

Little House on the Prairie

For 2 to 4 Players/Ages 6-12

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Object

To be the first player to move all five members of your family into the safety of the Little House. Doing this won't be easy. You'll have to move your family past three dangerous situations: an Indian war party, a wolf pack and a prairie fire.

Equipment

1 Game Board, 1 Spinner, 9 Character Cards, 11 Number Cards, 12 Plastic Bases and 12 Character Pieces: four each of Ma and Carrie, Laura and Mary, Pa and the Dog.

Set Up

1. Place each of the 12 character pieces onto a plastic base. Notice that the character pieces are divided into four colors – red, yellow, orange and green.
2. Select a color and place your three character pieces onto the covered wagon space.
3. Select a player to deal.
4. The dealer shuffles the Character and Number Cards together and deals 3, face-down, to each player.
5. The dealer then creates a *draw pile* by placing the remaining cards, face-down, onto the table.
6. After doing this, the dealer turns over the draw pile's top card and places it, face-up, next to the draw pile. This card starts the *activity pile*.
7. Spin the spinner. The player who spins the highest number goes first; play then proceeds to the left.

8. Pick up your three cards and look at them.

Playing

A. On your turn you play according to the *top card* on the activity pile.

1. If the top card is a *Character Card*, you must move the *matching* character piece.

(a) Spin the spinner and move that piece forward the *number* that you spin.

(b) If you're not happy with the number that you spin, you may spin a second time. You then *must* move according to the second spin's number.

2. If the top card is a *Number Card*, you must move a character piece forward that number of spaces.

(a) Spin the spinner and move the *character* that you spin.

(b) If you're not happy with the character that you spin, you may spin a second time. You then *must* move according to the second spin's character.

B.

1. After you move, choose any one of your three cards and place it, face-up, onto the activity pile. (Then take the top card from the draw pile. You should always have three cards in your hand.)

2. The player to your left now plays in the same way as you did.

As you can see, the card that you play determines the next player's move. A good strategy,

therefore, is to play a card that will somehow slow down your opponent.

More about Playing

Joining Up. Whenever you can, try to move either two or three of your own character pieces onto the same space. You may then, if you wish, move them along together; whenever one can move, the other(s) may move along with it.

However: If two or three of your character pieces are on the same space, they *do not have to move together*. If you must move one of them, you may, if you wish, let the other(s) remain.

"ONLY" Cards. If the player to your right plays a card with "ONLY" on it, you may move *only* that character piece. If either or both of your other pieces share that piece's space, they *may not move*.

As you can see, an opponent would play this card in order to force you to break up your family.

Danger Spaces. The three Danger Spaces are: an Indian war party; a wolf pack; and a prairie fire. If one of your character pieces lands on a Danger Space, you must move it 5 spaces *backwards*. If two or three of your character pieces are together when you are sent to a Danger Space, you only have to move *one* of them to that Danger Space. The one that you move to the Danger Space is the one which you then must move backwards.

Good Luck Spaces. Whenever you land on GOOD HARVEST or STRONG HORSES, you earn *one* free spin of a number. If two or three of your character pieces move together onto one of these spaces, you may move both or all of them the number that you spin.

Whenever you land on a space that says "ALL'S WELL THAT ENDS WELL," you may move your character piece(s) *one* space ahead.

Winning

The first player to move all three of his or her character pieces into the Little House is the winner.

Special Notes

1. Any number of character pieces of any color may occupy the same space at the same time.
2. Whenever the draw pile is used up, the dealer then shuffles the activity pile and places it, face-down, on the table. In this way, the dealer creates a new draw pile.
3. To move into the Little House, a character piece need *not* land on the House space by an exact count.
4. Once a character piece enters the Little House, it cannot be forced to leave.
5. You lose your turn if:

- (a) you spin a character piece that you've already moved into the House; or
- (b) the player to your right plays a card showing a character piece that you've already moved into the House.