

Illustration:

Gediminas Akelaitis



Author:

Giorgio Galbusera

# LITTLE RED'S PIZZA EXPRESS

For 2–5 players  
from 4 years of age.  
Duration: 15 min.

**Contents:**

- 1 board
- 1 Little Red Riding Hood
- 1 Wolf
- 1 Haus
- 32 tiles (24 food tiles in pairs,  
5 Wolves tiles, 3 Hunters)
- Rules

**This is a cooperative family game where all work together to achieve a common goal.**

You probably know the tale of Little Red Riding Hood and the Wolf. Help Little Red Riding Hood deliver the pizza to Grandma before the Wolf arrives! Collect food, dodge wolves, and ask hunter for help.

**Fun and engaging memory challenge.  
Everyone wins or loses together.**



## Preparation

Take all the parts out of the box. Place the game board on the box (or on the table). Place the assembled house, Little Red Riding Hood, and Wolf on the marked places on the board (see the example).

Prepare the tiles. If the youngest players are playing, remove 1 or 2 Wolf tiles (this will make the game easier). Place all the remaining tiles face down on the table and shuffle them.

That's it! You're ready to start the fairy tale adventure: Little Red's Pizza Express.





## Goal of the game

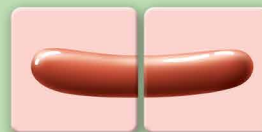
All players work together to help Little Red Riding Hood deliver her pizza to Grandma's house before the Wolf arrives. You'll need to flip tiles, match food pairs, and avoid advancing the Wolf. Memorization and teamwork are critical for victory!

## How to play

Decide the order of play. For a fun twist, let the player who last ate pizza go first. Players take turns clockwise.

**On your turn, you'll flip 2 tiles**, show them to all players, and follow these rules:

- If you find **2 matching food tiles** (e.g., two half sausages): Remove them from the grid. Advance Little Red Riding Hood 1 step on her path.
- If you find **2 different food tiles** (or 1 food tile and 1 Hunter tile, or 2 Hunter tiles): Nothing happens. Memorize their positions and return the tiles face down.
- If you find a **Wolf tile** (either with a food tile or another Wolf tile): Advance the Wolf 1 step for each Wolf tile revealed. Memorize and return the tiles face down.
- If you find **1 Wolf tile and 1 Hunter tile**: Remove both tiles from the grid.



Your turn ends, pass play to the next player.

## End of the game

The players' team wins if Little Red Riding Hood reaches Grandma's house before the Wolf does.

You lose if the Wolf reaches Grandma's house first.

## Game notes

**Cooperation is key:** Since this is a cooperative game, you can help other players by sharing ideas about which tiles to pick and remembering previously flipped tiles. Don't be afraid to strategize together!

**Memory matters:** Don't forget where the Wolf tile is. Pay attention to the Hunter tile positions and try to memorize them for future turns. This will help you avoid other Wolf tiles.

**Enjoy the adventure and may Little Red deliver her pizza safely!**