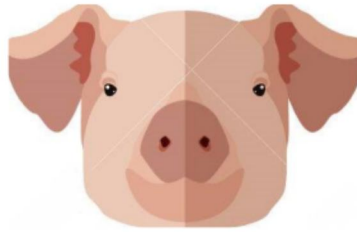The smallest Goat in the trick goes last next round.

9

The smallest Goat in the trick goes last next round.

1 🌾

*Score double for a set of
straw, wood, and brick pigs*

2 🌾
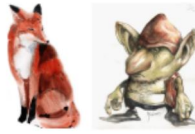
*Score double for a set of
straw, wood, and brick pigs*

3 🌾

*Score double for a set of
straw, wood, and brick pigs*

4 🪵

*Score double for a set of
straw, wood, and brick pigs*

5 🪵
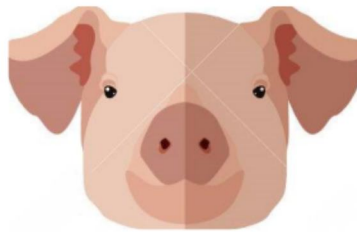
*Score double for a set of
straw, wood, and brick pigs*

6 🪵
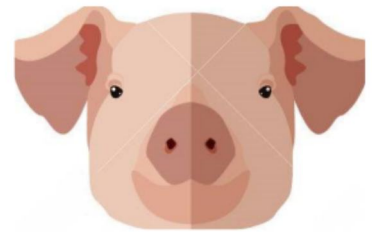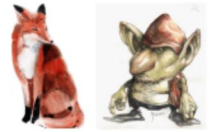
*Score double for a set of
straw, wood, and brick pigs*

7

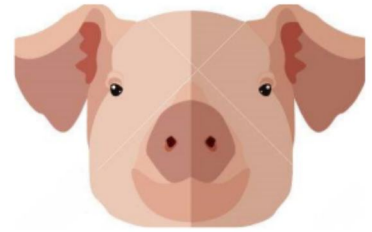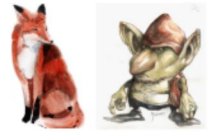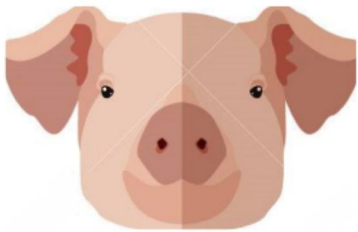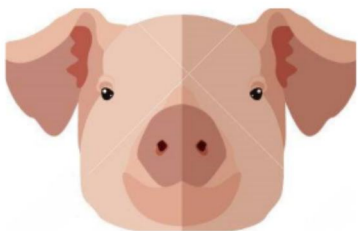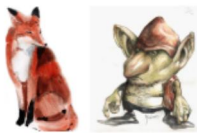*Score double for a set of
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8
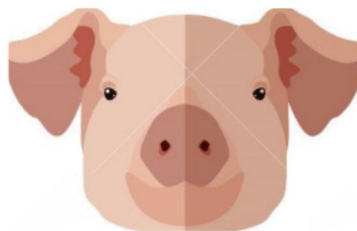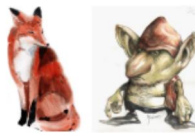
*Score double for a set of
straw, wood, and brick pigs*

9
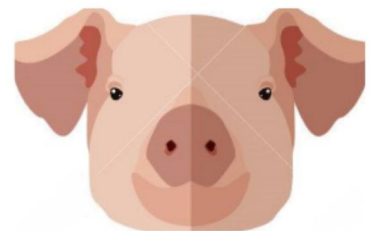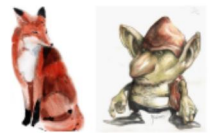
*Score double for a set of
straw, wood, and brick pigs*

1

3 Goose Eggs may be scored as any animal

2

3 Goose Eggs may be scored as any animal

3

3 Goose Eggs may be scored as any animal

4

3 Goose Eggs may be scored as any animal

5

3 Goose Eggs may be scored as any animal

6

3 Goose Eggs may be scored as any animal

7

3 Goose Eggs may be scored as any animal

8

3 Goose Eggs may be scored as any animal

9

3 Goose Eggs may be scored as any animal

11	12	13
May be played face-down	*May be played face-down*	*May be played face-down*
11	12	13
Eats Goats and Pigs, but prefers Goats	*Eats Goats and Pigs, but prefers Goats*	*Eats Goats and Pigs, but prefers Goats*
11	12	13
Largest Giant takes all Geese in the Trick	*Largest Giant takes all Geese in the Trick*	*Largest Giant takes all Geese in the Trick*

11

May be replaced with another predator.

12

May be replaced with another predator.

13

May be replaced with another predator.

Big Bad Wolf

Components
48 cards
Lead Player Marker
18 Egg tokens

Object
Score the most points by collecting sets of 3 Sheep, Goats, Pigs and Geese, and by feeding predators

Setup
Shuffle the deck and deal each player 6 cards. Select a start player by any method. That player takes the Lead Player Marker

Card Anatomy

Rank

Type

Power

1

You may play face down and
reveal at the end of the trick.

Predator eaten
by/Prey this predator
eats

How to Play
Each player, in turn, plays a card into the trick, starting with the player holding the Lead Player Marker. When all players have played, score the trick as follows:

1. In size order from largest to smallest predator, predators will eat the largest matching remaining prey. Place the predator and the eaten prey into the predator player's scoring area, face up, making sure to keep each predator with the prey it ate. (Giants only take eggs,not the Goose itself, see below for details.)
2. The remaining prey are called surviving prey. The largest remaining prey of each type will collect all smaller prey of the same type. Place all those prey into the scoring pile of the owner of the largest prey, face up. Multiple types of surviving prey may survive the trick (eg if all players played a different kind of prey, each would score their own prey)

3. The Lead Player Marker passes to the player who scored the largest surviving prey in the trick, If two or more players are tied, the player latest in the current turn order becomes the new Lead Player. If no prey survived, the Lead Player Marker remains where it is. Special power may change turn order, see below for details.
4. If any player has no more than three cards in hand, all players refill their hands to six cards. Deal the cards one at a time to each player, to ensure even distribution. If the deck is exhausted, do not draw cards.
5. Any predators who have not been fed will remain out for the next trick. Predators who are unfed after two tricks will score -5 points for their owners at game end. Place them separately, face-up, in their owners' scoring areas.

Predators and Prey
Foxes eat Pigs
Trolls eat Goats and Pigs. Trolls will only eat a Pig if there is no Goat available to eat.
Giants take all the eggs from Geese, but do not eat the Geese
Wolves eat Sheep

Powers
In case of a conflict between these powers and any other rule, the Powers overrule the other rule.

> **Goats** - At trick resolution, the smallest Goat in the trick will go last in the next trick, and gives the First Player Marker to the player to their left, instead of the normal means of determining who will be the Lead player.
>
> **Pigs** - At game end, score double for a set of pigs with a brick, wood, and straw pig
>
> **Sheep/Wolf** - You may play these cards face-down and reveal them at the end of the trick. Take the first player marker if the sheep you reveal is the largest surviving prey, as per the normal rules.
>
> **Geese** - Place a number of Golden Eggs on the goose as indicated by the card. Geese are never eaten by Giants, who only collect the Golden Eggs. Geese always return to their owner's score pile where they can be part of a 3-goose set even if they have no eggs. Geese score for the total number of egg counters they have (not the eggs printed on the card!), 1 pt per egg.
>
> **Giants** - Eggs taken by Giants are worth 2pts each, or use three eggs as a wild prey that can be added to complete any other set.
>
> **All predators** - Draw a card when played/revealed, if there are cards remaining in the draw pile

Final Scoring and Game End

After all cards have been played, score to see who wins.
● Each set of three matching surviving prey score points equal to the largest prey in the set (eg 3 pigs, 3 goats, etc.).

- A Pig set scores score double points if it is a complete set of straw-wood-brick Pigs
- Geese require a set of three to score, but score 1 pt per egg they have in total, rather than by size of largest Goose
- Each fed predator is worth the value of the prey they ate. Giants gain 2 pts per egg they collected, or they can use three eggs to complete a prey set, which scores for the largest prey in the set, as usual.
- Unfed predators score -5 points

The player with the highest point total is the winner! In case of ties, the player