

## GAME MATERIAL

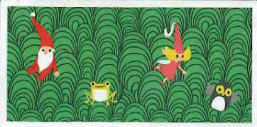
60 playing cards  
1 rules booklet

## OBJECT OF THE GAME

Collect the most cards possible. You can collect cards if you are the first to spot seven small creatures hidden in the cards on the table.

There are four types of fairy creatures you need to keep an eye on: **owls**, **Santas**, **frogs** and **fairies**.

On each card, you can find up to four of them. The other big characters on the cards are simply decorative.



## SETTING UP THE GAME

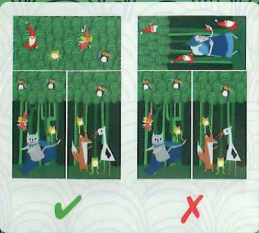
Shuffle the cards and distribute three of them to each player. The remaining cards form the draw pile, face down. The youngest player starts.

## THE GAME

The players take turns, clockwise. The first player puts a card of his choice on the table and draws a new card to replenish his hand back to three cards. The player on his left is next.

Each card represents a piece of the forest with its trunks and fairy characters.

Cards showing tree trunks are placed vertically next to each other on the table, while those showing leaves are placed horizontally on top of trunks (even if there are no trunk cards on the table yet and vice-versa). All the cards form an infinite and fairy forest landscape.



If placing your card adds a seventh fairy creature of the same type, call it out loud. You will win all the cards with this fairy creature on it. Regroup the remaining cards and leave them all visible on the table.



## IMPORTANT

If placing your card brings the total of a fairy creature above seven, you still collect all the cards showing this creature. For example: there are six frogs on the cards placed on the table. You place a card with two frogs and call it out loud. You win all the cards where the eight frogs are visible.

If you count seven of two different types of creatures, you have to choose one before collecting the cards.

For example: you count 7 owls and 7 frogs after playing your card, you have to choose between the cards showing owls and those showing frogs.

If there are seven creatures right after placing your cards and you forget to claim them, too bad. This rule should be adjusted when playing with young children (no crying please).

## END OF THE GAME

Forest ends when the draw pile is empty and when the players have no more cards to play.

The remaining cards on the table go to the last player having collected cards with seven creatures.

The player with the most cards at the end wins the game.

## TWO VARIANTS

• 5 bonus points go to the players who collected suits with each of the fairy creatures (7 times owls, 7 times fairies, 7 times Santas and 7 times frogs).

• Same rules, but the winner is the one with the least cards possible at the end. But in this case, if you forget to collect, the others will certainly remind you. Cheeky!