

# FOREST ADVENTURE

GB



6 years upwards



2 - 4 players



Contents: 8 *Start* and *Finish* cards, 45 *Activity* cards and 3 *Bonus* cards.



Start/Finish



Activities



Bonus



**Object:** To win the most points.



**Preparing to play:** The players each take a *Start* card and a *Finish* card that they place in front of them.

- For 4 players, use all the *Activity* and *Bonus* cards.
- For 3 players, remove the rabbit *Activity* cards (check the backs of the cards) and the **+1 Bonus** card from the game.
- For 2 players, remove the fox and rabbit *Activity* cards (check the backs of the cards) as well as the **+1** and **+2 Bonus** cards from the game.

Set aside the *Bonus* card(s) which will come into play at the end of the game. Shuffle the *Activity* cards and stack them, face down, in the middle of the playing area. Take the top two cards and lay them face up next to the stack.

There are two phases to the game: the draw phase during which players collect *Activity* cards, then the construction phase during which players build their treetop trail.

## 1 / Draw phase

The youngest player starts and play then continues in a clockwise direction. On your turn, choose one of the two exposed *Activity* cards and lay it face down in front of you. Take the top card from the stack to replace the card you chose. Then it is the next player's turn to choose an *Activity* card... and so on until there is only one card left. Remove the last card from the game and the second phase of play can commence.

**N.B. :** During this first phase, players are not allowed to look at their cards.

## 2 / Construction phase

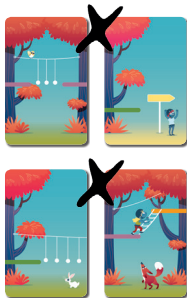
During this phase, all players play simultaneously. When one of the players gives the signal, you all turn up the cards you collected during the first phase and try to create the longest treetop trail possible by laying your cards next to one another.

- The trail must begin with a **Start** card and end with a **Finish** card.
- The **Activity** cards must be placed side by side respecting the colour of the platforms or by joining two halves of a single activity on the same level.
- It is not possible to join two half-platforms of different colours or to include a half an activity without the other half being placed next to it.

Valid connections



Invalid connections



It is possible that you might not be able to use all the cards you collected, in which case you set aside the unused cards.

As soon as you finish building your trail, you call out "Finished!" and take the highest **Bonus** card. You can then no longer make any changes to your trail. The other players continue to build and call out "Finished!" as soon as they complete their trail. If there are any left, in turn, they also take the highest **Bonus** card.

**Winning:** When all the players have finished their trails, check that the courses are all valid, and count your point(s): each card in the trail is worth one point, to which you add the points from your **Bonus** card, if you have one. The player with the most points wins the game. In case of a tie, the player with the biggest bonus is declared the winner.

**NB:** An invalid trail is not worth a single point!