

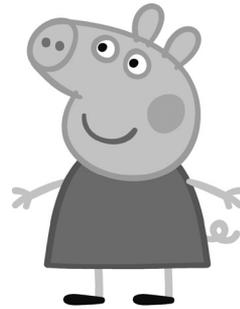


# Muddy Puddle Game

Ravensburger® Games no. **21 391 7**  
A funny 3D-racing game for **2 to 4** players,  
ages **4** and above.

## Contents:

- 1 Green hill
- 1 Peppa figure
- 12 George playing pieces in 4 colours  
(blue, yellow, purple and orange)
- 24 Action cards



**Can you help George jump over the muddy puddles and make it to the top of the hill where Peppa is already waiting? Speed ahead with the help of Peppa's friends! Turn over a card to move one, two, or even three puddles ahead. But watch out! When you get a Peppa card, you must turn Peppa! Depending on your luck you will fall through a puddle and start again or you can continue your journey to get to Peppa!**

## Preparations

Place the green hill in the middle of the table and attach the Peppa figure to the top of the hill. Whenever you turn Peppa you will hear a "click" sound. This means new muddy puddles are being opened and closed on the hill!

Each player takes 3 George playing pieces of the same colour and places them in front of the large stairway leading up to the first space. If only 2 or 3 people are playing, put the remaining George playing pieces back into the box.

One of the players shuffles the action cards and places them picture side down, beside the hill.

### **Aim of the game**

Be the first to get **one** of your George playing pieces to the top muddy space next to Peppa on the top of the hill.

### **The race up the hill begins!**

The youngest player starts and draws a card from the stack of cards. Then, take turns in a clockwise direction.

### **How cards are drawn**

If you draw a card with Richard, Emily or Suzie on it, move one of your George playing pieces as many muddy puddle spaces up the hill as shown on the card.



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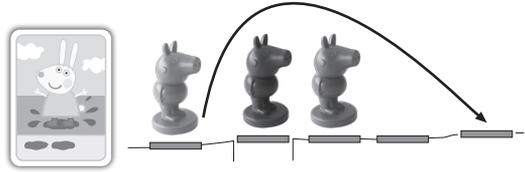
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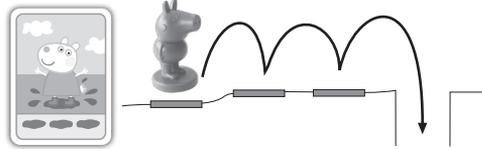
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- You always get to **choose** which one of your 3 George playing pieces you want to move.
- Before every new move, you can always decide to bring a **new** George playing piece into play or move one of your George playing pieces that is already on the hill.
- Only **one** George playing piece can occupy a muddy puddle space at a time.

- **Occupied** muddy puddle spaces are **skipped** when moving your George playing piece. This space is not counted.



- Muddy puddles (= holes) are counted. However, your George playing piece only falls into a puddle if it lands **directly** on it at the end of your move.



### Which muddy puddle spaces are safe?

Always watch out on which muddy puddle space to move with your George playing piece! There are many safe spaces where nothing can happen. But there are also unsafe spaces that can open up and become deep muddy puddles when Peppa is being turned.



### When to turn Peppa on the hill

When you draw a card with Peppa on it, turn Peppa in a clockwise direction until you hear "CLICK!". One of the spaces might open and a hole could appear. If there happens to be a George playing piece on this particular space, George will fall in. The George playing piece then disappears into the muddy puddle and is out of the game. If you have lost a George playing piece, you just keep on playing with your remaining playing pieces. If all three of your George playing pieces fall into muddy puddles, you are out of this game and will have to wait for the next one.

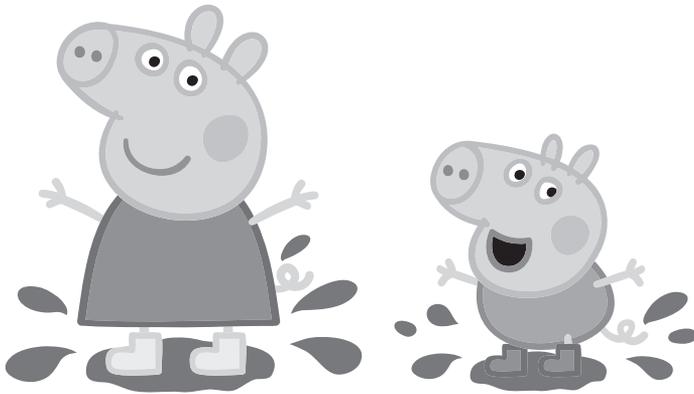
*Small hint: If a hole opens up and a George playing piece falls over (which might happen, if you turn Peppa too slowly), just give him a little push to make him fall into the deep muddy puddle.*

### **What to do when the stack of cards has been used up**

Cards that have already been drawn are placed to the side. Once the stack of cards has been used up, shuffle the cards and put them back into a pile next to the hill with the picture facing up.

### **End of the game**

The first player to land one of their George playing pieces on the top muddy puddle space next to Peppa is the winner. You do not have to land with the exact number of spaces. Any unused spaces are simply forfeited.



**entertainment One**

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