

Spooky Forest

A dark fantasy and asymmetrical board game

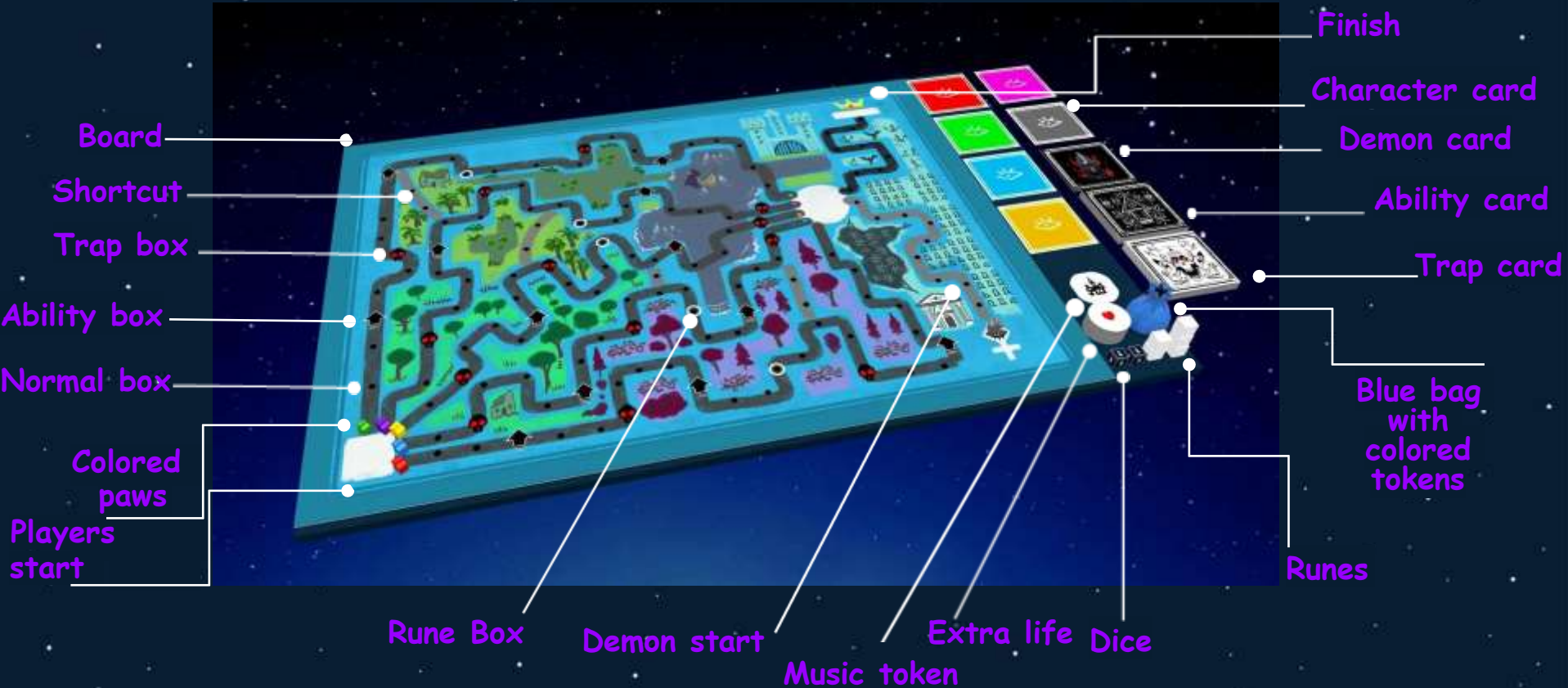
3-6 players

15-30 min

The image is a dark, atmospheric illustration of a spooky forest at night. In the center, a large, dark castle with a prominent tower and a full moon in the sky is visible. The foreground is filled with dark, silhouetted trees and a body of water. The title 'Spooky Forest' is written in a stylized, white, gothic font across the middle. The word 'Spooky' is on the left, with a skull replacing the letter 'o'. The word 'Forest' is on the right. The overall mood is dark and mysterious.

Spooky Forest

Components



Rules

- It's suggested to have a piece of paper next to you to note
- The player has to draw a colored token from the blue bag. Once the player has his own color, he has his own card that represents his character for the game
- If no one draw the gray pawn (color of the demon), all the players have to roll the dice and who has the lowest number, he will be the demon for the game
- 5 characters start in the bottom left corner, at the beginning of the forest
- The demon starts in the bottom right corner, in the cemetery
- The player has to throw one of the two dice in order to move, the first to move is the green one then follow the clockwise
- Once you decide to start the game if you want background music to accompany the game, flip the token with the castle (only for Tabletopia)

- The players have three life and they can receive extra lives with a specific card
- Once any card has been drawn, the player keeps it with the rune, once he has it. Each player can have a maximum of 1 rune. To get it, the player has to pass on the space circled white
- The demon is immune to the trap and ability boxes

Ability Boxes

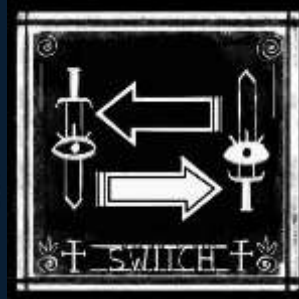


■ Ability boxes and cards marked with a black arrow:

- +2: the player has to move two steps forward
- Fight: the player can choose another player to have a fight against the demon
- Roll dice: the player throw the dice and he chooses another player to move back depending on the number rolled out of the dice
- Demon persecution: the player can choose another player who can be persecuted by the demon up to the crown
- Remove extra Life: the player can choose to remove an extra life from another player, if the player doesn't have an extra life, he loses one normal life
- Switch: the player chooses a player and the trap boxes become skill boxes and vice versa
- Extra life: the player receives 1 extra life so he takes 1 red heart from the bottom right corner of the board

- Take rune: the player take the rune of another player and the player has to restart from the begging (if is the red or the green player, they restart from the fifth box)
- Change road: the player can decide to change road using shortcuts, he can move back and forth to escape the demon and he can (if he is not in possession of a rune) take the rune that is in the opponent's path thus forcing the opponent to do the same
- Animal card: the player can use the power of his animal (each animal has a different power):
 - Dog (woodcutter)-> the player can choose the challenge and he can draw 3 consecutive tokens from the blue bag
 - Cat (witch)-> skip 1 trap box
 - Hedgehog (alchemist)-> continue till the rune if you don't have it
 - Eagle (sorcerer)-> skip 1 challenge with the demon
 - Small bird (adventurer)-> the player can choose the challenge and he has a +2 on the dice

Ability cards



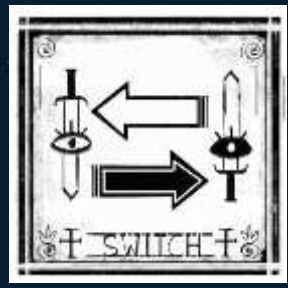
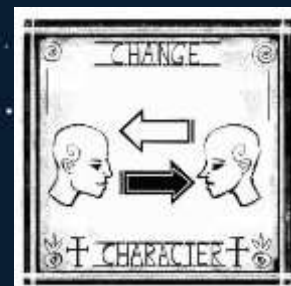
Trap Boxes



- Traps boxes marked by a black skull with red eyes:
 - -2: the player has to move two steps back
 - Fight: the player has a direct challenge with the demon
 - Roll dice: this is a card that penalizes each player except the demon. Each player rolls the dice based on the number that comes up goes back of a total of boxes
 - Demon persecution: the player can be persecuted from the demon up to the crown
 - Remove extra life: the player has to subtract an extra if he has it, if the player doesn't have an extra life he has to remove 1 normal life
 - Switch: trap boxes become skill boxes and vice versa

- Change character: the player has to change his character with one of another player
- Skip 1 turn: all players except the demon skip a turn
- Take another card: the player has to take another card and give it to another player
- Change with the demon: the player has to change his character with the demon

Trap Cards



Demon Card



The demon has 2 teleport cards if the number of players goes from 3 to 4 inclusive

The demon can decide to exploit the power of his sword that allows him to teleport wherever he wants but she has to be 1 box away from a player



The demon has 3 teleport cards if the number of players goes from 5 to 6 inclusive

Challenges against the demon

1

Dice challenge

The player and the demon roll the dice, whoever rolls the highest number wins

2

Tokens challenge

The player and the demon draw into the blue bag, the first color corresponding to one of the two that is drawn wins

3

Dice challenge

The player and the demon roll a dice, if an even number is rolled the player wins, instead if an odd number is rolled the demon wins

4

Cards challenge

The player and the demon compete against each other using the trap and ability cards. The demon draws cards based on how many and which cards the player has in his bank

- Ability cards have a positive value
 - Trap cards have a negative value
- Whoever gets the highest amount wins
(See the next slide to know the values of the cards)

5

Cards challenge

The player and the demon take their respective character cards (grey + character's color), 5 ability cards from the ability card deck, 5 trap cards from the trap card deck and they shuffle them. Then the demon takes a card and the player does the same, the first to draw the card of its color wins

Card's values for challenge 4

■ Ability cards:

- +2
- Fight : 3
- Roll dice : 4
- Demon Persecution : 5
- Remove extra life : 6
- Switch : 7
- Extra life : 8
- Take rune : 9
- Change road : 10
- Animal card : 0

■ Trap cards:

- -2
- Fight : -3
- Roll dice : -4
- Demon persecution : -5
- Remove extra life : -6
- Switch : -7
- Change character : -8
- Change with the demon : -9
- Skip 1 turn : -10
- Take another card : 0

How to have a challenge with the demon

- The player can have a challenge with the demon up to the colored dot next to the large white circle after which he is safe, unless he has obtained a card that says demon persecution or if the demon use a demon card
- If the player is in the same box as the demon or one player receives a fight card, he fights against her
 - If the player loses, he has to restart the game (if is the red or the green player, they restart from the fifth box) and he loses 1 of his 3 lives that he has or if he has extra life, he loses 1 and he loses the rune (if he already has it)
 - If the player wins, the demon has to restart from the cemetery and the player can continue if he still has movements, he keeps going forward until his movements are expired

How To Win

Demon



The demon needs to stop the players from arriving to the castle with one rune.

Character



The players need to take one rune to the castle (next to the crown)