

# FOREST FIRST



3+



5min

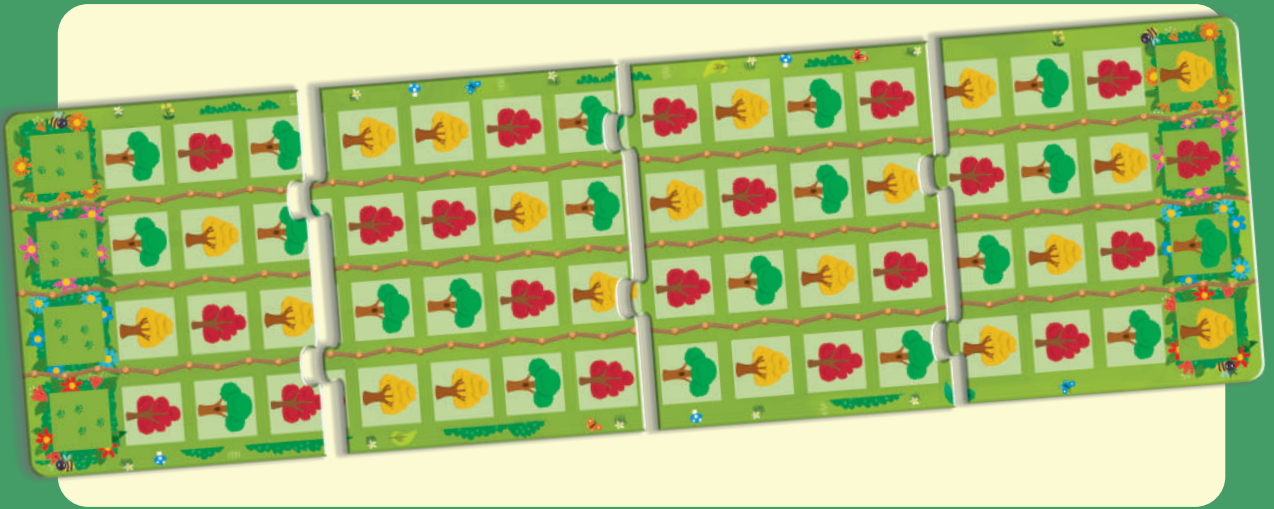


2 - 4

 Kate Daubney  
Marie & Wilfried Fort



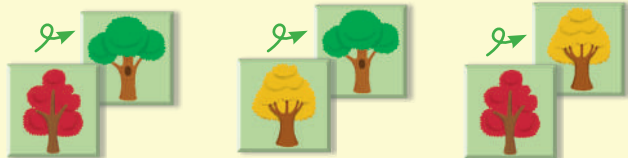
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x1



x9



x21



3+



5 min



1 - 4



*Autumn has arrived and brought beautiful colors to the forest – it's the perfect time for a little race! The critters plod, amble, scamper and scurry from tree to tree. They all like a good snack, though, and can't resist the various temptations they discover along the way.*

### Aim of the game:

Be the first to make it through the forest with your critter to win the race.

### Game setup:

Before the first game, carefully remove the **animal cards**, **movement tiles**, **food tiles** and **playing figures** from the punchboards, then assemble the playing figures.

1. Assemble the playing board and lay it out in the middle of the table.
2. Put all of the **movement** and **food tiles** in the bag and give it a good shake.
3. Each choose an animal card and place it in front of you. Then take the corresponding playing figure and place it on one of the starting spaces (meadow with flower border).



### How to play:

The youngest player starts; play then continues in a clockwise direction.

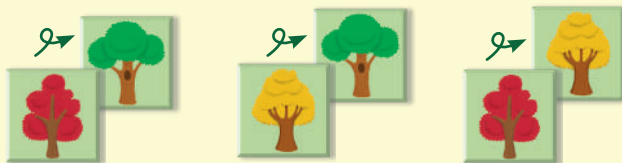
The game ends as soon as an animal reaches the other end of the forest (tree with flower border).

### Playing your turn:

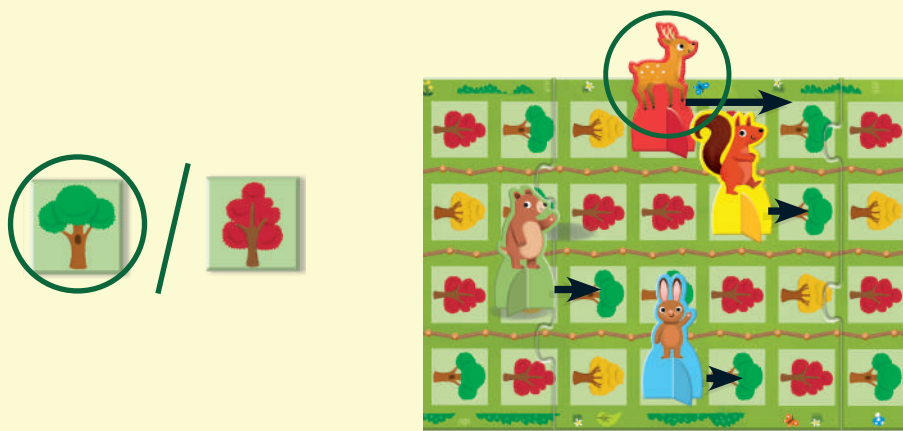
When it's your turn, draw a tile from the bag. It will either be a **movement tile** or a **food tile**.

#### • Movement tile

All of the **movement tiles** are printed on both sides and provide a movement option on each side.



Choose one of the two sides of the **movement tile** you've drawn and move the animals of all players to the next space showing the same tree as the one on the **movement tile** you've chosen. Always move each animal along its own row.



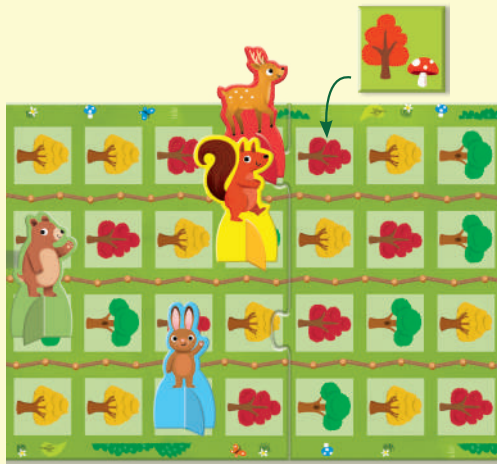
**Note:** The closer an animal gets to its destination, the fewer trees it will have ahead of it. If there aren't any more trees in the corresponding color ahead of an animal, leave it where it is.

Discard the used **movement tile**; don't return it to the bag.

## • Food tiles



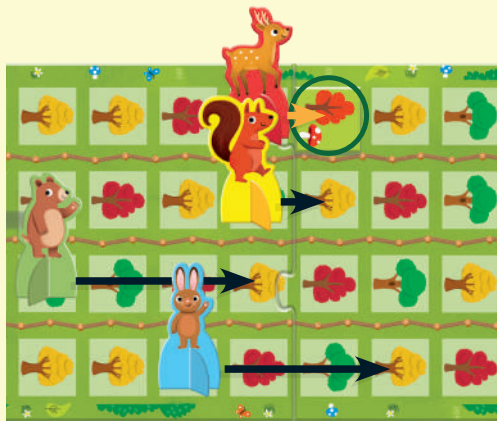
Place the **food tile** you've drawn on a space in another player's row showing a tree in the same color. It must still be in front of their animal.



**Note:** If you can't place the food tile you've drawn anywhere as there aren't any more trees in that color ahead of the animals in the other players' rows, discard the tile. Don't return it to the bag. Your turn is now over.

Use the **food tiles** to slow the other players' animals down.

If a player wants to move their animal forward, but there's food in its path, their move ends on the space before the food tile. They must then take the food tile from the playing board and place it on their animal card.



Once the action on the drawn tile has been carried out, it is the next player's turn to draw a tile from the bag.



**End of the game:**

The first player to get their animal to the last space in their row (tree with flower border) wins immediately.

**If several animals reach the last space at the same time**, the players count the **food tiles** on their animal cards. Whoever has more food tiles then wins.

If there's also a tie, all of these players have won together. Play a new game to break the tie!



**Credits:**

**Authors:** Marie & Wilfried Fort

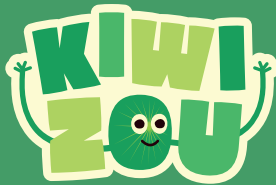
**Illustrator:** Kate Daubney

**Acknowledgments:**

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# FOREST FIRST

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Attention. Petits éléments. Warning. Small parts.  
Achtung. Kleine Teile. Advertencia. Partes pequeñas.  
Avvertenza. Piccole parti. Waarschuwing. Kleine onderdelen.  
Varning. Små delar. Advarsel. Små dele.  
Advarsel. Små deler. Προειδοποίηση. Μικρά μέρη.

