



# RULES OF THE GAME



## GOAL OF THE GAME



After slipping through the crooked fingers of Baba Yaga, you manage to escape her house. That's when the witch starts pursuing you aboard her flying cauldron! To escape, you need to cast three spells, whose ingredients are scattered throughout this strange forest... but hurry! Baba Yaga has already picked up your scent!



## CONTENTS




- 16 **Forest** tiles, each having a **Forest** face  and an **Ingredient** face 
- 10 Baba Yaga **Flight Path** tiles 
- 1 Baba Yaga **House** tile 
- 20 **Spell** cards
- 1 Baba Yaga figurine.



## SETUP



Starting position of the Baba Yaga figurine.


- Set up the forest as indicated above, such that it comprises 16 **Forest** tiles (1) and 9 **Flight Path** tiles (2). Place the **Forest** tiles **Forest-side-up** .
- For the moment, set aside the extra **Flight Path** tile, the Baba Yaga figurine, and the Baba Yaga **House** tile (3).

- Deal 3 *Spell* cards to each player, **without anyone seeing their faces**. Stack the three cards **face-down**, in front of their owner (4). Return the remaining *Spell* cards to the box. You can flip the tiles and see their *Ingredient* face for 20 seconds before the game begins.

## PLAYING THE GAME

In Baba Yaga, everyone plays at the same time!

One player (the active player) searches for ingredients hidden in the forest, while the other players move Baba Yaga.

The oldest player is the first **active player**. After his turn, this role will rotate clockwise to the other players. Before the active player reveals his first *Spell* card, the player to his left places the Baba Yaga figurine on one of the four ends (  ) of Baba Yaga's two flight paths. Try to place Baba Yaga so that she torments the active player as much as possible during his upcoming turn.

### *The active player*

- The turn starts when the active player turns over the first *Spell* card of his stack.
- He must then search for **three ingredients** of the four shown on the *Spell* card by turning over *Forest* tiles one by one. Note that each tile's *Forest* side gives a clue about the ingredient on the back.
- Each time the active player turns over a tile with a correct ingredient from his *Spell* card, he leaves it where it is and continues his search. However, if the tile shows an ingredient **that is not** on the *Spell* card, he must turn it back to its *Forest* side before continuing his search.



*You must use only one hand to search for ingredients!*

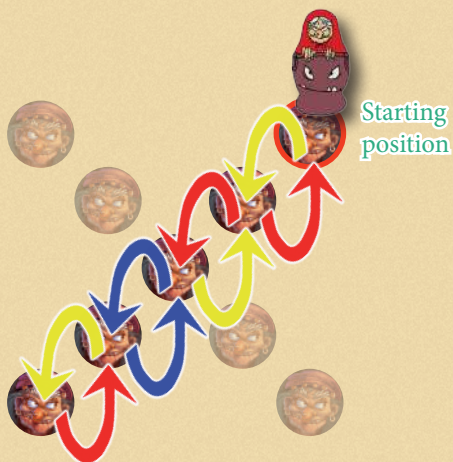
### *The other players...*

As soon as the active player starts the turn by revealing his *Spell* card, the other players must move the Baba Yaga figurine along her current flight path:

- Starting with the player to the left of the active player,
- each player in turn, clockwise, moves Baba Yaga,
- one tile at a time.

In this way, Baba Yaga makes a round-trip flight along her flight path, from tile to tile, in a straight line, while the active player searches for his ingredients.

In the example opposite, *Gabriel* was the first to move Baba Yaga, then it was *Peggy's* turn, then *Jeremy's*, then *Gabriel's* again, then *Peggy*, *Jeremy...* and so on until Baba Yaga returned to her starting point.



### *End of the turn*

As soon as Baba Yaga returns to her starting point, the turn ends. Now check to see whether the **three** revealed ingredient tiles are among those shown on the active player's *Spell* card:

- If this is the case, the spell is cast, and its owner must apply its effect (see **THE SPELLS AND THEIR EFFECTS**).
- If the active player was tricked into leaving **at least one incorrect ingredient** visible, or if **an ingredient is missing**, the spell is not cast, and the card goes face-down under the active player's pile of *Spell* cards.

If the active player successfully casts his last spell, it is the **END OF THE GAME**. Otherwise, the player to his left becomes the next active player, and the next turn can begin.

## **END OF THE GAME**

The player who successfully casts his third and final spell (no need to apply its effect) immediately wins the game. He manages to escape from the forest, and earns the right to sneer at Baba Yaga!

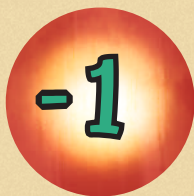
## **THE SPELLS AND THEIR EFFECTS**

When a spell is cast, the active player must apply its effect either immediately, or at the beginning of his next turn as the active player.

If an effect targets a player, the active player puts the *Spell* card in front of that player (**an opponent or himself**) to indicate that this player is the target. The effect will be applied the next time the target player is the active player.

Once a spell's effect is resolved, return the card to the box.

*The spells **Blinding light!** and **Tiny!** cannot target the same player. Their effects are therefore not cumulative.*



### **Finger in the Nose!**

During your next turn as active player, reduce the number of ingredients needed to cast the spell by 1.



### **Strange Fog!**

Immediately switch the positions of 2 *Forest* tiles of your choice.



### Blinding Light!

Target an opponent. During his next turn as active player, he must play with one eye peeking through his hand, as shown in the illustration opposite.



### Tiny!

Target an opponent. During his next turn as active player, he must play with a fist on the table and his chin resting on top of it, as shown in the illustration opposite.



### Intense Fatigue!

Target an opponent. At the beginning of his next turn as active player, after the figurine has been placed on its starting position, **remove one tile from Baba Yaga's flight path**. At the end of the turn, put it back.



### Swifter than the Wind!

At the beginning of your next turn as active player, after the figurine has been placed on its starting position, **extend Baba Yaga's flight path by adding additional tile**. At the end of the turn, remove it again.



### Chicken Legs!

Place the **House** tile on a **Forest** tile of your choice. Perform this action immediately, or at the beginning of your next turn as the active player.



#### **The House tile**



*When an active player turns over the **Forest** tile hidden under the **House** tile, he must first remove the **House** tile and place it in front of himself.*

*If the ingredient on the back of that **Forest** tile is one of those he sought, leave the **Forest** tile **Ingredient-side-up**, and don't put the **House** tile back onto it.*

*Otherwise, turn the **Forest** tile over again to be **Forest-side up**, and put the **House** tile on it again to hide it.*



## 3 DIFFICULTY LEVELS



In order to more easily familiarize new players with the game, or to spice it up a bit for the veterans, here are three levels of increasing difficulty:

- **A walk in the forest (easy):** To cast a spell, collect three ingredients of your choice from the four indicated by the Spell card. If the spell is not cast, the Spell card goes face-down on the top of the active player's pile of *Spell* cards (instead of underneath their pile).
- **Run, Forrest, run! (normal):** To cast a spell, collect three ingredients of your choice from the four indicated by the Spell card. Apply the spell's effect.
- **Rough as bark!! (hard):** To cast a spell, collect all four ingredients indicated by the Spell card. Apply the spell's effect.

In a game with players of different levels, it is advisable to assign the **Run, Forrest, run!** difficulty level to the beginners, and the **Rough as bark!!** difficulty level to the seasoned players.



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## VARIANTS

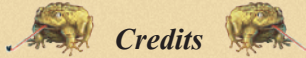


### *Alone in the forest...*

This version allows you to play a two-player game. The roles alternate between the active player and the one who moves Baba Yaga. The Baba Yaga player must switch hands each time he moves the figurine, and must put his inactive hand on his head. The other rules apply as usual.

### *Home Sweet Home...* (for experts, who aren't afraid of anything!)

At the end of his turn, the active player moves the **House** tile to a **Forest** tile of his choice, in order to interfere with the next player. The effect of the **Chicken Legs!** spell applies as usual. So, by moving the **House** to a different tile at the start of his turn with the **Chicken Legs!** spell, the active player can totally avoid the inconvenience intended by the previous player. The other rules apply as usual.



### Credits

**Designer of the game:** Jérémie Caplanne

**Illustrator:** Vincent Joubert

**Tale adapted by:** Benoît Forget

**Tale translated by:** Nathan Morse

**Acknowledgements:** To all you who matter, you know "witch" ones you are.

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