



Deep Dark Wood Game

Ravensburger® Game no. 22 278 0

An exciting race for 2–4 children aged 4 years and up.

Design: Paul Windle Design, UK

Content:

- 1 game board
- 5 plastic trees
- 5 discs
- 4 mouse figurines with stand
- 1 die
- 1 hazelnut piece

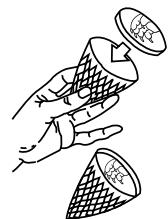


Can you help Mouse through the deep dark wood, avoiding the hungry Fox, Owl and Snake? All you need is a little luck of the dice and a good memory! If you find the image of the Gruffalo under the trees you will scare the hungry animals away.

The aim of the game is to be the first player to reach the end with your mouse.

Game setup

When playing for the first time, carefully remove all cardboard pieces from the perforated cards. Press the five discs into the trees with the picture side facing out (see illustration). Once the discs have been pressed into the trees they can no longer be removed!



Before each game, join both pieces of the game board, shuffle the trees thoroughly, and randomly place them on the five brown circular spaces in the middle of the game board without looking at the picture on the bottom.

Then, each player chooses a mouse, inserts it into its stand and places it on the starting position. Have the die and the hazelnut piece ready.

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How to play

The youngest player begins with play continuing in a clockwise direction. On your turn, roll the die, and move your mouse accordingly on the game board. More than one mouse can occupy the same space at the same time.

If you land on the Fox, Owl, or Snake space, you'll need the Gruffalo to scare off the hungry animals. Can you find the Gruffalo under one of the trees? Choose a tree, turn it over, and look at the picture:



Great! You've found the Gruffalo, and the hungry animal flees. You may roll the die again and move your mouse further.



The Gruffalo's terrible claws, orange eyes, or terrible teeth alone are not enough to frighten the hungry animals. Your mouse stays where he is and can only continue his journey on his next turn.



Too bad! You weren't able to find the Gruffalo. Hurry! Roll the die again, but this time move your mouse backwards on the game board the same number of spaces as indicated on the die.

If you land on the Gruffalo space, you'll need the frightened animals to show the Gruffalo just how scary you are. Can you find the correct tree in the middle of the game board? Choose a tree, turn it over, and look at the picture:



Great! The Gruffalo thinks the animals are afraid of you. You may roll the die again and move your mouse further ahead.



Too bad! You weren't able to find the frightened animals. Hurry! Roll the die again, but this time move your mouse backwards on the game board accordingly.

Important: After looking under a tree and completing the action switch the position of any two trees.

Special fields



Well done! You can move on one space.



You have reached the riverbank, but unfortunately you cannot cross it. Therefore you miss a turn.

The game is over as soon as the first player reaches the end with his mouse. They **win** the game and their mouse receives the hazelnut piece as its prize!



Version for younger children from age 3 years:

The version for younger children is played in the same way as the version for 4 year old children, but with the following minor changes:

If you land on the **Fox, Owl, or Snake field**, you'll need to find the image of the Gruffalo or at least parts of him under the trees. Choose a tree, turn it over and look at the picture.



Great! Roll the die again and move your mouse forward the same number of spaces as indicated on the die!



Your mouse stays where he is and continues his journey on his next turn.

If you land on the Gruffalo space, you'll need to find the image of the scared animals under the trees. Choose a tree, turn it over and look at the picture.



Great! Roll the die again and move your mouse further!



Your mouse stays where he is and continues his journey on his next turn.

After looking under a tree and completing the action place the tree back on its position!



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Ravensburger Ltd.
Unit 1, Avonbury Business Park · Howes Lane
Bicester, OX26 2UB, GB
www.ravensburger.com

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