



CHAOS IN THE FOREST

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RULEBOOK



CHAOS IN THE FOREST

It's chaos in the forest!
After playing hide-and-seek,
the animal cubs have all
lost their way home. Can
you help them find to their
parents?

CONTENTS



1 Game board

Animal cubs



3 Bears



3 Foxes



3 Beavers



3 Deer



3 Hedgehogs



5 Dice



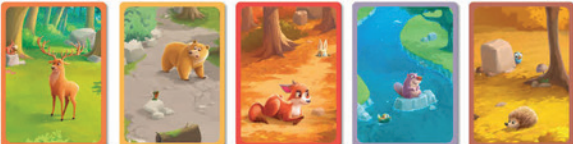
1 Tree



1 Tree trunk



4 Bushes, each made of two parts



5 Mission cards



8 Apple tokens

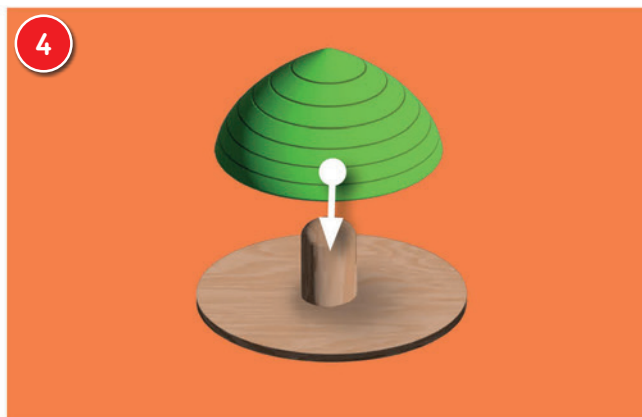
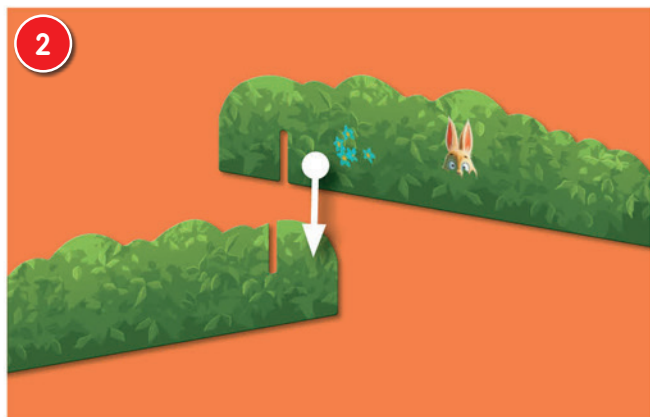
You can play this game in one of two ways. In the cooperative version of the game (playing together), everyone plays against the game. In the competitive version of the game (playing against each other), one player wins.

COOPERATIVE – Make sure all Animal cubs return safely to their parents by giving them enough apples to move quickly. But be careful! The apples must end up in the space with the animals that really need them. On top of that, the squirrel and bird keep taking more and more apples. If the apples run out before all the Animal cubs are safely home, everyone loses.

COMPETITIVE – Make sure your 3 Animal cubs get home safely by feeding your own animals apples. Help other animals get home too, if it's to your advantage, and thwart your fellow players by cleverly placing the Tree trunk. Will you be the first to get your own Animal cubs home?

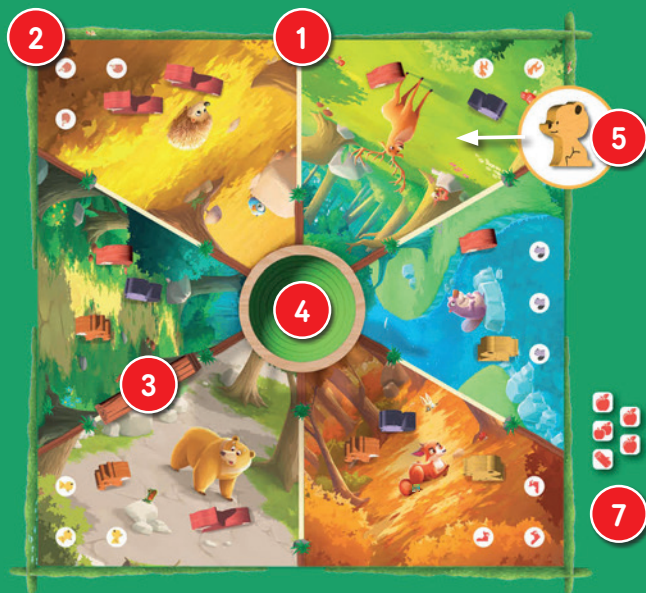
SETUP

- 1 Place the **Game board** in the middle of the play area.
- 2 Assemble the **4 Bushes** and place one against each corner of the outer edge of the game board.
- 3 Place the **Tree trunk** on any dividing line between two habitat sections (spaces).
- 4 Place the **Tree** in the centre of the board.
- 5 Distribute the **15 Animal cubs** randomly across the board, but ensure that no more than two of the same animals are on the same space, and that no Animal cub is on the space that is also its habitat. Animals may also be on the space with the forest path.



COOPERATIVE SETUP

- 6 Place the 8 Apple tokens face down in a row next to the board.
- 7 Place the 5 dice next to the board.
- 8 Return the Mission cards to the box, they are not used in this version.



COMPETITIVE SETUP

- 6 Return the Apple tokens to the box, they are not used in this version.
- 7 Place 2 of the dice next to the board. Return the remaining 3 dice to the box.
- 8 Shuffle the 5 Mission cards and deal 1 to each player. If there are fewer than 5 players, place the remaining Mission cards next to the board, face up.



COOPERATIVE VARIANT (WORKING TOGETHER)

GOAL OF THE GAME

If you get all the Animal cubs home safely before the squirrel or bird gets away with all the apples, you all win the game. If 8 rounds have been completed, and not all the Animal cubs are home, then you all lose.

GAMEPLAY

Each habitat section on the Game board (except the forest path) is the home of one of the animal families. The Animal cubs on the board all belong to one of these families (Bear, Fox, Beaver, Deer, Hedgehog), but they have lost their way. Feed the Animal cubs apples to enable them to walk. This is how you can help them return safely to their parents.

The player who last visited the forest starts by dropping the dice onto the Tree. Then you work together until all the dice have been removed from the board, and the next player, in clockwise order, can drop the dice onto the Tree.

When dropping the dice, take the 5 dice in one hand and hold your hand just above the Tree. Now, let the dice fall, and wait as they roll to the various spaces on the board. Any dice that fall on a dividing line between two spaces after rolling are moved to the space containing the largest part of the dice. Any dice that land exactly in the middle of two spaces or are rolled outside the board may be re-rolled.

Note! Whether you drop the dice exactly in the middle above the Tree or slightly off-center can significantly affect where the dice roll.



As a team you must now decide how to use the dice and in what order.



If a dice showing **1 apple** lands in a space, you may move one of the Animal cubs in that habitat 1 space to an adjacent habitat (to the left or to the right). You may never move Animal cubs across the Tree. Afterwards, remove the dice from the board.



If a dice showing **2 apples** lands in a space, you may move one of the animals in that habitat 2 spaces (no more, no less). An animal may never move onto a space it has already occupied that turn. Afterwards, remove the dice from the board.

Note! You may add together the apples shown on multiple dice in the same space and move one animal in that space the corresponding number of spaces. You may also choose not to use a dice showing one or more apples.



If a dice showing a **Tree trunk** lands in a space, you **must** move the Tree trunk one space clockwise. It does not matter in which space the dice lies. Afterwards, remove the dice from the board.

The Tree trunk blocks the path. When moving an Animal cub, it may never cross the Tree trunk. If an Animal cub would move past the Tree trunk due to the number of apples on a particular dice, it cannot move in that direction. You can only move this Animal cub (or another Animal cub on the same space) in the opposite direction.

If a dice showing apples lands in a space without Animal cubs, that dice cannot be used and is removed from the board. However, if you move an Animal cub from another space to this space (using an apple), you can then use this dice to move the Animal cub a little further.



Example: As a team, you want to move the fox to its home. To do this, you need to use the dice showing 1 apple to move the fox to the adjacent space. On that space, there is another dice showing 2 apples. As a team decision, you use the 2-apple dice to move the fox to its home.



Example: After the fox has been brought home, you want to move the Tree trunk. It now moves one space clockwise.

TIP! You may decide the order in which you use the dice, so think carefully! Sometimes you might want to move the Tree trunk first, because it's easier to move some Animal cubs afterwards. Other times you may want to move certain Animal cubs first, and then the Tree trunk.

ANIMALS HOME

If, after taking steps, an Animal cub ends up in its parents' habitat, place this Animal cub on the spot shown in that habitat. This Animal cub is now safely home.



END OF THE GAME

Once all 5 dice have been used or when you choose to stop (provided all Tree trunk dice have been used), the round ends. Flip the leftmost face down Apple token face up.

If all Animal cubs are brought home before all 8 Apple tokens are turned over, you win the game. Well done!

If all 8 Apple tokens are turned over before all Animal cubs are brought home, the apples are gone and you lose the game. Try again!



DIFFICULTY VARIANTS

To make the game **EASIER**:

Drop the dice onto the Tree one at a time rather than all at once. This allows you to have more control over where each dice might end up.

To make the game **HARDER**:

Return one or more Apple tokens to the box in setup, giving you fewer rounds to get the Animal cubs home before you lose.

Example: All Animal cubs are at home before the 8th round.

COMPETITIVE VARIANT (PLAYING AGAINST EACH OTHER)

GOAL OF THE GAME

The first player to return all three Animal cubs of their own Mission card to their own habitat wins the game.

GAMEPLAY

Each habitat section on the game board (except the forest path) is the home of one of the animal families. The Animal cubs on the board all belong to one of these families (Bear, Fox, Beaver, Deer, Hedgehog), but they have lost their way. Feed the Animal cubs apples to enable them to walk. You may either move the Animal cubs on your Mission card towards their homes to try to win, or move other Animal cubs away from their homes to hinder your opponents.

The player who last visited the forest goes first. Then, players take turns clockwise. On your turn, take both dice in one hand and hold your hand just above the Tree. Drop the dice so they roll into the various spaces on the board. Move any dice that land on a dividing line between two sections to the section containing the largest part of the dice. Any dice that land exactly in the middle of two spaces or are rolled outside the board must be re-rolled.

***Note!** Whether you release the dice exactly in the middle above the Tree or slightly off-center can significantly affect where the dice roll.*



Now you follow up both dice.



If a dice showing **1 apple** lands in a space, you may move one of the Animal cubs in that habitat 1 space to an adjacent habitat (to the left or to the right). You may move an Animal cub from your Mission card, but you may also choose to move an opponent's Animal cub or an Animal cub that does not belong to any player. You may never move animals across the Tree. Afterwards, remove that dice from the board.



If a dice showing **2 apples** lands in a space, you may move one of the Animal cubs in that same habit 2 spaces (no more, no less). An animal may never move onto a space it has already occupied that turn. Afterwards, remove the dice from the board. Afterwards, remove that dice from the board.

Note! You may add together the apples shown on multiple dice in the same space and move one animal in that space the corresponding number of spaces. You may also choose not to use a dice showing one or more apples.

Be aware! You may determine the order in which you use the two dice. Sometimes you can move an Animal cub, using a dice showing apples, to a space containing another dice showing apples. That animal now lands on the space containing those other apples and can then continue moving by also using the apple(s) on that dice.

If a dice showing apples is in a space without Animal cubs, that dice cannot be used and is removed from the board.



The **Tree trunk** blocks the path. When moving an Animal cub, it must never cross a tree Trunk! If an Animal cub ends up beyond the Tree trunk due to the number of apples/steps on a particular dice, it cannot move in that direction. You can only move this Animal cub (or another Animal cub on the same space) in the opposite direction.

If there is a dice with a Tree trunk lies anywhere on the board, you must move the Tree trunk to another space between two spaces; you can choose which one. It doesn't matter which space the dice is in. Afterwards, remove the dice from the board.

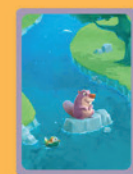
If there are two dice with Tree trunks, you must also move the Tree trunk twice (so you can also put the Tree trunk back where it was).

TIP! You may decide the order in which you use both dice, so think carefully! Sometimes you might want to move the Tree trunk first, because it's easier to move some Animal cubs afterwards. Other times you may want to move certain Animal cubs first, and then the Tree trunk.

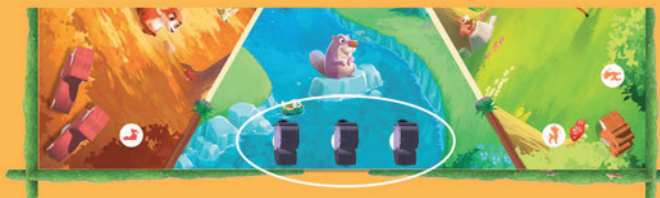
Note! Moving the Tree trunk is mandatory for every dice showing a Tree trunk. You cannot leave the Tree trunk where it is. Dice showing apples are optional; dice showing Tree trunks are required.

If, after taking steps, an Animal cub ends up in its parents' habitat, place this Animal cub on the spot shown in that habitat. This Animal cub is now safely home.

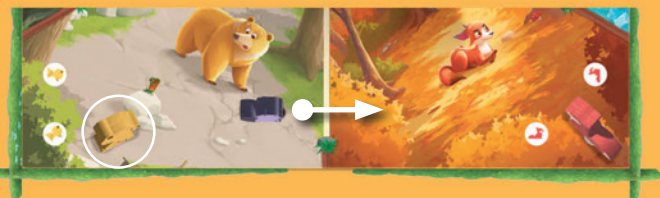
If you bring home an Animal cub that isn't on your Mission card (either belonging to another player or to no player), you receive an apple as a reward. You may immediately move an Animal cub of your choice **1 space**.



Note! If you can't move your own Animal cubs, it can be helpful to bring home an Animal cub that is not on any player's Mission card. This immediately gives you an extra step for one of your own Animal cubs. Sometimes it can even be smart to bring home an opponent's Animal cub, if you can then use the reward (the extra step) to bring home your last Animal cub and win.



Example: the player with the beaver won, because all the beavers are home.



Example: The player with the beaver brings a bear home and immediately moves one beaver forward by one space.

TIP! If you can't move your own Animal cubs, it can be useful to move another player's Animal cub further away from their goal.

END OF GAME

As soon as one player has brought home all 3 Animal cubs from their Mission card, the game ends and that player wins!

DIFFICULTY VARIANTS

To make the game **EASIER**:

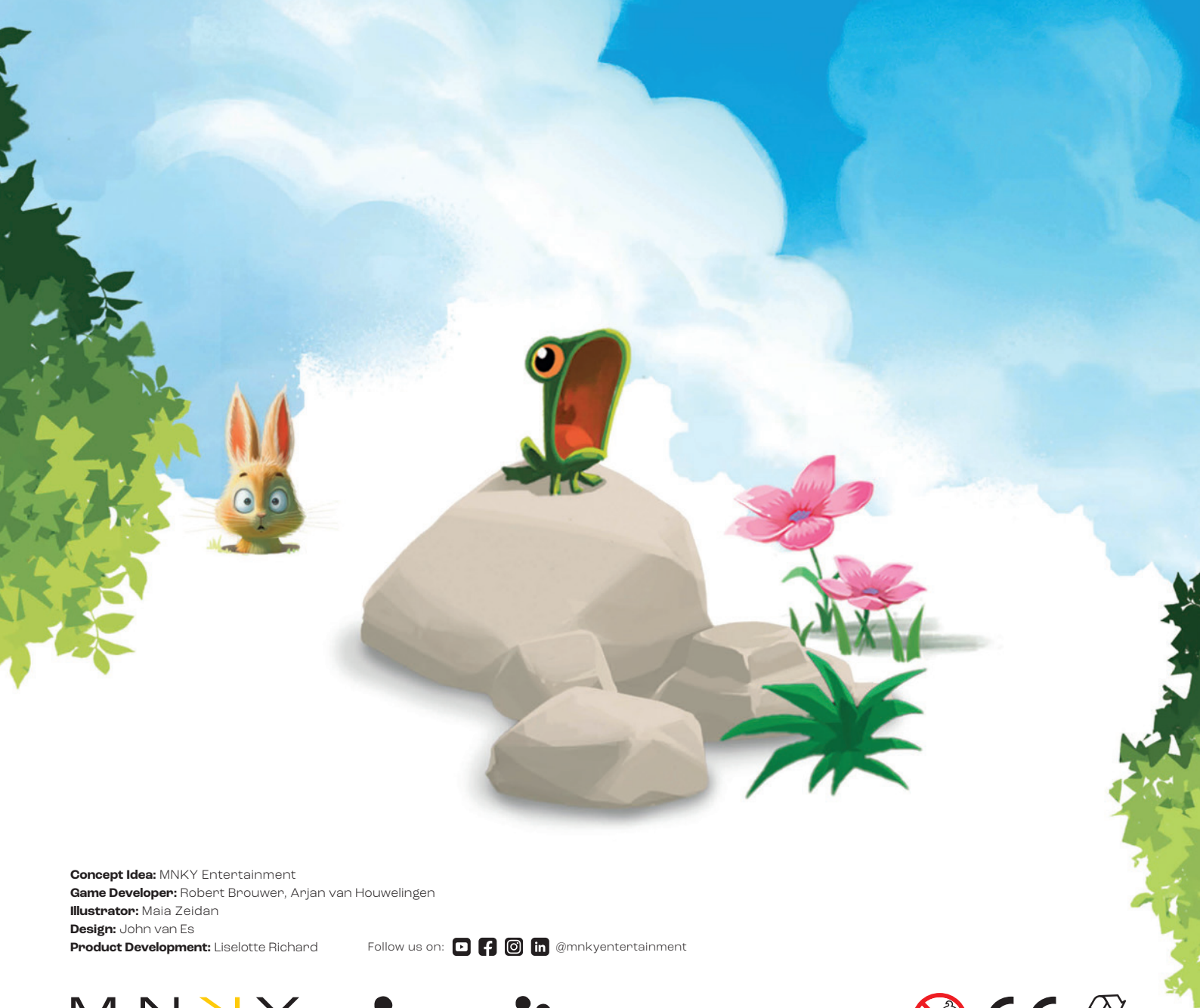
Drop the dice onto the Tree one at a time rather than both at once. This allows you to have more control over where each dice might end up.

To make the game more **TACTICAL**:

Instead of moving one Animal cub, with each apple you can move ALL Animal cubs of one type (present in that space), following all the normal rules.

OUR GAMES





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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might differ from the images used in the rulebook.