

If you can't move the *Squirly* pawn as indicated by the *Movement* card, take the first *Movement* card from the draw pile without playing it and stow it in the box. This card will not be played this round.

When all the *Movement* cards of the turn have been revealed, stow them in the box.

The current first player passes the *First Player* token to the player on their left, and a new round begins.



End of the Game

THE GAME ENDS IN ONE OF TWO WAYS:

- The game is lost if you need to take a *Movement* card, and none are left in the draw pile.
- The game is won immediately when the *Squirly* token reaches the finishing square (*Squirly's* home).

To determine your score, count the remaining cards in the deck. Each card back shows a hazelnut.

The number of hazelnuts indicates your final score:

BETWEEN 0 AND 5



Laid-back squirrel

You have just enough hazelnuts for next winter!

BETWEEN 6 AND 10



Sagacious squirrel

You've built up a fine stock of hazelnuts!

BETWEEN 11 AND 15



Agile squirrel

You've got enough to feast on hazelnuts!

15 AND MORE



Hazelnut-expert squirrel

You have more than enough hazelnuts to share with all your squirrel friends!

COCOW THANKS YOU MOO-MOO!

Cocow sends all her moo-moo thanks to Aline Vidberg and all the young Earthlings who tested the game.

A note from the game designer:

A cooperative game is the best example of an *Ideal World*: players try together to beat the game, and everyone contributes to a common goal while having fun! Creating this game was like playing a cooperative game: thanks to Federico and Piero, the *studiogiochi* «dream team»!

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Example of a game round

Phase ① Play Movement Cards

Each on their turn, players take the top card from the *Movement* draw pile and place it, facedown, on any available space on the *Movement* board.

After the 5 *Movement* cards have been placed, players proceed with the "Move *Squirly*" phase.

Phase ② Move *Squirly*

The first card revealed advances the *Squirly* pawn toward the Lake; then, at the right time, the *Jump* card comes along, and the pawn advances again.

The third card does not allow you to move the *Squirly* pawn toward the Meadow. Draw a *Movement* card from the draw pile and stow it in the box.

The last two cards allow you to move the *Squirly* pawn toward the Lake. The round ends, the *First Player* pawn passes to the next player, and all cards from the *Movement* board are returned to the box. A new round begins.



Leo Colovini Seppy

2-5 SQUIRRELS - 20 MINUTES - 5+ YEARS

Crossing the Woods



Squirly, the little squirrel has just finished picking hazelnuts and must get home before sunset. Unfortunately, the path through the woods is long and arduous. She dreads getting lost!

Goal of the Game

Help *Squirly* find her way home before sunset. Work together to guide her through the woods and point her in the right direction. Hurry, time is of the essence!



COCOW, OUR SPACE MASCOT!

Cocow will be by your side as you read this booklet. She'll help you get the most out of this game!

Contents and Setup

1 WOODS BOARD MADE OF 4 PARTS

Assemble the 4 parts of the board as shown on the right.

3 DOUBLE-SIDED WOODS TILES






Take two Woods tiles randomly and place them on any space in the center of the Woods board. Choose the placement, side, and orientation of each tile at random.

1 MOVEMENT BOARD

Place the Movement board along the Woods board, within reach of all players.

40 MOVEMENT CARDS

including:

- 13 Lake cards 
- 10 Poppy Field cards 
- 10 Meadow cards 
- 4 Wild cards 
- 3 Jump cards 

Shuffle all 40 Movement cards and place them facedown next to the Woods board. This is your draw pile.

1 HOUSE TO BE ASSEMBLED

Assemble Squirly's house as shown here. Then, place it on the visible dashes on the Woods board.

1 SQUIRLY PAWN

Place the Squirly pawn on the starting space.

1 FIRST PLAYER PAWN

The player who took the most recent stroll through the woods (or the youngest) is designated first player. Place the First Player pawn before them.

How to Play

Crossing the Woods is a cooperative game. Your goal is to bring the Squirly pawn to the House before running out of Movement cards.

Each player takes turns, starting with the first player, then the player to their left and so on.

A TURN IS PLAYED IN TWO PHASES:

- 1 **Play Movement cards:** Players put the Movement cards facedown and plan Squirly's movement.
- 2 **Move Squirly:** Players reveal the Movement cards and move the Squirly pawn on the Woods board.

1 Play Movement Cards

On your turn, take the top Movement card of the draw pile and look at it secretly.

You can **never** reveal your Movement card, talk about it to other players, or provide any indication about your hand or what you are playing.

Each Movement card indicates by its color and illustration how the Squirly pawn will move during the second phase.

On the Movement board, choose, singlehandedly, an **unoccupied space** to place the card you have just drawn **facedown**.







Choose any **unoccupied** space, but choose wisely.

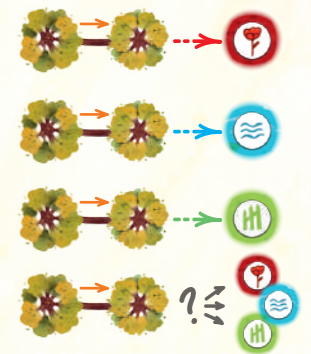
During the "Moving Squirly" phase, the Movement cards will be revealed in sequence, from left to right, as shown by the arrow.



Look closely at the Woods board. Try to think up what Movement card the other players may have placed according to the placement they chose for their card.

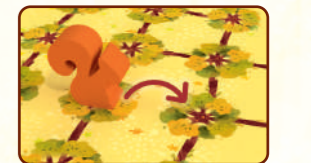
MOVEMENT CARDS: The Squirly pawn always moves from one tree to the next.

- You **must** move the Squirly pawn toward the  edge passing through a branch.
- You **must** move the Squirly pawn toward the  edge passing through a branch.
- You **must** move the Squirly pawn toward the  edge passing through a branch.
- You **can** move the Squirly pawn toward the , , or  edge through a branch.



THE JUMP CARD:

- You **must** move the Squirly pawn orthogonally, "jumping" over an unoccupied board section **without passing through a branch**.



You can move orthogonally, in any direction, if that board section has no branches.

When you have placed your Movement card, your turn is over. Now, it is the turn of the player to your left to play.





When the Movement board has exactly **5 facedown Movement cards** (regardless of the number of players), move on to the "Move Squirly" phase.

2 Move Squirly

When the Movement board has 5 facedown Movement cards, you must reveal them one after the other in the order indicated by the arrow on the Movement board.

When you reveal a Movement card, you **must** immediately move the Squirly pawn in the direction indicated by the Movement card.

The Squirly pawn **always** moves from one tree to the next:

- Through the branches, if the Movement card indicates a  Field of Poppies, a  Lake, a  Meadow, or if it is a  Wild card.
- Without passing through the branches, if the Movement card is a Jump card.

