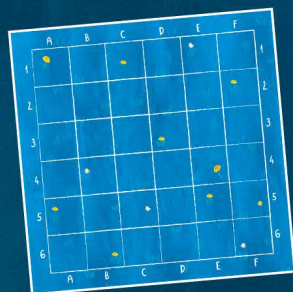


MAGICAL FOREST

The Magic Forest invites you on a fun-filled adventure as you find homes for all the magical creatures in this enchanted woodland! And it's not going to be easy, because these new residents are really fussy about who lives next door! Can you find the perfect spot for all these special creatures?



Game contents

4 game boards

24 pine trees

120 character cards of 6-types:

20 magic trees, 20 Gnomes,

20 fairies, 20 unicorns, 20 witches, 20 mushrooms

2 dice

1 cloth bag

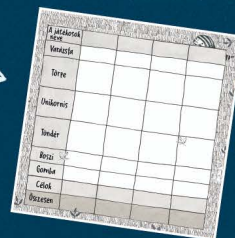
24 target cards

3 with three levels of difficulty

1 scorecard pad

4 scoring guide cards

1 set of game rules



How to play the game?

Follow the QR code link to watch a video explaining the rules!



8+
YEARS OLD

130
MINUTES

2-4
PLAYERS

The aim of the game

Place the tiles on the boards to get as many points as possible! The player with the most points is the winner!

The basic game

Follow the basic game rules for the first few games. Place the tiles to get as many points as possible! Once you are familiar with the properties and placement of all the cards, try the supplementary target cards described at the end of these rules.

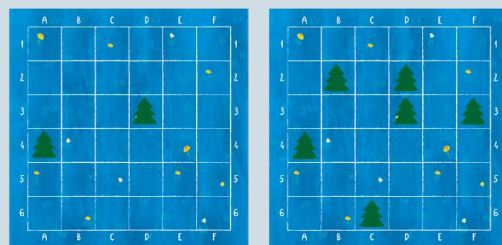
Getting ready to play

1. Each player takes a game board and 6 pine trees (in any colour)!

Roll the dice to determine the precise position of the pine trees on the game board. Players roll two dice each in turn, and each player then places a pine tree on the board according to what they rolled. It's important that the pine trees are placed in identical places on each player's board, so that everyone starts with the same conditions. If you land on a place where a pine tree is already standing, throw the dice again until you find an empty space.

No tiles can be placed on any square where a pine tree is already standing at any point in the game!

For example: Anna rolled a D and a 6, so place a pine tree on the D6 space on your board. Next Adam rolls a C and a 3, so place a pine tree on your C3 square. Continue in this way until you have placed all 6 pine trees onto the board.



2. Place 5 cards of each character (5 Gnomes, 5 magic trees, 5 mushrooms, 5 unicorns, 5 fairies, 5 witches) in the cloth bag for each player:

- for 2 players this means 10 cards each. (Total $6 \times 10 = 60$)
- 15 cards of each character for 3 players ($6 \times 15 = 90$ in total)
- for 4 players 20 cards of each character ($6 \times 20 = 120$ all together)

Mix the cards in the bag!

3. Deal each player a scoring guide card to help them to score!

How to play the game

The game consists of 5 rounds. Players can place 2 tiles on the board three times in each round.

- At the beginning of the round, each player draws 6 tiles from the bag without showing the others. Choose two that you want to put down in this round and put them translated in front of your board.
- When everyone has chosen theirs, turn both the tiles over and place them on the board (the aim being to score as many points as possible). **IMPORTANT: Do not place any tiles where a pine tree is already standing.**

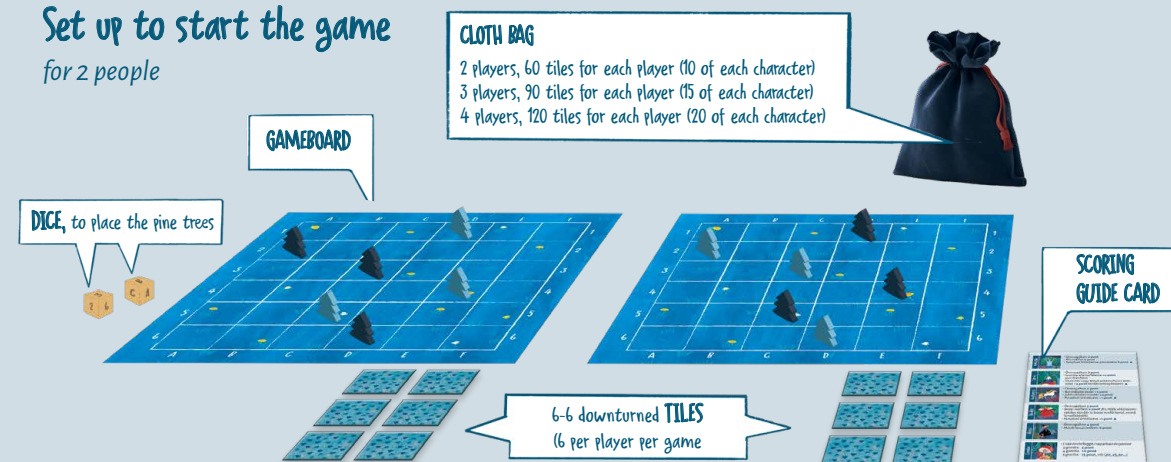
- The remaining cards are then passed left to the next player.
- Then once again, everyone places two cards, and the remaining two are passed on again, and these are also put down.
- When all 6 tiles have been dealt, a new round begins. During round 2, again draw 6 tiles, select two, and pass the rest on - and so on, for 5 rounds, until the bag is empty.

The end of the game

Once everyone has planted their entire forest, add up the points on the score pad. The person with the most points wins the game.

Set up to start the game

for 2 people



Characters and scoring

When two characters are next to each other, that always means that they have one side that is touching along its length! If 2 characters are diagonally placed and their corners are touching, then they are not considered to be 'neighbours'!



✓ good neighbours



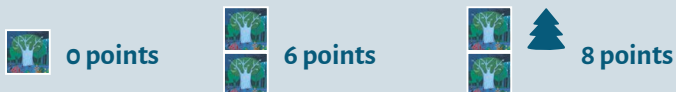
✗ bad neighbours!

Magic tree



Magic trees are not worth any points on their own, because they are only happy when they are in pairs. They get an extra point if they are next to a pine tree.

- Alone: **0 points**
- In pairs: **6 points**
- In pairs, next to a pine tree: **8 points**

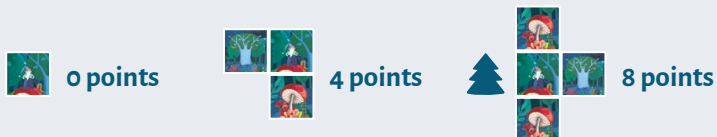


Gnome



A Gnome on its own is not worth any points. Gnomes love to settle on top of or under mushrooms and they are happy to be next to any tree.

- Alone: **0 points**
- Under or on top of a Mushroom: **+2 points** per mushroom
- To the right or left of a magic tree or a pine tree: **+2 points** per tree



Unicorn



A unicorn alone is not worth any points. Only unicorns can keep the peace between fairies and witches by standing between them and looking at the fairy.

- Alone: **0 points**
- Witch on the unicorn's left: **+3 points**
- Fairy on the unicorn's right: **+3 points**
- Next to a pine tree: **+1 point**

Unicorns love to graze near pine trees.

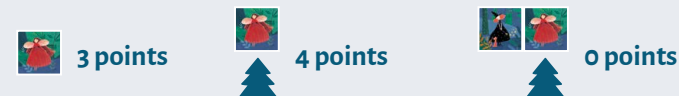


Fairy



Fairies like to be in the shade of trees. If one is next to a witch, it loses its magic and scores no points. If more than one fairy gathers next to a witch, all the fairies concerned are neutralised!

- Alone: **3 points**
- Next to a pine tree: **4 points**
- Next to a witch: **0 points**



Witch



The witches just can't get along with each other, so they can't be neighbours at all.

- Alone: **4 points**
- Next to another witch: **0 points**

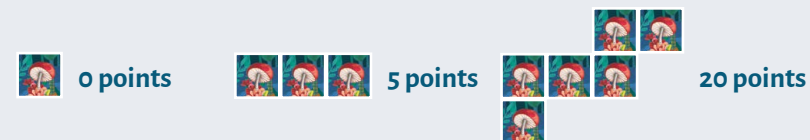


Mushroom



Mushrooms live together in a group, so they can only score points if there are at least three of them side by side.

- 3 mushrooms next to each other: **5 points**
- 4 mushrooms next to each other: **10 points**
- 5 mushrooms next to each other: **15 points**
- 6 mushrooms next to each other: **20 points, etc.**

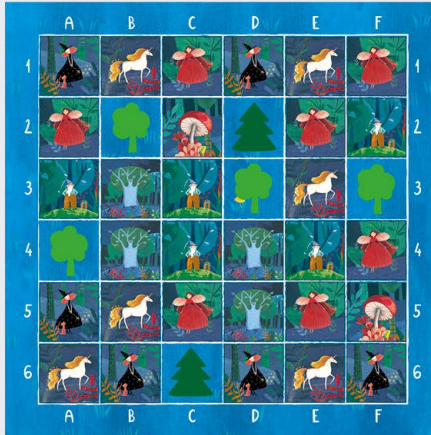


Scoring points

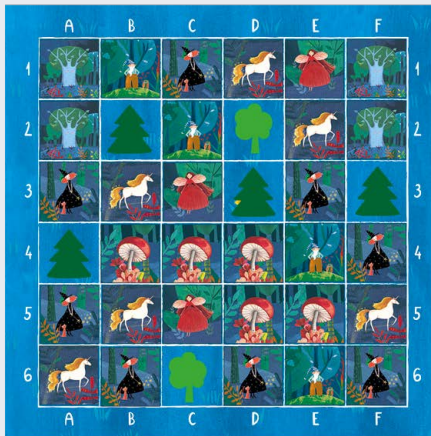
At the end of the game, write down your points on the scorepad. Count each character separately, and it is a good idea to go through each of the character types one by one for each player in sequence.

Example - an end of game score for 4 players:

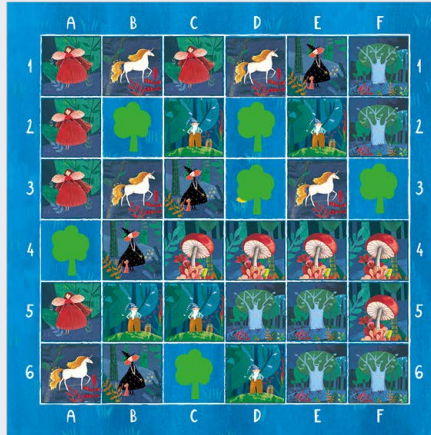
Anna



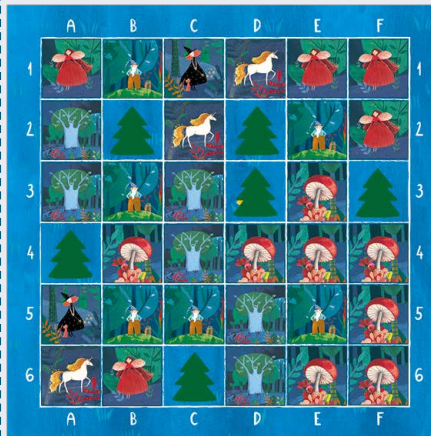
Adam



Lily



Emma



Emma scored the following

Magic trees: Emma has 3 pairs of magic trees, each with an adjacent pine tree, so she gets $3 \times 8 = 24$ point.

Gnomes: To the left of the Gnome on B2 is a pine tree, to the right is a magic tree, below it is a mushroom, so that's $2+2+2=6$ points. Next to that is a magic tree, 2 points. There are mushrooms above and below the Gnome on A5, that gives $2+2=4$ point. Which means the Gnomes get 12 points.

Unicorns: The unicorns on F3 and F5 have a wizard on the left and a fairy on the right, and they are even next to a pine tree, so both earn 7-7 points. If a fairy to the right of a unicorn was neutralised by a witch next to it, it would still count towards the unicorn's point score! A total of 23 points. The unicorn on D4 has a witch on its left, the one on E6 has a fairy on its right and both are adjacent to a pine tree, so they are worth 4-4 points. The unicorn on F4 has 1 extra point because it is adjacent to a pine tree.

Fairies: None of the 3 fairies are next to a pine tree, so they each get 3 points (they would be worth +1 point if they were next to a pine tree), and fortunately they aren't next to a witch. So, they are worth $3 \times 3 = 9$ points.

Witches: Each of the 6 witches are worth 4 points. Fortunately, no witches have been placed next to any other witches (otherwise they would have neutralised each other). In total $6 \times 4 = 24$ points.

Mushrooms: Emma managed to place 7 mushrooms side by side, so she gets 25 points for them.

In total: $24+12+23+9+24+25=117$ points.

Emma wins the game with 117 points.

The player's names	Anna	Adam	Lily	Emma
Magic tree	8	22	16	24
Gnome	14	26	18	12
Unicorn	26	24	17	23
Fairy	14	14	32	9
Witch	28	20	8	24
Mushroom	20	0	20	25
Targets	—	—	—	—
Total	110	106	111	117

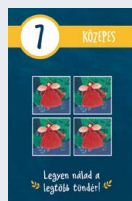
Filled-in scorecard based on the boards above (4 people)

Special targets for expert players (10+)

The basic game can be made even more varied using the target cards. There are 3 levels of difficulty. The easy ones (with a green flower background) are worth 4 points, the medium ones (with a yellow flower background) are worth 7 points and the hard ones (with a red flower background) are worth 9 points at the end of the game if you complete them.

The game played using target cards

Once you are ready, shuffle the 3 target card decks separately, and stack 1-1-1 of each difficulty in the middle. Anyone who completes their target by the end of the game receives the number of points indicated on the card (which should be entered in the target cards section of the scoresheet).



A target card can be completed by more than one player, except for the 7-point cards, which have to be fought for!

- When the target is achieved by one player they receive **7 points**

- if two players complete the target but the result is a tie, then **both players receive 3 points**,
- three players tie the points are divided as **2-2-2 points**, that is 2 points to each player concerned.

Play can then begin as described in the basic game, with a slight difference.

Here, the 6 cards drawn in the rounds are not played 2-2-2, but first 1, then 2, then 2 again and finally 1 (i.e., four cards are played in a round).

The game is won by the player who has the highest point total, including the target cards.

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<http://www.pagony.hu/>

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This game is not suitable for children under 3 years of age!

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