



Legend says that this unexplored forest is full of strange animals and unknown plants. You will see things that exist nowhere else and no one has ever seen! But beware of the spirit of the forest that watches over this unique environment so that this place remains a secret, it will do everything to make sure you do not leave!

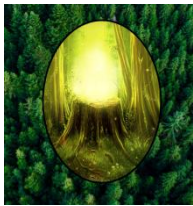
Aim of the game

For the forest spirit, find the adventurers' trail to catch them

For the adventurers to observe all the elements of their list without being caught

Components

1 forest spirit trunk tile



24 two sided forest tiles with elements

(4 times x 12 different elements)



1 Spirit of the forest pawn



Adventurers pawns



Elements list to track and observe a and corresponding element tokens.



2 dice: 1 adventurer dice (with 3 faces 1 and 3 faces 2), 1 Spirit of the forest dice with 2 faces 1, 2 faces 2 et 2 faces 3.



Set Up

The 25 tiles are shuffled and placed randomly to form a 5x5 square which constitutes the forest.

The spirit tree has a random place, the spirit pawn is placed on it.

The oldest player is the spirit of the forest for this game. He closes his eyes and the other players each place their character token under a forest tile, which is where they will start from.

Each player (except the spirit) then receives 1 list of things to observe, this list contains 4 items among the 12



How it works

The game will be played alternating phases of

- moving the adventurers (without the spirit looking) and eventually collecting elements.
- moving the spirit

Adventurers move

Adventurers throw their dice, they get 1 or 2



The Spirit of the Forest closes its eyes and slowly counts to 15* out loud.

During this time, each player moves their character the number of tiles indicated by the dice. You can only move up, down, right or left (not diagonally). At the end of his move, he places his character token back under the tile he arrived at.

If, while moving, an adventurer passes or lands on an item he has in his list, he retrieves the token in question and places it on his list in the corresponding place.



Rem: an adventurer can venture into the spirit's trunk and then take the item of his choice, but be careful, if the spirit returns, he will lose !

Rem: with the youngest or for the first game, the spirit will not count and the adventurers will tell him when they are all hidden. L'esprit ferme les yeux et compte lentement jusqu'à 15 à voix haute.

Spirit of the Forest move

Once he reaches "15", the spirit opens its eyes. He can look to see if the adventurers have picked up any items or moved any tiles to try to find their track.

The spirit rolls his dice which tells him how many tiles he has to move (1, 2 or 3)



As he moves, he turns over the tiles he passes, revealing the element that was on the back (sometimes an identical element, sometimes a different one).

If he discovers an adventurer token under a tile he turns over, he takes it and this player has lost. The others continue to play.

Instead of moving the number of tiles indicated by the dice, the spirit may decide to return to its trunk. In this case, it goes directly to that square without passing through any tiles and will start the next turn from there.

End of the game :

When an adventurer has collected all 4 tokens on his list he has won. The game continues as long as there are adventurers in the forest. Once there are no more adventurers, those who have collected all the items on their list have won, those who have been caught by the spirit have lost. If the spirit has caught half of the adventurers, it has won!