

Object Be the first player to find three hidden treasures to win!

Set Up

- 1 Before beginning the first game, press out the 13 treasure tiles and 13 treasure tokens from the paper sheets. Insert the 13 treasure tokens into the bottoms of the 13 trees, as illustrated on the paper sheet. Once pressed in place, the treasure tokens are to remain there permanently.
- 2 Mix up the trees and place them on the tree icons next to the blue spaces on the game board. No one should know which treasure is hidden where.
- 3 Each player chooses a mover and puts it near the star space ✨ in the village. This is the starting space for all the movers.
- 4 Mix up the treasure tiles and place them face-down in the castle courtyard. Turn the top treasure tile face-up, revealing a treasure.




Classic Play *For a longer game with more competition and strategy, add these rules:*



- 1 **MOVEMENT:** When advancing your mover, you must use both dice, but they are used separately. Start with either die and advance your mover any direction that die's full value, then advance your mover any direction with the other die's full value. This movement rule applies to all movement, including trying to land on the key space 🔑.
- 2 **SENDING OPPONENTS HOME:** If your mover lands on a space occupied by another player's mover – after either die's movement – the other player's mover is placed back on the star space ✨ in the village.

On Your Turn *The youngest player goes first. Take turns clockwise.*

- 1 Roll both dice and advance your mover up to the number rolled. Your mover may not share a space with another player's mover, but you may move it past another mover, still counting that space.
- 2 If your mover lands on a blue space, look under the tree next to that space to discover what is hidden there. Try to remember what you find, and don't let the other players see it!
- 3 If you think you know the location of the treasure shown on the face-up treasure tile at the castle, you may try to earn that treasure tile as follows:


Be the first player to reach the key space  next to the castle.

Carefully peek under the tree you think has that treasure without letting the other players see. Does the treasure under the tree match the face-up treasure tile at the castle?

- › If it does, congratulations! Show the other players and then put the tree back. Take the matching treasure tile as a reward. Turn the next treasure tile in the deck face-up. Your turn is now over. On your next turn, you may stay on the key space  and try to answer the new face-up treasure tile, or you may move away from the castle to do more searching under trees.
- › If it does not, put it back and tell the other players you were wrong. As a penalty, move your mover back to the star space  in the village, thus ending your turn.

End of the Game

The winner is the first player to collect three treasure tiles by correctly reporting the location of three hidden treasures to the king.

- 3 **USING MAGIC:** When you roll doubles – the same number on both dice – you may, if you wish, use magic by invoking ONE of the powers below:
 - › Jump your mover to any blue space and look under the tree there.
 - › Jump your mover to the horseshoe space  in front of the castle.
 - › Change the face-up treasure tile by mixing up all the treasure tiles, replacing them face-down, and turning the top treasure tile face-up. If the same treasure tile turns face-up again, it remains face-up.

Gameplay Hints

While searching for the treasures, don't forget to watch the moves of other players. Don't make it too easy for them to reach the castle with what may be knowledge of the right treasure.

Do not worry too much if you cannot find the treasure called for at the castle at any given time. It is more important to remember the location of those which you do find.

During the game, no player may change the position of any of the trees.

Here is a list of the fantastic treasures which are hidden in the Enchanted Forest:

- Sleeping Beauty's spindle
- The Three Little Pigs' brick house
- The large boots of Puss in Boots
- The belt of the Brave Little Tailor
- The magical beans from Jack and the Beanstalk
- A lollipop from the witch's house in Hansel and Gretel
- The spinning wheel that Rumpelstiltskin used
- The magic mirror from Snow White
- Little Red Riding Hood's red hood
- The golden ball that the Frog Prince retrieves for the princess
- A lock of Rapunzel's hair
- One of Cinderella's glass slippers
- The royal crown from The Emperor's New Clothes

CONTENTS: 13 Trees, 13 Treasure Tokens, 13 Treasure Tiles,
2 Dice, 6 Movers, 1 Game Board, Instructions

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 **WARNING:**
CHOKING HAZARD
Small parts. Not for children under 3 years.

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Ravensburger Spieleverlag
Postfach 2460
D-88194 Ravensburg

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