

FOREST FIRST



3+



5min



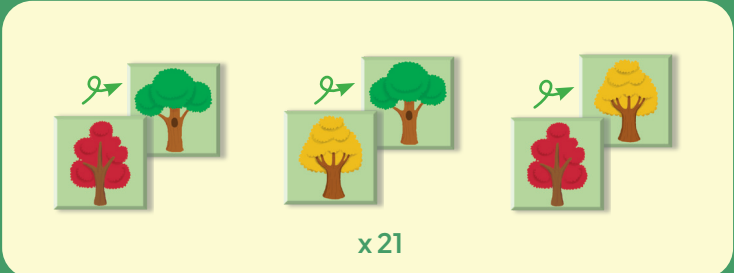
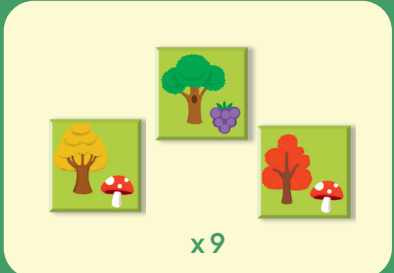
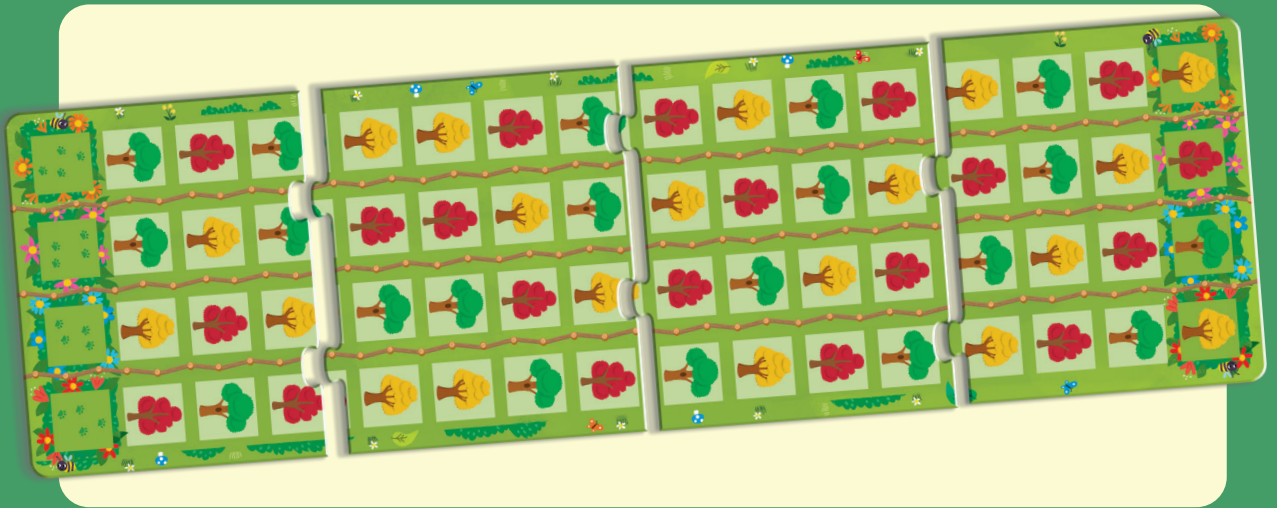
2 - 4



Kate Daubney
Marie & Wilfried Fort

KIWI
ZOU

CONTENU - CONTENTS - INHALT CONTENIDO - CONTENUTO - INHOUD



How to play:

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

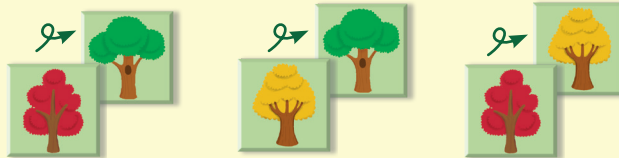
The game ends as soon as an animal reaches the other end of the forest (tree with flower border).

Playing your turn:

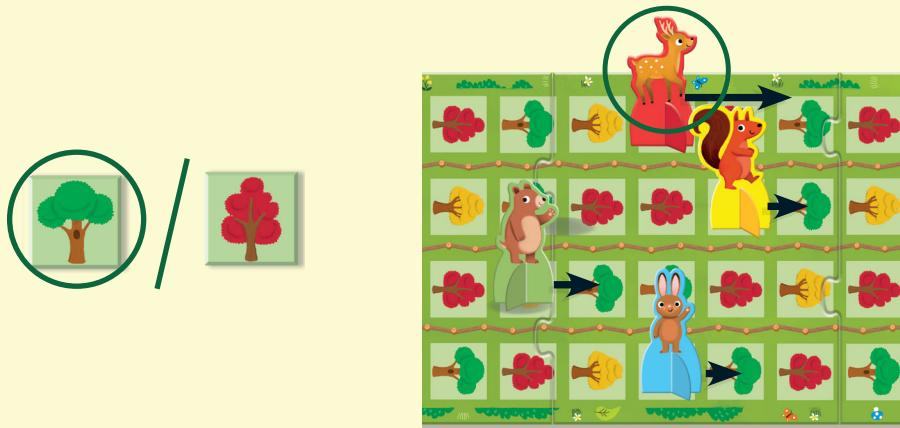
When it's your turn, draw a tile from the bag. It will either be a **movement tile** or a **food tile**.

• 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



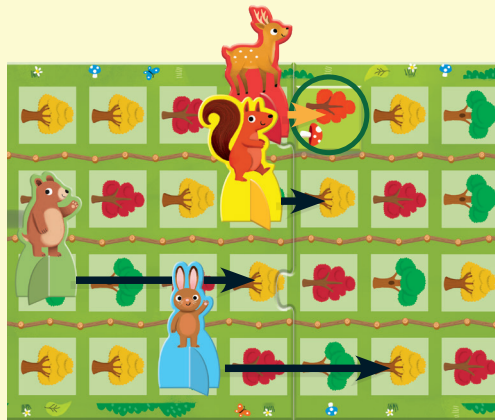
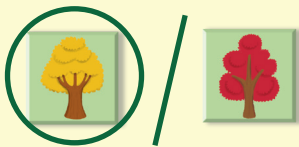
Place the **food tile** you've drawn on a space in another player's row showing a tree in the same color. It must still be in front of their animal.



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

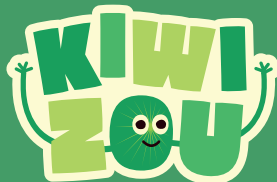
Illustrator: Kate Daubney

Acknowledgments:

Kiwizou would like to thank its young testers: Émile and his dad, Sofia and her family, and the classes at the Saint-Exupéry elementary school in Bois-Colombes.

FOREST FIRST

KW25005



5, Bd Edgar Quinet
92700 Colombes
France
www.kiwizou.com

Imported in the UK by:
Hachette Boardgames UK Ltd
Carmelite House
London EC4Y 0DZ

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.



FR

**DONNEZ
OU
RECYCLEZ**



ASSOCIATION



MAGASIN



DÉCHÈTERIE

Adresses sur quefairedemesdechets.fr