

Enchanted Forest

Designer: Alex Randolph, Michel Matschoss

Winner: Spiel des Jahres, Game of the Year – 1982

Ages 8-Adult

2-6 Players

Contents

13 Trees with Hidden Treasures

13 Treasure Card

2 Dice

6 Wooden Playing Figures

1 Game Board

Game Rules

Description

Cinderella's glass slipper, the Emperor's crown and other once-upon-a-time treasures are hidden deep in the forest. Find them for the king and you'll inherit the kingdom!

To Play: One treasure is hidden under each tree in the forest. As you move from tree to tree, you get to peek at the treasures you find. Can you remember where each one is hidden? When the king asks where one of the treasures is, players race to reach the castle with the right information.

Here's a tip: If you watch the other players carefully, sometimes you can even figure out where the treasure is without ever seeing it! The first player to locate three treasures wins.

Game Rules

Introduction

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.

Object of the Game

The players play out the rest of the story.

They set out into the enchanted forest in search of the treasures. Their task is to find them, then to report their hiding places to the king at the castle. Whilst doing so, they must fend off the attacks of the other players. Magic too is used in the game. The first player to indicate correctly three of the hiding places is the winner.

Preparation

1. (Before starting the first game). Press out the 13 cards and the 13 discs from the card sheet. Apply the 13 discs with the pictures outwards to the bottoms of the 13 trees as illustrated on the card sheet. Once pressed

- in, the discs are permanently fixed.
2. Shuffle the trees by pushing them about, then place them at random on the 13 hiding places: the tips of the blue Will-o'-the-wisp flames beside the paths in the forest. No one should know which treasure is hidden where.
 3. Each player selects one of the men and places him over one of the houses in the village.
 4. The cards are shuffled and placed face down on the castle courtyard. The top card is turned over.
 5. Decide by throwing the dice who is to move first.

Play

Players take their turns clockwise. Both dice are thrown at each turn. Play starts from the village gate. The space in front of it, with the star, is counted as space number one.

Moves

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, forwards or backwards, 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 piece makes two separate moves per turn.

Sending Pieces Home

If your piece lands precisely on a space occupied by an opponent's piece – either with one or with both dice – the other piece is sent straight back to the village, from where it must start the course afresh.

Finding the Treasures

If your piece lands precisely on one of the blue spaces, you may lift the tree beside it and discover what is hidden there. (But 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, you may head there at once. (But it is usually wiser not to let the others know that you are heading there, 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 may disclose the hiding place of the treasure called for by the 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. 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 most advantageous:

- move your piece to any unoccupied blue space and look under the tree there;
- move your piece towards the castle, to the first space beyond the stone bridge; or, if it is already beyond the bridge, move it directly to the space with the key;
- change the legend 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.

You may not use the throw of a double for moving your piece if you use it for performing magic.

Tactical Hints

Whilst searching for these wonderful treasures, don't forget to watch the moves of the 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
- The mirror of Snow White's wicked step-mother
- Cinderella's glass slippers and
- The doves who helped her
- The little crown of the King of the Frogs and
- The golden ball which he fetched from the well for the princess
- The snowing feather bed of Mother Holle
- Puss-in-Boots' seven league boots
- The plucky little tailor's belt
- The Golden Goose
- The table that laid itself
- The golden key that opened the treasure chest
- Aladdin's magic lamp

End of Game

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

Variations

Marathon

Instead of ending the game after one player has collected three legend cards, continue to play until all the legend cards have been collected. The player with the most cards is the winner.

For younger children

Place the 13 trees on the thirteen hiding places. In turn, players throw the dice and move around the board. If a player lands on a blue space, he/she gets to keep the tree. Play continues until all the trees have been collected. The one with the most trees is the winner. (The cards are not used in this version.)

Another game for younger children is as follows: Select five legend cards and their corresponding trees. Place the remainder aside – they will not be used in this game. Place the five trees on five hiding places evenly distributed around the board. Place the legend cards face down on the castle courtyard; turn the top one face-up. Continue playing as in the regular version, until all five legend cards have been claimed.

The winner is the one with the most cards at the end. (This game cannot be played by more than 3 players.)

Animal Magic

2 - 4 Players

In this version, the 5 cards with birds or animals are Animal Magic cards. They are removed from the deck and shuffled separately. One Animal Magic card is dealt face down to each player and the remaining Animal Magic cards are placed face down in the meadow below the Village.

Play proceeds as usual. A player who reaches the Key space can announce the location of either the top Legend Card or of any Animal Magic card in the player's possession. If the player wishes to announce an Animal Magic card, that card is first turned face up. A correctly announced Legend Card or Animal Magic card is kept by the player who located it. A player who incorrectly announces an Animal Magic card goes straight to the village and surrenders that card to the bottom of the Animal Magic deck in the meadow.

A player who lands on an opponent sends that opponent to the Village and also receives, face down, an Animal Magic card from him/her, if the opponent has one. If the opponent has more than one Animal Magic card, he/she chooses which one to surrender. No cards are ever surrendered from a player's Treasure Pile, which is kept face up.

When a player throws doubles, instead of making a Magic Move or a regular move, the player can take the top card from the Animal Magic deck in the meadow, if there is a card there.

The winner is the first player to collect 3 cards, including at least one Animal Magic card and at least one Legend Card.

This version developed by Gayle Feyrer and Richard Anderson.

© 1985 by Otto Maier Verlag Revensburg