# The rules of the game

## - Goal of the game -

*It's still night as you escape from the Ogre's house. In order to return to your parents' cottage, you'll have to find your way through the forest in the dark, by the feel of the trees. The first player to make it back to the cottage will win and be rewarded with a nice bowl of broccoli soup! But watch out for the Ogre – he'd love to have you for breakfast!*

## - Contents -

- 1 *Path* game board
- 5 *Child* pawns (1 per player)  ⊙ 2 *Boot* pawns
- 25 *Tree* tokens
- 25 *Tree* cards
- 25 *Pebbles* cards
- 1 cloth bag
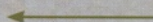
## - Set Up -

Please refer to the diagram inside the game box, which will show you the set up for a four-player game:

**1.** All *Tree* tokens are put in the cloth bag and shuffled.

**2.** The *Path* board is placed on the table then each player picks a *Child* pawn in their favourite colour and puts it on the board's starting space.

**3.** The *Boot* pawns are placed off the board, near the Ogre's house.

**4.** Each player receives a deck of *Pebbles* cards the same colour as their pawn, and places it face down in front of them.

**5.** One player is selected at random to be the first player for the first turn. They place the deck of *Tree* cards before them, face down, and take the bag containing the *Tree* tokens.

### The game can start!

# ~ Sequence of play ~

## Game overview

A game is played over several turns and ends when one of the players reaches the parents' cottage, or when the Ogre has caught all of the players except one (or more rarely when the Ogre's eaten everyone). A good memory and sense of touch will allow you to find your way through the dark forest.

## Turn sequence

A turn is composed of 5 phases:

*1. Touching the tree*
*2. Finding the tree*
*3. Helping each other*
*4. Progressing through the forest*
*5. Moving the Ogre forward*

## 1. Touching the tree

This turn's first player draws a *Tree* token from the bag without looking at it or showing it to the other players. Keeping their hands under the table (or behind their back), they must feel the *Tree* token in order to **memorise its shape**.

Meanwhile, the other players count to 10 aloud and together (they can even bang on the table or clap their hands in time with the numbers to better represent the Ogre approaching!)

On 10, the first player hands the *Tree* token to the player on their left, without looking at it or showing it. The new holder of the *Tree* token must now feel it, under the table or behind their own back, in order to memorise its shape, while the other players count to 10 ... and so on until all players have handled and memorised the shape of the *Tree* token.

Once the *Tree* token has gone around the table, this turn's last player places it inside the game box without looking at it or showing it, and closes the box.

## 2. Finding the tree

This turn's first player takes the deck of *Tree* cards then **slowly reveals them, one by one**, at the centre of the table. They must do so with their dominant hand and turn each card over so that they won't see it before the other players do.

As they are revealed, the *Tree* cards are stacked facing up at the centre of the table.

At any time, if a player believes that the last card revealed, on top of the pile, matches the tree memorised during phase *1* (*Touching the tree*), **they can put their hand on the pile as quickly as possible and take the card, which they put in front of them.**
**Each player can only take a single card**. A player who's already taken a *Tree* card during the current phase must wait until it ends.

The cards are revealed one by one until each player has a card in front of them, or the entire deck has been flipped over.

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### *Variant for slower players*

So as to avoid the need for fast reflexes when taking a *Tree* card, here's a possible variant:
The first player reveals the cards one by one to the centre of the table, but every time they reveal a *Tree* card, they must ask each other player whether they want to take the card or not. The first player asks the player to their left first. If that player chooses to take the card, he places it in front of them and the first player continues revealing the cards. Otherwise, the next player in clockwise order is asked, and so on until the first player asks himself.
**Each player can only take a single card.**
If no one claims the offered card, it's placed on the pile of revealed cards at the centre of the table, and the first player continues turning over new cards. The cards are revealed one by one until each player has a card in front of them, or the entire deck has been flipped over.

## 3. Helping each other

Before taking the *Tree* token out of the box to check who picked the matching *Tree* card, **each player must secretly vote for someone who they believe picked the card matching the *Tree* token.**

Each player takes their deck of *Pebbles* cards and chooses the card matching the player (pawn colour) who they believe picked the card matching the *Tree* token. They place the chosen *Pebbles* card face down in front of them. **A player can vote for themselves.**

*In this example of a five-player game, Maia selects the card indicating the blue player, as she believes that that player picked the Tree card that matches the Tree token.*

## 4. Progressing through the forest

○ **This turn's first player takes the *Tree* token out of the box and checks whether a player found the matching *Tree* card.** To do so, they place the *Tree* token over the cards taken by the players during phase *2* (*Finding the tree*).
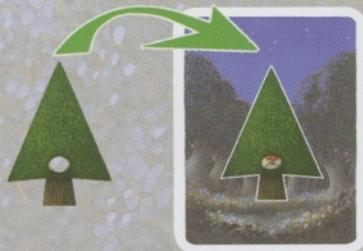
○ **The player who found the card matching the *Tree* token moves his pawn forward by one space on the board**, towards the parents' cottage.

○ Then everyone reveals their chosen *Pebbles* card. **Each player who voted for the person who found the card matching the *Tree* token also moves forward one space.** A player who found the right card and voted for themselves will move forward 2 spaces!

*In this example, Maia (red pawn) found the Tree card matching the Tree token and voted for herself. She moves forward 2 spaces. Nemo (blue pawn) also voted for Maia, and moves forward one space.*
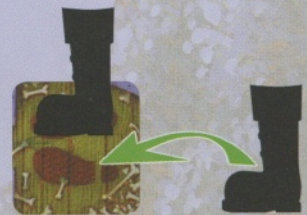
## 5. Moving the Ogre forward

Finally, the Ogre begins advancing using his seven-league boots:

♦ **At the end of the first turn, the Ogre puts on his first boot. Place one of the boot tokens on one of the two footprints in the Ogre's house.**

♦ **At the end of the second turn, the Ogre puts on his second boot. Place it on the unoccupied footprint in the Ogre's house.**

♦ **At the end of the third turn, the Ogre steps outside. Move one of the boots one space towards the players' pawns (onto the players' starting space).**

♦ **At the end of the fourth turn, move the second boot onto the space in front of the first boot.**

### And so on ...

**At the end of each turn, the rearmost boot will jump over the space occupied by the other boot and end up on the space ahead of it, as if the Ogre was taking gigantic steps!**

If one of the Ogre's boots lands on a space with one or more *Child* pawns, their players end up in the Ogre's belly! These pawns are removed from play, and they can be in charge of moving the Ogre while they wait for the game to end.



*Maia, red pawn, has just been gobbled whole by the Ogre!*

Finally, this turn's *Tree* token and the corresponding *Tree* card are set aside.

## End of the game or New turn

The game ends:

♦ If **a player reaches the parents' cottage** and becomes the winner. However, reaching the cottage requires finding the card matching the *Tree* token (reaching the cottage itself isn't allowed simply by voting for another player in phase *3 Helping each other*).

♦ Or if **all the players have been devoured except one**, who wins by taking advantage of the Ogre's post-lunch nap (which they also put to good use by freeing their gobbled brothers)! Of course, all players lose if the Ogre devours all the remaining players in a single turn.

If neither of these conditions is met, the game continues and the player who picked the card matching this turn's *Tree* token becomes the first player for the next turn.

If no one had found the card matching the *Tree* token, the first player remains the same.

## For easier games

In the game's basic rules, all of the *Tree* tokens and cards are used. However, you're free to adjust the game difficulty as you see fit.

For easier games, remove all *Tree* tokens (and matching cards) sporting two vertical holes or two horizontal holes (or both).

In other words, the idea is to remove one or two series of trees to adapt the game difficulty to your liking.