

Woodlands

The Fable-ous tile-laying game

A game for 2–4 players, ages 10+

Game Design: Daniel Fehr, Illustration: Felix Mertikat, Graphic Design: Fiore GmbH, Editor: Daniel Greiner

Contents

- 20 story overlays (4 Little Red Riding Hood, 5 Robin Hood, 4 King Arthur, 5 Count Dracula, 1 Unicorn expert overlay, 1 Tree Troll expert overlay)
- 1 base board
- 4 hero movers with stands (1 Little Red Riding Hood, 1 Robin Hood, 1 King Arthur, 1 Jonathan Harker)
- 1 45-second sand timer
- 4 player boards
- 12 double sided path tiles per player (= 48 path tiles)
- 4 enchanted path tiles
- 24 treasure cards
- 22 key tokens
- 37 gems (8 red, 8 blue, 8 green, 8 yellow, 5 white)

Introduction

Woodlands transports you to the wonderful world of legends and fairy tales. In each story, you place your path tiles to lead the Hero through an enchanted forest. In each chapter of the four stories you will face new challenges. Only by mastering these challenges more quickly than your opponents will you win the game!

Preparations

Are you playing for the first time? If you are, read the basic rules first (pages 1-4). Then you can immediately start playing “Little Red Riding Hood” (page 8). All other rules are explained in the story, whenever they come up during the game.

If you already know the game, you can choose which story to play. Only take the overlays of the chosen story out of the box.

Note: *The bookmark in the bottom right corner of each story overlay tells you the story and chapter number.*



Little Red Riding Hood

4 chapters, easy
(page 8)



Robin Hood

5 chapters, medium
(page 9)



King Arthur

4 chapters, medium
(page 10)



Jonathan Harker (Count Dracula)

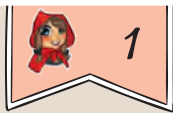
5 chapters, hard
(page 11)

If you like a challenge, you can use the expert overlays **Unicorn** and **Tree Troll** in addition to a story. (See “Variants” on page 7).



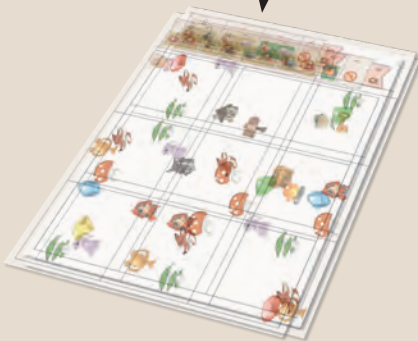
Setting up the game

1. Place the **base board** in the center of the table, white side facing up. Place the **chapter 1** overlay of your chosen story on the base board.

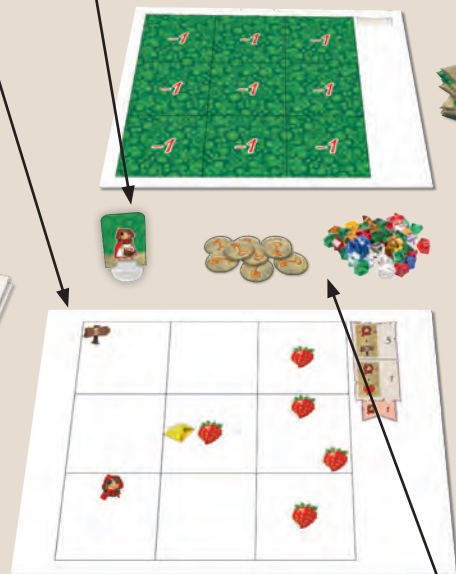


Make sure you have **pen and paper** ready to keep track of your points. You can use the table on the back of this manual as a template.

2. Place the **remaining chapters** of the chosen story next to it.



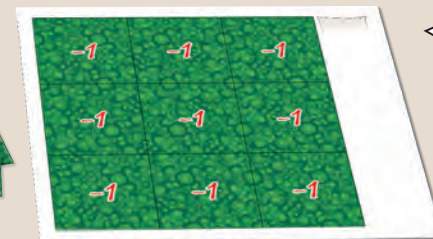
3. Assemble the **hero mover** that goes with your chosen story. The other Heroes stay in the box.



4. Put the **sand timer** next to the game board in easy reach for every player.



5. Shuffle the **24 treasure cards** and put them in a face-down pile.



6. Place the **4 enchanted path tiles** next to the treasure card pile.



8. Each player gets a **player board** and a set of **12 path tiles**. Each set is marked with one of the following symbols:



Turn all path tiles face up to show the symbols.

Hint: Orient your player board like the overlay in the center of the table. For example, if you are sitting at the head of the table, turn your player board so it's upside down. That way it'll be easier for you to place your path tiles.

7. Put the **22 keys** and **37 gems** next to the game board.



Playing the game

Woodlands is played over several rounds. In each round, you play a chapter of the chosen story. Each chapter consists of the following three steps:

1. Read the story

Carefully look at the overlay in the center and read in the manual (pages 8-11) what goals you are trying to achieve in this chapter.

2. Placing the path tiles

Place your path tiles on your player board and create a landscape consisting of pathways and forest. While you do, try to complete as many goals as you can.

3. Scoring

Place the story overlay on your landscape and check which goals the Hero of the story can accomplish on the path that you laid out.

1. READ THE STORY


Each chapter begins with a short story segment. It tells you what happens in the story and what goals you are trying to achieve. The story segments can be found in the Story Section in the second part of the manual. Open the correct page and read out loud the text of the current chapter.

The parchment on each overlay includes a **list** of all the goals for the chapter. It also tells you how many points you will score for each accomplished goal.




2. PLACE THE PATH TILES


Next, all players have to place their path tiles on the 9 spaces of their player boards **at the same time** to create a landscape. Remember: You need to be faster than the other players, and complete as many goals as possible!

1.  One of you turns the sand timer for the first time and shouts "Go!". You all place 9 of your 12 path tiles on the spaces of your player boards. You may turn and replace the tiles as you like, but you can't flip them over to show the backside. Double check the overlay in the center and make sure to place your tiles to complete as many goals as possible.



Important: Even when the sand timer has emptied, you may still continue working on your landscape.

2.  The first player who is satisfied with their landscape may **initiate the scoring**. To do that, they grab the sand timer and place it next to their player board. If the sand timer has emptied, the player turns it over immediately for a second time. Otherwise the player waits until it is emptied before turning it over.

- +  Whoever grabs the sand timer is rewarded with a white gem from the supply. That player **can no longer change their landscape**.

All other players have additional time until the sand timer has emptied for the **second time**. Then they also have to stop.



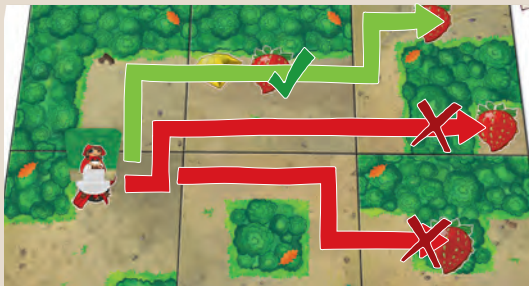
3. SCORING

Examine each player's landscape, starting with the player who initiated the scoring, then going clockwise around the table. Take the current chapter overlay from the base board and place it on your player board. You are not allowed to turn the overlay, it must be faced **exactly** as it was on the base board, spaces on spaces, parchment on parchment!

Now take the **hero mover** and put it on the overlay. The mover always starts its journey on the space indicated on the overlay.

Next, guide the Hero along the route you created. Move it along the path on the overlay and try to reach as many goals as possible. Movement follows these simple rules:

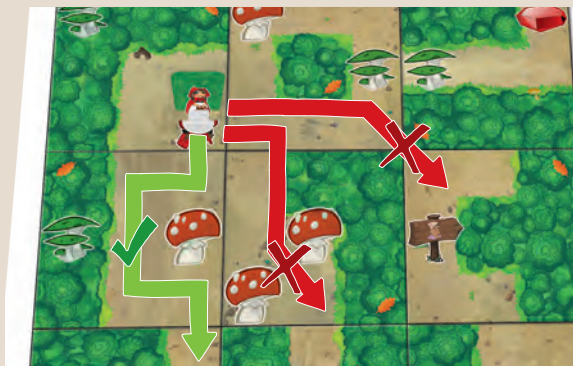
- You can only move along the path. If a goal is located in the forest or separated by forest, the Hero can't reach it. **Caution:** If the Hero starts in the forest, you are stuck and cannot reach anything!



- You are allowed to walk over all items and characters printed on the overlay. If it is one of your goals, you add or subtract that many points. Similarly, you are allowed to walk over other items, so you can gather gems, keys and treasure chests. The order in which you pass them doesn't matter. You may also pass the same location multiple times, as well as enter and leave dead ends as you wish.



- If the path is wide enough, you can avoid touching items with your Hero (e.g. to avoid a penalty). Use the Hero's stand to determine if there is enough space to pass. You are not allowed to move diagonally to avoid obstacles or bypass a stretch of forest.



-1

You haven't filled all 9 spaces of your player board? All empty spaces count as forest, as printed on the board. In addition, you **lose 1 point** for each path tile that's missing.

Now add up all your points, and **note them** on paper. Then pass the overlay and the Hero to the next player. Once all players have finished scoring, return the overlay to the box. Place the **next chapter** on the base board and clear your player boards. Then you start the next round.

Note: You can never score less than 0 points in a chapter.

End of the game

The game ends after you have finished scoring the final chapter.

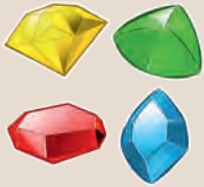
Add up all your points, then add the gems you collected. Each gem counts as 1 point. Each set of four differently-colored gems is worth an additional point, making any set of four different gems worth a total of 5 points. White gems act as "wild cards" and can replace any one colored gem missing from a set, so if you have a red, blue, green, and white gem, that counts as a full set.

The player with the highest score wins the game. If there is a tie, the tied player who collected the most white gems is the winner. If there is still a tie, there are multiple winners.

Glossary

This section is a reference for all collectible items and treasure cards. It also explains the enchanted path tiles.

ITEMS



Colored gems can be found in all stories. Move the Hero on a gem to collect it. For each gem the Hero finds, take one gem of that color from the supply. At the end of the game you receive 1 point for each gem, plus an additional point for each set of 4 gems that have different colors (i.e. each set is 5 points in total).



White gems are awarded to the player who is first to finish their landscape and grabs the sand timer. They also give you 1 point at the end of the game. In addition, they can replace one other colored gem to complete a set of 4.



The **Chalice of Glory** starts appearing from chapter 2 of each story. Calculate the point subtotals between chapters. Only the player with the current highest score has to collect the chalice. If they don't, they lose 3 points at the end of the chapter.



Whenever you collect a **key**, take a key token from the supply. You will need them to open treasure chests. You can use them in the same chapter in which you collected them, or save them for later. However, don't keep them for too long, they don't give points at the end of the story.



To open a **treasure chest**, you need to own a key. If you walk over a chest, return a key token to the supply, then draw the top **treasure card** and read out loud what's written on it. Place the card in front of you and use it at the time indicated in the text. When that time comes, you **must** use the card, you cannot save it for later.

Note: If a card has to be used "in the next chapter", you get to hear the chapter's story before you choose which player will be affected by the card.

TREASURE CARDS

Some **treasure cards** give you gems, others can be used to hinder other players.

The following treasure cards need additional rules when they are played:



If the chosen player doesn't follow the instructions on anyone of these three treasure cards, they **lose 5 points!**

As soon as anyone uses this treasure card, read the rules regarding face-down path tiles (side without symbols) under "Variants" on page 7. If you are already playing with face-down tiles, this card selects a player who may use the side with the symbol.

At the end of the next chapter, choose an obstacle or a villain. You won't lose points from that obstacle or villain.

One obstacle (or villain) of your choice won't affect your next score, just as if it weren't printed on the overlay. For example, you may have **one** fire in the forest, walk over **one** toxic mushroom, etc. Each other mushroom must be avoided. This card does **not** save you from obstacles that set your points to zero → 0!

During the next chapter, a player of your choice (that player can be yourself) must use the "treasure forest" enchanted tile.

During the next chapter, a player of your choice (that player can be yourself) must use the "haunted forest" enchanted tile.

First read the next chapter, then choose the player who will get the card. That player takes the shown path tile from the supply and puts it back at the end of the chapter.

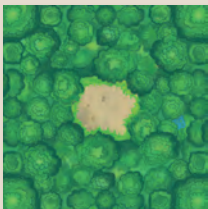
During the next chapter, a player of your choice (that player can be yourself) must use the "dwarven forest" enchanted tile.

During the next chapter, a player of your choice (that player can be yourself) must use the "dense forest" enchanted tile.

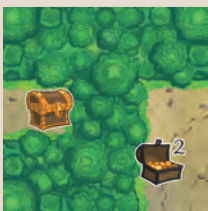
If the chosen player doesn't use the enchanted tile in their landscape, they **lose 5 points!**

ENCHANTED PATH TILES

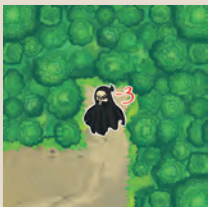
These special path tiles can only be used by a player chosen by one of the above treasure cards. If you are chosen, take the tile designated by the treasure card from the supply.



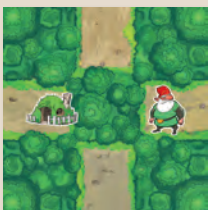
The **dense forest** has a lot of forest and not a lot of path. Make life harder for one of the other players, or use it yourself if it is beneficial for you.



In the **treasure forest** you can find an additional treasure chest and open it if you have a spare key. In addition, if your Hero can get to the open chest, you will get 2 additional points. If anything that's printed on the overlay covers the chest, you cannot reach it.



Beware of the spirit of the **haunted forest**! During scoring you lose 3 points if the evil spirit can get to your Hero via the path, or if anything printed on the overlay covers the spirit!



A tiny forest inhabitant got lost in the **dwarven forest**. If you manage to connect the dwarf with his house via the path, you will get 3 points. If either the dwarf or his house are covered by anything printed on the overlay you can't solve this challenge.

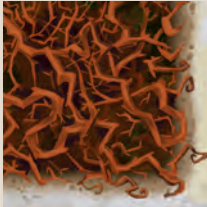
Variants

Have you mastered all 4 stories? Use a variant to shake up the game and add new goals. You can even combine multiple variants!

FACE DOWN PATH TILES

If you want to play this variant, turn all of your path tiles face down (no symbol). On this side you will find thorny brambles and water in addition to forest and pathways.

Choose a story and play the chapters as usual. The new landscape tiles will make it more difficult to reach your goals.



Much like forest, **brambles** can't be traversed by the Hero, not even if a chapter allows moving through the forest. If a chapter wants certain items or characters to end up in the forest, the brambles do **not** count as forest. However, brambles can catch fire—if you end a chapter with fire (or thunderclouds) on brambles, you get the penalty.



Water surfaces work just like the normal path, they're just designed to confuse you. All characters can swim and cross the water, even villains. Items in the water can be collected as usual. If an item is **not** allowed on the path, it also can't be in the water.

***Hint:** If a player already knows the story or they are very good at solving the challenges, they can use the face down side (no symbol) as a handicap. Let new players use the face up side while more experienced players use the face down side.*

EXPERT OVERLAYS

The expert overlays can be combined with all stories and chapters. Choose either of the two expert overlays and place it on the current chapter overlay on the base board. Read out the additional goals on the parchment on the left side of the expert overlay. You have to complete these in addition to the story chapter's goals.

***Hint:** You may choose to use or not use the expert overlays however you like. Try this sequence: chapter 1 with Unicorn, chapter 2 without expert overlay, chapter 3 with Tree Troll, chapter 4 with Unicorn, chapter 5 with Tree Troll.*



Unicorn expert overlay

Suddenly a rainbow appeared above the forest and a shimmering light illuminated the treetops. The Heroes found new hope.

- Move your Hero to the Unicorn to draw a treasure card.
- If the good fairy can get to the rose, you get 6 points. The fairy can only move through forest, so the rose has to be in the forest as well.



Tree troll expert overlay

A sudden noise startled the Heroes. The trees came to life, they were clearly in a bad mood.

- Collect the mistletoe to get 4 points.
- Beware of the evil spirit! It can get to your Hero, you lose 3 points.
- Avoid the Tree Troll and its roots. If you move over a red space, you lose points as printed on the space. If you encounter the Tree Troll itself, you **lose 5 points!**



Little Red Riding Hood

INTRODUCTION

Once upon a time there was a little girl who was loved by everyone, but most of all by her grandmother, who gave her a red riding hood as a present. Because the girl refused to wear anything else, people started calling her "Little Red Riding Hood". One day, the girl set out to visit her grandmother in the forest . . .

CHAPTER 1 (maximum score: 8)

Little Red Riding Hood was a good girl, and she knew she was supposed to stay on the path. She followed the signposts to her grandmother's house, and on her way she found delicious strawberries. She decided to eat as many of them as she could.

- Move Little Red Riding Hood onto the signpost to get 3 points. You have to move along the path to reach it. Little Red Riding Hood can't walk into the forest under any circumstances!
- Walk over a strawberry to eat it. Of course, strawberries must be placed on the path to reach them. You gain 1 point for each eaten strawberry.
- You can also collect the yellow gem by walking over it. Take a yellow gem from the supply. Gems give you points at the end of the game.

CHAPTER 2 (maximum score: 9)

The girl continued to follow the path, and she decided to collect delicious mushrooms for her grandmother.

- Reach the signpost once again to get 3 points.
- For each green mushroom you collect on your path you gain 1 point.
- Avoid the red toxic mushrooms! For each red mushroom Little Red Riding Hood touches while moving, you lose 1 point. If the path is wide enough, she can walk past them. You can also avoid the red mushrooms by simply placing them in the forest.
- If you walk over the red gem, take a red gem from the supply.
- You can also collect the key. Take a key token from the supply. You can use it later to open a treasure chest.
- This chapter introduces the "**Chalice of Glory**" in the bottom left corner. From now on, the chalice will be in every chapter. Only the player(s) with the current highest score must get the chalice. If they can't, they lose 3 points.

CHAPTER 3 (maximum score: 10)

As Little Red Riding Hood got closer to her grandmother's house, she spotted lots of cute little rabbits. She hoped that they wouldn't be eaten by the hungry foxes.

- Reach grandmother's house to get 10 points.
- Protect the rabbits from the foxes. Each fox eats **exactly 1 rabbit** it can reach. Foxes can either move along the path, or through the forest. However, they **cannot** switch from forest to path or vice versa. Just like Little Red Riding Hood, they can move across the whole landscape to find a rabbit. For each eaten rabbit, you lose 1 point.
- Walk over the treasure chest and hand in a key token to open it. Draw the top treasure card from the pile and read it out loud. Some cards have supplemental rules, those can be found on page 5.

CHAPTER 4 (maximum score: 12)

The girl arrived at her grandmother's house. However, her grandmother had left the house in a rush to escape the big bad wolf. The wolf now spotted a second victim: Little Red Riding Hood! Fortunately, a hunter who had been looking for the wolf for some time was close by . . .

- Reach the grandmother to get 6 points.
- If the hunter can reach the wolf on a path, you get 6 points.
- If the big bad wolf can reach either Little Red Riding Hood or the grandmother via a path, you get **no points** for this chapter, even if the hunter can reach the wolf. You may still collect gems. **Hint:** If you can't find a solution for both objectives, it is better to give up half of the points and hide the wolf in the forest.
- Don't place the campfire in the forest, otherwise you lose 3 points. If it is placed on a path, you can pass it without penalty.
Remember: You can never get less than 0 points per chapter. If you are caught by the big bad wolf, a forest fire won't make a difference.

THE END

At long last, Little Red Riding Hood and her grandmother were reunited. Thanks to the hunter, the wolf was no longer a threat. And so they lived happily ever after.



Robin Hood

INTRODUCTION

Deep within Sherwood Forest lived Robin Hood, the famous fighter for freedom. He was a noble robber who took from the rich and gave to the poor. While doing so, he often crossed paths with the Sheriff of Nottingham, who would not rest until he had captured the thief.

CHAPTER 1 (maximum score: 9)

Deep in the forest, Robin gathered with his merry band of robbers. Together with Little John, Will Scarlet, and the miller's son he formed a plan how to protect themselves from the wicked Sheriff.

- Move Robin along the path to his friends. You get 3 points for each friend you meet.
- Make sure to avoid the wolves! You lose 2 points for each wolf that can reach Robin on a path. Wolves can't leave the forest or cross a stretch of forest.

CHAPTER 2 (maximum score: 12)

The Sheriff of Nottingham set out to collect the taxes from the poor townspeople. Robin Hood had to intervene! He decided to distract the Sheriff to give the townspeople a chance to flee.

- Reach the Sheriff to get 3 points.
- Hide the townspeople in the forest. The more townspeople you manage to hide, the more points you get. (2-4 townspeople in the forest = 1 point, 5-7 townspeople = 3 points, 8-11 townspeople = 5 points, all 12 townspeople in the forest = 9 points)
- **The following rule applies for each remaining chapter of the story:** Avoid forest fires! For each campfire in the forest, you lose 3 points. Campfires on the path can be passed without penalty.
- **Remember:** The "Chalice of Glory" only has to be collected by the player(s) with the current highest score. (If they can't, they lose 3 points.)

CHAPTER 3 (maximum score: 10)

The Sheriff gave up and returned home. He ordered his soldiers to arrest Robin Hood at the slightest misstep. In the meantime, Robin was on his way to rob the abbey of St. Mary, where the Sheriff had hidden all his money.

- Reach the abbey to get 10 points.
- Don't get caught by the soldiers! Each time you run into a soldier or cross their line of sight (dotted red lines), you lose 3 points.
Important: Lines of sight are interrupted by forest. If a soldier looks at a stretch of forest, you can pass that soldier's line of sight behind the forest.
- If you place a soldier in the forest, his line of sight is interrupted as well. But be careful! Soldiers carry torches, and for each soldier in the forest you lose 3 points, just like you would for a campfire.

CHAPTER 4 (maximum score: 14)

Despite his caution, the soldiers managed to find Robin. He was in a precarious situation . . . His only chance was to force the soldiers to retreat.

- Force the soldiers to retreat by shooting arrows at them. For each soldier, you first have to find an arrow, and then be able to reach them on the path. For each defeated soldier you get 2 points. Whenever you defeat a soldier, the arrow is spent, so you have to collect another arrow to defeat the next soldier. You may collect multiple arrows to then defeat multiple soldiers. **Note:** You can sneak past soldiers if you don't have an arrow.
- Avoid being ambushed! For each soldier in the forest, you lose 2 points.

CHAPTER 5 (maximum score: 18)

The time for the final confrontation had come! While Robin faced the wicked Sheriff of Nottingham, his merry band of outlaws set out to storm the Sheriff's castle.

- To defeat the Sheriff you move Robin **through the forest** instead of over the path. All other rules for movement still apply as usual. You can also collect the chalice and the gem in the forest. Move to the arrow and then to the Sheriff to get 9 points. **Caution:** If either Robin, the Sheriff or the arrow are outside the forest, this objective cannot be solved.
- The more members of the merry band of outlaws that get to the castle via the paths, the more points you receive. (1 outlaw = 2 points, 2 outlaws = 5 points, all 3 outlaws = 9 points)

THE END

The Sheriff had to flee from Sherwood Forest, and he was never seen again. Robin and his fellows returned all the gold the Sheriff had hoarded in his castle to the townspeople.



King Arthur

INTRODUCTION

Once upon a time in Britain there lived a young man named Arthur. He was modest and poor, but he was destined for great things. The mighty wizard Merlin had forged a magic sword and thrust it into a stone. Only the true king of Britain would be able to pull it out . . .

CHAPTER 1 (maximum score: 9)

Arthur decided to try his luck, and set out to pull the sword from the stone. Suddenly, the sky grew dark and Merlin himself appeared.

- Move Arthur along the path to the sword in the stone to get 5 points.
- Reach Merlin to get 4 points.
- For each **hailstorm cloud** that hovers over the path you lose 1 point, no matter if you walk under it or not.
- For each **thunderstorm cloud** over the forest, you lose 3 points. Thunderstorm clouds on the path aren't dangerous.

CHAPTER 2 (maximum score: 14)

Arthur managed to pull the sword named Excalibur from the stone! Merlin announced that Arthur would be crowned as new king, and that untold riches would be his.

- Young Arthur's path is paved with good fortune. For each good thing that Arthur encounters, you get points. (1 point for the golden ring, 3 points for Princess Guinevere, 2 for Merlin, 4 for the crown, 2 for the throne and 2 for the Round Table)
- The other knights were green with envy! For each knight on a path you lose 2 points, no matter if you actually encounter them or not.
- **Remember:** The "Chalice of Glory" only has to be collected by the player(s) with the current highest score. (If they can't, they lose 3 points.)

CHAPTER 3 (maximum score: 13)

But with great power also came great responsibility. Britain was at war with the Saxons. To protect his realm, Arthur would have to defeat the King of the Saxons.

- Reach your sword, Excalibur, to get 3 points.
- Reach the King of the Saxons to get 4 points. You don't need to have Excalibur to get the points.
- For each of Britain's silver royal banners placed on the path you get 1 point.
- For each red banner of the Saxons placed on the path you lose 1 point instead.
- **The following rule applies from now on for each chapter:** Avoid forest fires! If there is a campfire in the forest, you lose 3 points. A campfire on the path can be passed without penalty.

CHAPTER 4 (maximum score: 15)

King Arthur had defeated the Saxons. To keep the peace in Britain, he called together his most loyal knights. They would form a council of knights at the Round Table in the center of Britain.

- Travel with Arthur to the Round Table to get 3 points.
- For each knight who can reach the Round Table you get the number of points printed on the knight. **Caution:** Not all knights are favorably inclined towards the king. Avoid knights who make you lose points!
- For each knight who is stuck in the forest, you lose 2 points, no matter if the knight is loyal or not. Try to find other ways to keep disloyal knights from reaching the Round Table.

THE END

- King Arthur and his Knights of the Round Table protected the kingdom of Britain for a long time. Under their watch, the realm experienced a golden age of peace and prosperity.



Count Dracula



INTRODUCTION

London attorney Jonathan Harker received an invitation to travel to Transylvania by a mysterious Count Dracula. The Count intended to purchase a house in London, and asked Mr. Harker to draw up the necessary papers. Thus began Mr. Harker's fateful voyage.

CHAPTER 1 (maximum score: 14)

Freshly arrived in Transylvania, Jonathan Harker first set out to explore the countryside and the local village. Despite some eerie encounters, he had decided to make the most of his trip.

- Walk with Jonathan to the village to get 4 points.
- Collect the rosary to get 1 point.
- Jonathan wants to explore the countryside: For each path tile that Jonathan walks on, you get 1 point (for a maximum of 9 points).
- For each tombstone that Jonathan walks over, you lose 1 point. Better place the tombstones in the forest or on paths that are wide enough to walk past them.
- Avoid the gloomy fellow who makes his rounds in the forest. Each time you walk on a red space, you lose 4 points. If you run into him, you lose 5 points.

CHAPTER 2 (maximum score: 17)

From the village, the road led to Bistritz, where Mr. Harker intended to take a coach into the mountains to Count Dracula's castle. But the howling of the wolves in the forest was a bad omen . . .

- Reach the coach to get 2 points.
- From now on, you are traveling by coach. Travel into the mountains to get 3 points. For each stretch of cobbled street you drive over with the coach you get 2 points. **Important:** To get the points, you must drive along the full stretch of cobbled street, in the direction of the arrow. If you turn around on the street, or the path changes direction away from the street, you won't get the points.
- If you cross the street in the wrong direction, you will lose 1 point.
- For each wolf that can reach your coach you lose 2 points.
- **Remember:** The "Chalice of Glory" only has to be collected by the player(s) with the current highest score. (If they can't, they lose 3 points.)

CHAPTER 3 (maximum score: 8)

The Count's castle was close, but Jonathan Harker wasn't there yet. He had to be careful, a dangerous spider had covered the forest with its webs and was waiting for prey.

- Reach the castle of Count Dracula to get 8 points.
- Beware of the spider! You can pass through 3 webs without penalty, but if you cross a fourth web, you are stuck! In that case, you receive **no points** and you may only keep those items you have collected so far. **Important:** A web that has already been "ripped apart" can be crossed multiple times. You only get stuck if you pass through four different webs.
- Whenever you cross the spider's path and walk on the red space, you lose 2 points. If you encounter the spider itself, you lose 4 points.
Note: In this chapter it is impossible to collect all items. If you try, you will get stuck in the spider's web. Plan your path to the castle to collect only those items that are truly important to you.

CHAPTER 4 (maximum score: 12)

When Mr. Harker arrived in the supposed safety of the castle, he was confronted with the next danger: Count Dracula imprisoned his guest! It took Jonathan a few days to escape into the forest, only to find the forest full of bats . . .

- Move along the path to reach the hidden passage that leads to the forest to get 5 points. Please note that the hidden passage must be in the forest. It counts as both path and forest, and once you enter the secret passage, you will continue to move **in the forest!**
Note: You can also collect gems, keys and treasure chests in the forest, if you can reach them.
- Then, walk **through the forest** to the mysterious old woman, who must also be in the forest. If you reach her, you get 7 points.
- For each bat that can reach you, you lose 2 points. **Caution:** Bats can fly on the paths and in the forest. However, they can't switch between path and forest.
- The garlic will protect you. If the garlic is on a path, ignore all bats that can reach you via the paths. If the garlic is in the forest, ignore all bats in the forest.
- Avoid the thief. If you walk over the red space or if you walk over the thief, he will steal a green **and** a yellow gem. Put them back into the supply.
Caution: The thief can also steal from you if you step on the red space in the forest.

CHAPTER 5 (maximum score: 13)

The old woman in the forest revealed to Jonathan Harker the Count's secret. Dracula was a bloodsucking monster, who wanted to use the house in London to find new prey. Mr. Harker couldn't let that happen and decided to confront the Count. The first rays of sunshine gave him hope and courage.

- Collect the wooden stake to get 3 points.
- Reach the coffin to get 4 points.
- If the sunbeam can reach the Count, you get 6 points. **Caution:** The sunbeam **must not be disrupted** by forest! It must shine uninterrupted along the path from the cloud to the Count.
- Prevent Count Dracula from reaching Mr. Harker, otherwise you score **no points!** You can still collect and keep the gem.
- For each bat that can reach Mr. Harker you lose 3 points.

THE END

Caught by the sunbeam, the Count crumbled to dust. Jonathan Harker had thwarted the Count's evil plan and returned to London. He promised himself to never embark on such an adventure again.

Scoring table

STORY	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
CHAPTER 1				
CHAPTER 2				
SUBTOTAL				
CHAPTER 3				
SUBTOTAL				
CHAPTER 4				
SUBTOTAL				
CHAPTER 5				
GEMS				
TOTAL				

©2018 Ravensburger Spieleverlag
www.ravensburger.com

Ravensburger North America, Inc.
 Distribution Center
 One Puzzle Lane, Newton, NH 03858

The Game Designer and Publisher would like to thank the tireless playtesters. Special thanks to Monika Wilhelm, Robert Stoop, Nicolas Leuenberger, and Andreas Krähenbühl.