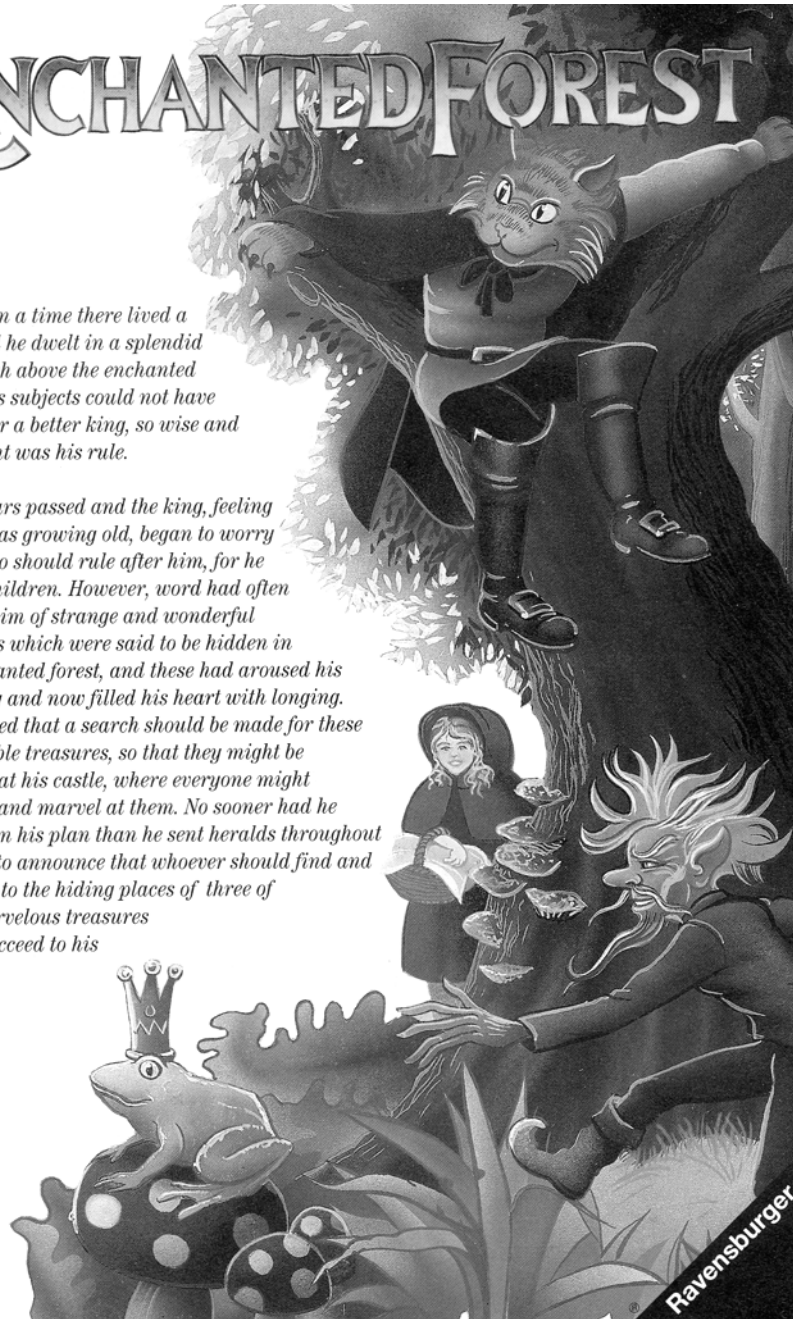


ENCHANTED FOREST

Once upon a time there lived a king, and he dwelt in a splendid castle high above the enchanted forest. His subjects could not have wished for a better king, so wise and benevolent was his rule.

Many years passed and the king, feeling that he was growing old, began to worry about who should rule after him, for he had no children. However, word had often come to him of strange and wonderful treasures which were said to be hidden in the enchanted forest, and these had aroused his curiosity and now filled his heart with longing. He resolved that a search should be made for these remarkable treasures, so that they might be collected at his castle, where everyone might see them and marvel at them. No sooner had he decided on his plan than he sent heralds throughout the land to announce that whoever should find and lead him to the hiding places of three of these marvelous treasures would succeed to his throne.



ENCHANTED FOREST



A magical
treasure hunt in the
land of fairy tales



Ravensburger® Games no: 01 148 3
Game for 2 - 6 players, ages 6 years and up
by Alex Randolph and Michel Matschoss

Contents

1 Game board
13 Treasure cards
13 Trees with hidden treasures
6 Wooden playing figures
2 Dice
Game rules

⚠ WARNING:
CHOKING HAZARD
Small parts. Not for children under 3 years.

Object of the Game

The players play out the rest of the story. . . They search the enchanted forest for hidden treasures. Their task is to find them, then report their hiding places to the king at the castle, but they must outwit the other players to get there first. Magic, too, is used in the game. The first player to indicate correctly three of the hiding places is the winner.

Preparation

1. (Before beginning the first game) Press out the 13 cards and the 13 disks from the card sheet. Apply the 13 disks with the pictures outwards to the bottoms of the 13 trees, as illustrated on the card sheet. Once pressed in, the disks are permanently fixed.
2. Mix the trees up by pushing them about, then place them randomly on the blue trees that are next to the paths in the forest. No one should know which treasure is hidden where.
3. Each player selects a playing piece and places it near the "star" space on the village square.
4. The cards are shuffled and placed face-down on the castle courtyard. The top card is turned over, revealing a treasure.
5. Decide by rolling the dice who goes first.

Playing the Game

Players take their turns clockwise. Both dice are thrown at each turn. The space with the star near the village gate is the starting point for all figures.

Although both dice are thrown together, each is counted separately. You may start either with the larger or the smaller number, and you may move in either direction, forward or backward, provided that the whole number of each of the dice is counted in only one direction. (For example, if one of the dice shows 5 and the other 3, you may move 8 spaces in one direction, or 5 in one and 3 in the other.) In effect, each player makes two separate moves per turn.

Sending another Player home

If your piece lands precisely on a space occupied by an opponent's piece - either with one or both dice's throw - you can send your opponent back to the star that's the starting point in the village, where he or she must start the course afresh.

Finding the Treasures

If your piece lands precisely on a blue space, you may look under the tree beside it and discover what is hidden there. Don't let the other players see it!

Moving to the Castle

Should you have discovered the hiding place of the treasure called for at the castle (the one on the turned-up treasure card) you may head there at once. It is usually wiser not to let others know your intentions lest they all gang up on you and try to send you back to the village.

At the castle, you must land precisely on the space with the key, using the number on both dice or on only one. If you cannot do so, you must carry on past the castle and then try again on your next turn.

Announcing your Finds

If you land on the space with the key, you must disclose the hiding place of the treasure called for on the over-turned card. For example, you may say: "Sleeping Beauty's spindle is under this tree" and lift the tree which you think is the right one. Look underneath to check if you made the right choice. If it is the **right tree**, show the underside to the other players, then put the tree back in its place and keep the card as a reward. The next card is then turned over and the turn passes to the next player. Your piece, meanwhile, remains at the castle, and on your next turn you may try to answer the next card as well - unless, of course, another player lands on the key-space and sends you back to the village. Instead of answering the next card, you may throw the dice and move away from the castle.

If, on the other hand, it is the **wrong tree**, put the tree back quietly, and without another word take your piece straight back to the village and place it on the beginning space, the star. Do not show the treasure under the tree to your opponents.



Magic

Whenever you throw a double - the same number with both dice - you may, if you wish, use magic; that is, you may do one of the following, whichever you find the most advantageous:

- ★ move your piece to any free blue space and look under the tree there;
- ★ move your piece to the first space at the castle after the stone bridge (marked with a horseshoe);
- ★ change the treasure card in the castle courtyard. Shuffle the cards, replace them face-down and turn over the top one. If the same card turns up again, it remains on top.

End of the Game

The first player who reports correctly three hiding places, thereby collecting three cards, is the winner.



Tactical Hints

While searching for the treasures, don't forget to watch the moves of other players. Don't make it too easy for them to reach the castle with what may be knowledge of the right treasure.

Do not worry too much if you cannot find the treasure called for at the castle at any given time. It is more important to remember the location of those which you do find. For magic may very quickly bring to the top a card depicting a treasure you have found.

During the game, no player may change the position of any of the trees.

Here is a list of the fantastic treasures which are hidden in the Enchanted Forest:

- ★ Sleeping Beauty's spindle
- ★ Mother Holle's feather beds
- ★ The large boots of Puss in Boots
- ★ The belt of the Brave Little Tailor
- ★ One of the Star Talers
- ★ A gingerbread man from the witch's house, in Hansel and Gretel
- ★ The fire that Rumpelstiltskin danced around
- ★ One of the dwarves' hats from Snow White
- ★ The wolf of Little Red Riding Hood
- ★ The golden ball that the Frog King retrieves from the well for the princess
- ★ The tower, from which Rapunzel lets down her hair
- ★ One of Cinderella's glass slippers
- ★ The crown of the Emperor With The New Clothes.

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