FOREST RUN

RULEBOOK

Designed by
Kenneth Lenander & Niko Christensen

2-4   20-30   10+

GAME COMPONENTS
4 Player Tokens
4 Player boards
4 Trade posts

4 Position markers
8 Destination tiles
80 Path tiles

12 Obstacle tokens
20 Pine Cone cubes
1 Rulebook

MECHANISMS
Tile-laying
Path-building
Point collection

GAMEPLAY
Simultaneous turns
Competing for resources
Player interaction

IF YOU LIKE
Kingdomino
Carcassonne
Karuba

KENIKO GAMES

PROTOTYPE

INTRODUCTION

Take on the role of a Mouse, Duckling, Frog or Rabbit competing to become the 'Fastest Animal in the Forest'. Get ready to take part in the great 'FOREST RUN'!

FOREST RUN is a fast-paced tile-laying path-building game with simultaneous turns that plays in about 20-30 minutes.

The game is easy to play and learn, but also challenging with the tile-placement restrictions and the need to keep up with your opponents.

Each round you must place 2 Path tiles on your Player board.
Everyone draws 2 tiles, keep one tile and pass the other, face down, to the player on their left. Then you place the first tile followed by the tile you received from the player on your right.

This presents different dilemmas - which tile to keep and which to pass on - the tile that gives you a pine cone, or the tile with a dangerous animal that will make you reach the next Destination but results in one side of your Player board being blocked?

You will often feel excited having made a perfect path using your first tile, only to find that when you place the second tile it messes up your plans.

Victory!
The winner of the Forest Run will be the player to first reach the last Destination tile. Unless more players do the same in the same round, then there is a tie and the player who collected the most pine cones during the race wins the game.

CONTENTS

ABOUT THE DESIGNERS

We design board games under the name KENIKO Games.
We are members of a board game design group in Copenhagen where we started designing games together and founded KENIKO Games.

Kenneth Lenander
Kenneth published his first board game about insects in 2015.
He works in a kindergarten where he plays a lot of board games with the children.
He is always looking to design games that entertain children and adults alike.

Credits:
Candy Monsters, published by Danspil and awarded x game of x 2020 (?).
Miniaturerne, selfpublished game about insects.

Niko Christensen
Works full time as a senior graphic designer & games marketing creative in the mobile games industry. Discovering new mechanics and making games with interesting themes is what makes him tick.

Credits:
Pencil Pirates, Fastaval game design competition finalist 2021
Forest Run, Fastaval game design competition finalist 2022

Contact us: **KenikoGames@gmail.com**

COMPONENTS OVERVIEW

PLAYER BOARD

- Destination spot
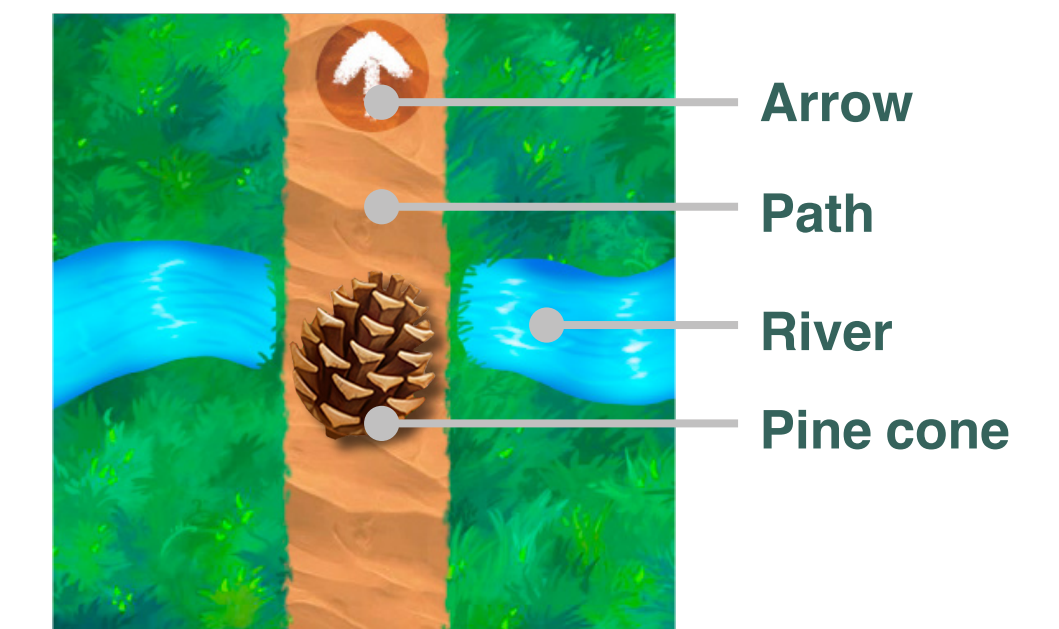- Destination Food item
- **The Grid** Consists of 4 spaces
- **East** side of the board
- **1 space** of the 2x2 Grid (lower right, S/E)

SHARED COMPONENTS

DESTINATION TILES (SEQUENCE)

Start

Finish

PATH TILES DETAILS

- Arrow
- Path
- River
- Pine cone

PATH TILES

Straight with Pine cone

Corner with Pine cone

T-Cross

Split Path

RIVER PATH TILES

Straight path with River

Corner path with River

T-Cross path with River
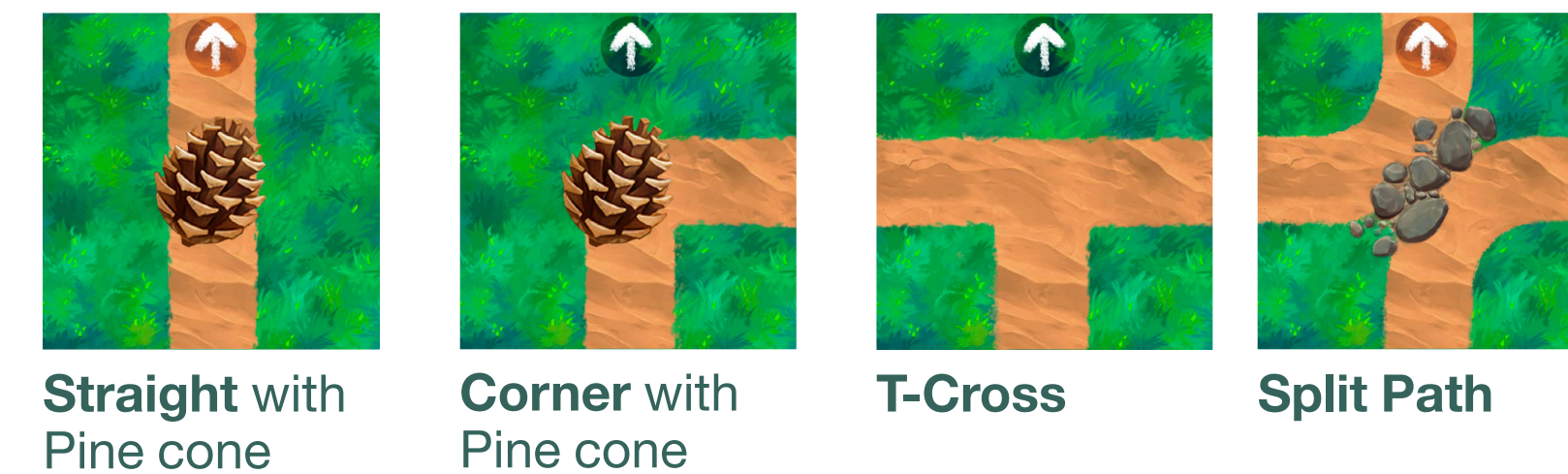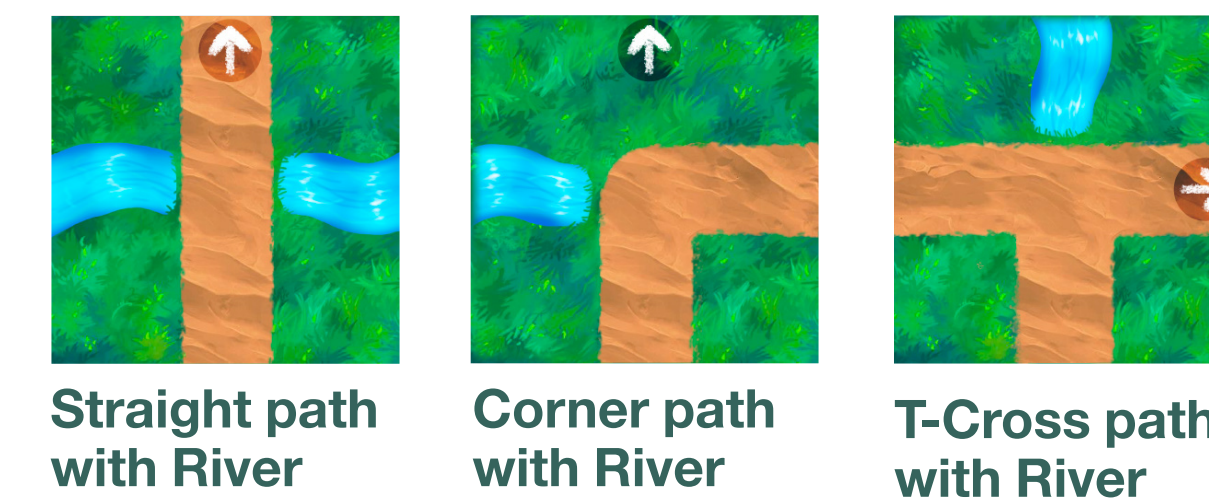
PATH TILES WITH PINE CONES

Gives you 1 Pine cone cube when you travel across a Path tile with a pine cone

PATH TILES WITH OBSTACLE ANIMALS

Bear

Eagle

Snake

PINE CONE CUBES

Worth 1 point each but are only used in case of a tie.

PLAYER COMPONENTS

Player token

Position marker

Trade post

OBSTACLE TOKENS

Bear

Eagle

Snake
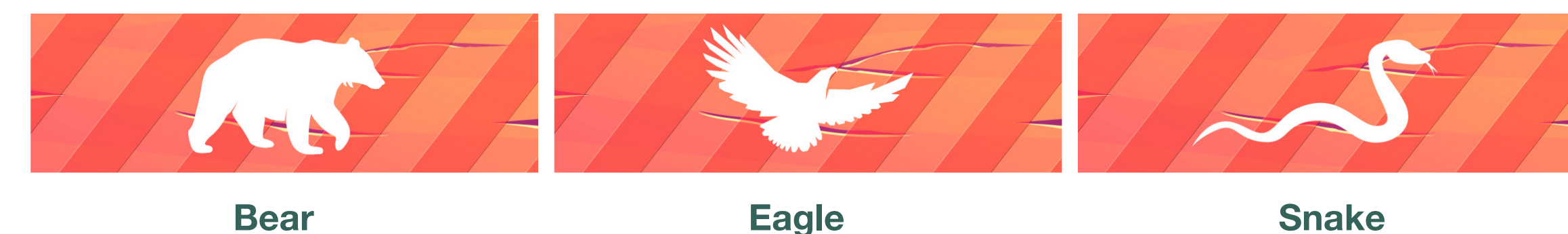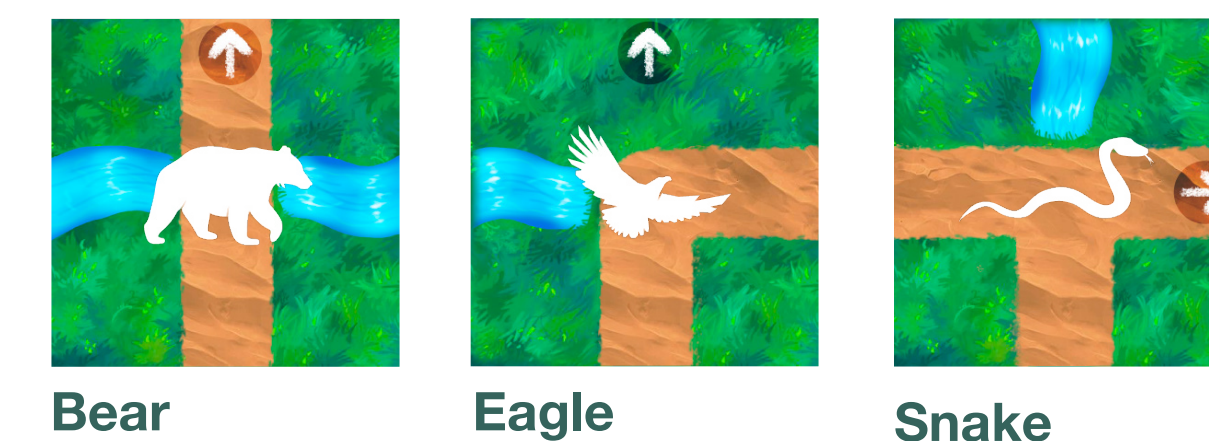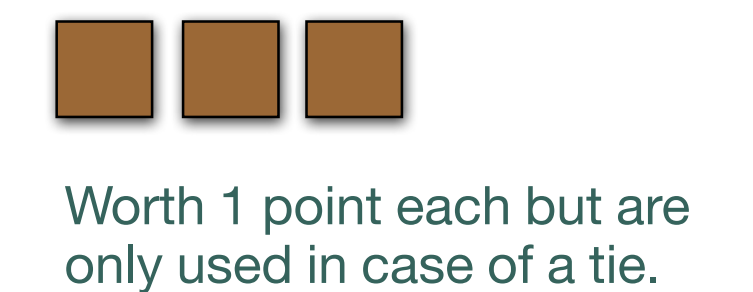
SETUP

1. Shuffle the Path tiles, divide them into 4-6 stacks and arrange them face down within reach of all players. This is referred to as the Tile deck. Choose an area on the table for the discarded tiles. If you run out of Path tiles, reshuffle the discarded tiles and create new decks.

2. Draw the 8 Destination tiles* at random and place them in a sequence from left to right.

3. Assign to each player:
• 1 Player token
• 1 Position marker (to be placed on the Destination tiles)
• 1 Player board
• 1 Trade Post (in player color)
• 3 Obstacle tokens (Bear, Eagle, Snake)

Place your Player Board, Obstacle tokens and Trade post in your player area.
Place the Trade Post between you and the player on your right.

4. Place each player's Position markers on the first Destination tile.

5. Place your Player token on the corresponding Destination spot on your Player board.
I.e. if the start position is the Acorn, place your Player token on the Acorn on your Player board.

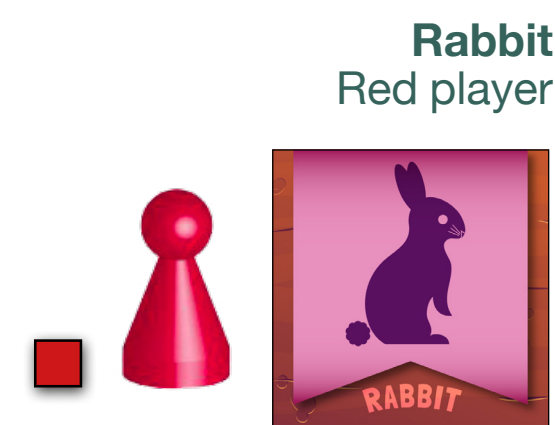| 1 (start)	2	3	4	5	6	7	8 (finish)
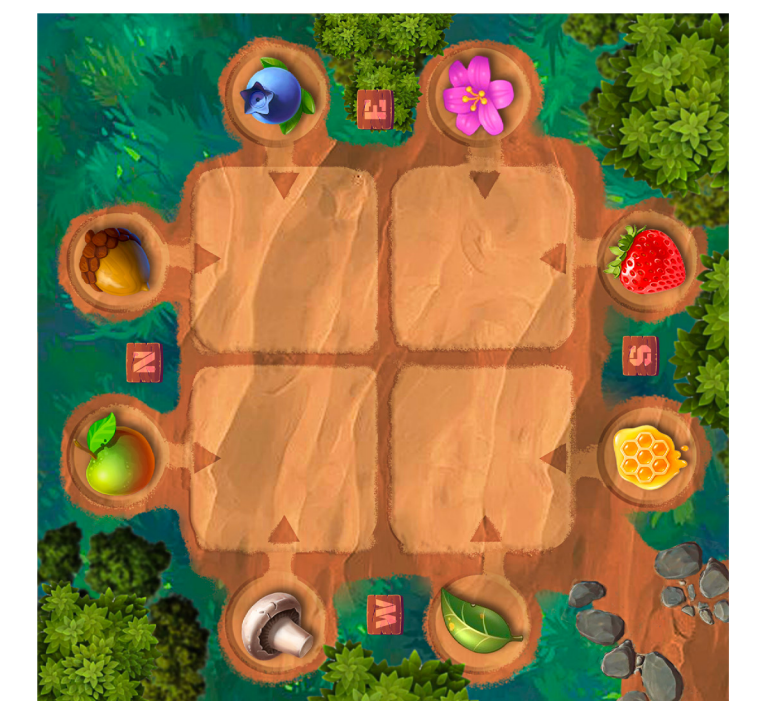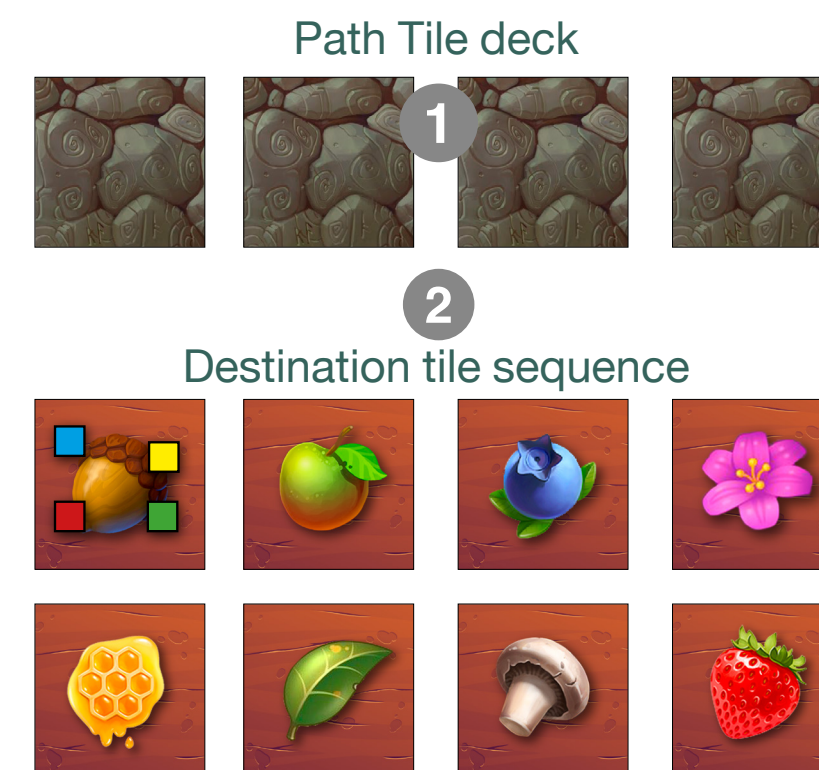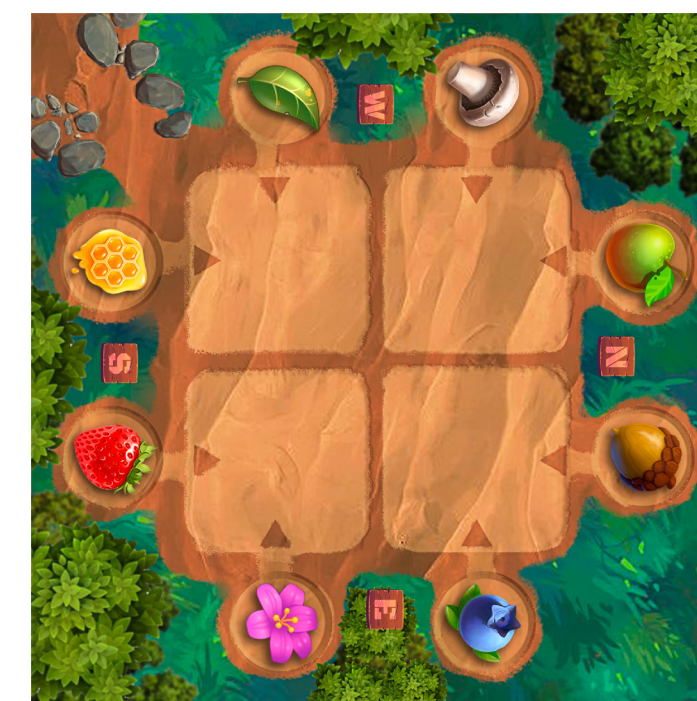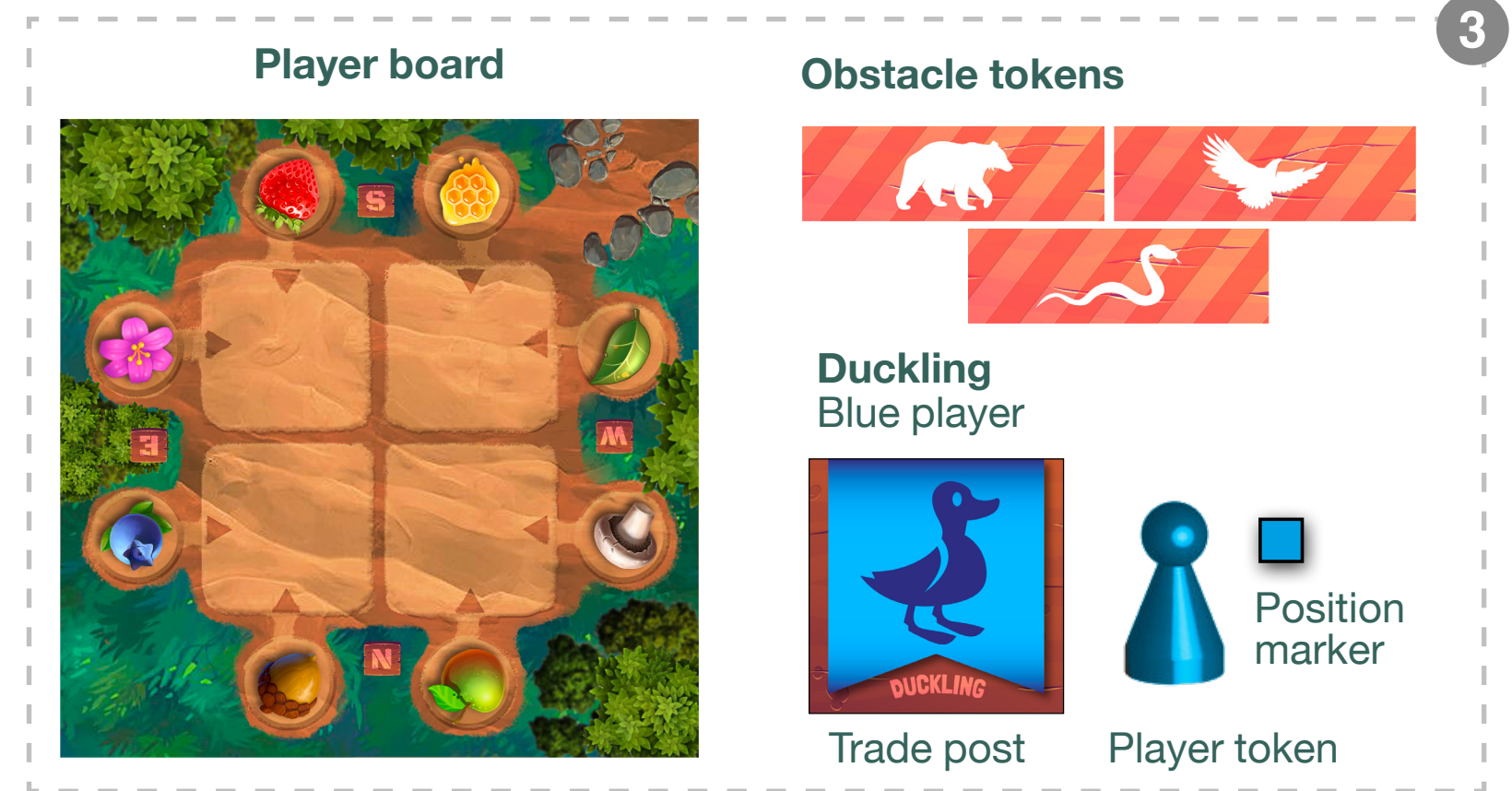
Once **setup** is completed you are ready to **play the game!**

* For a shorter game use only 6 Destination tokens or less.

QUICK SETUP

• **Shuffle Path tiles and place them face down on the table (1)**
• **Shuffle Destination tiles and place them randomly in a sequence (2)**
• **Arrange your Player board, -Trade post and Obstacle tokens (3)**
• **Place Position marker on the first Destination tile (4)**
• **Place Player token on the corresponding Destination spot (5)**
• **Start the game!**

4 PLAYER SETUP

Player board

Obstacle tokens

Duckling
Blue player

Trade post   Player token   Position marker

Frog
Green player

Path Tile deck

Destination tile sequence

Rabbit
Red player

Mouse
Yellow player

HOW TO PLAY

Each round has simultanous turns, which means you all draw and place tiles at the same time.
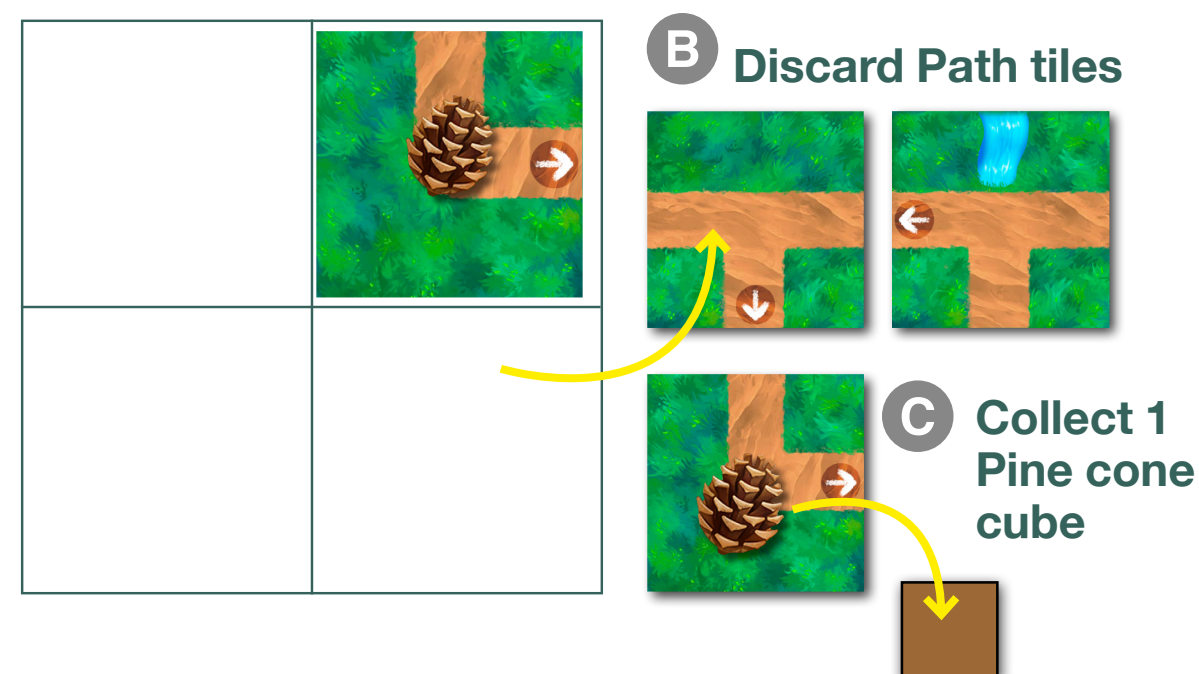
A TURN

Each player goes through these steps:

1. Draw 2 Path tiles. Inspect the tiles.

2. Keep 1 tile. Pass the other tile face down on the Trade Post belonging to the player on your left.

3. When all Trade Posts have a Path tile on them
- move to step 4.

4. Place the 1st Path tile on your Player board.

5. Pick up the Path tile on your Trade Post and place it on your board.

If a Path tile you place has an **Obstacle Animal symbol**, place the corresponding Obstacle token on the same side from where the Path tile entered the Player board (see: Obstacle Tokens).

6. End your turn when both Path tiles have been placed.

NOTE: If you make a connecting path on your turn, move your Player token along the path to the next Destination spot (see: Connecting Paths). Discard any tiles you have traversed. Collect 1 Pine cone cube for each traversed Path tile with a Pine cone. These are used later in case of a tie (see: Tie Breaker). *Note: Path tiles that were not traversed stays on the Player board.* Then move you Position Marker forward to the next Destination tile.

A Destination A

A **Complete a path** from Destination spot A to B

Move your Player token along the Path tiles

B Destination B

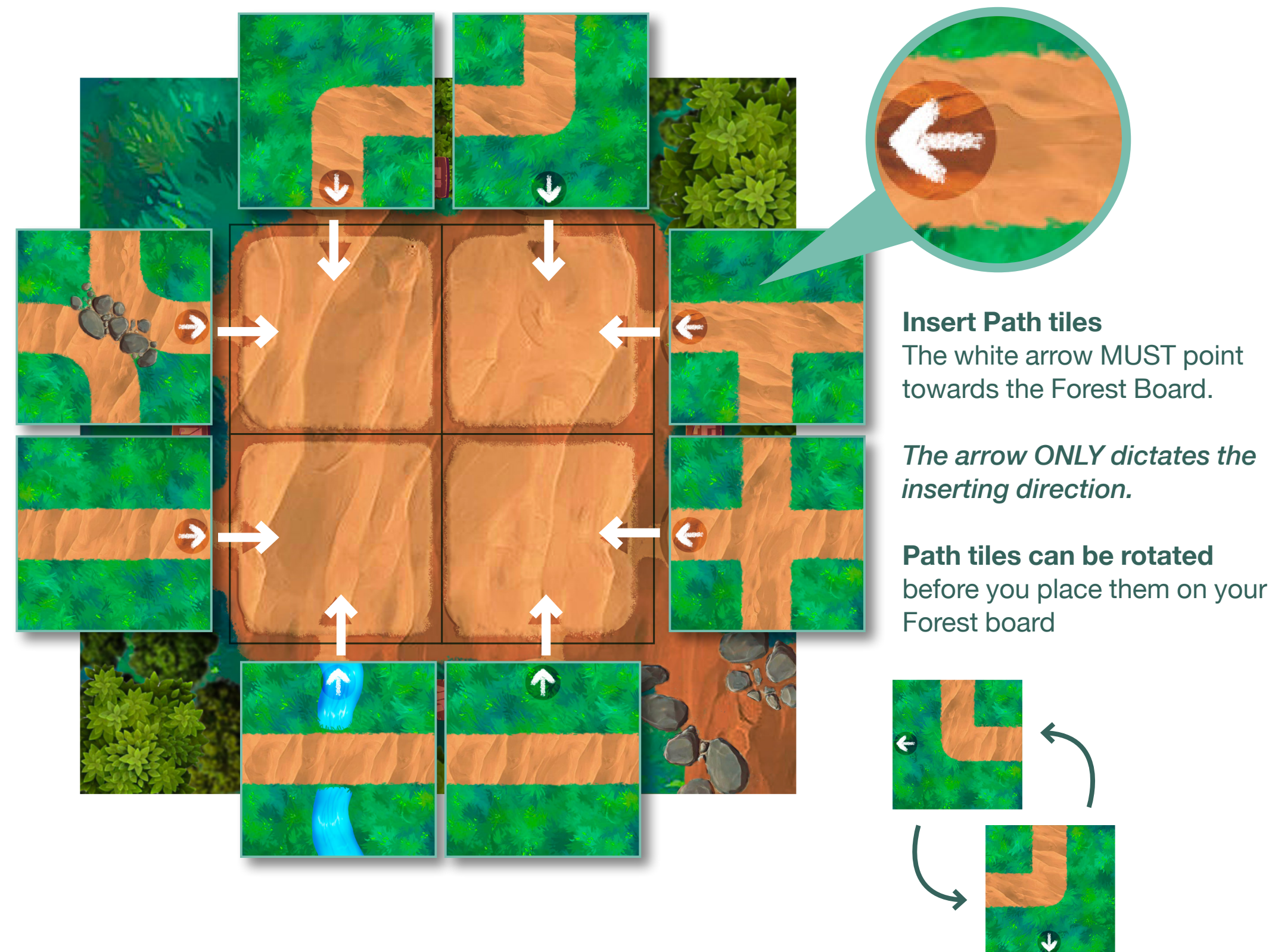**B** Discard Path tiles

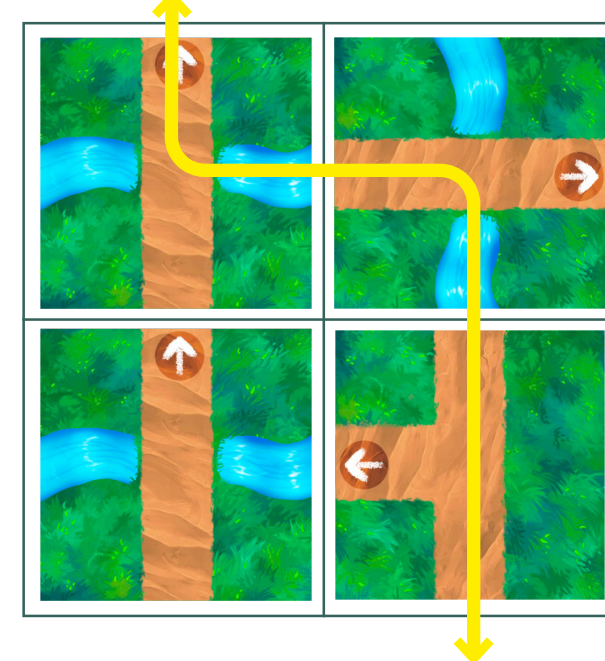**C** Collect 1 Pine cone cube

PLACING TILES

You can rotate the Path tile in any direction as long as the arrow points towards the center of your Forest board when you place it - or **slide it** on to the board from one of the four sides.

The Path tile has to be placed on the space closest to the edge of the Forest board.

Tiles must enter the Grid in the direction of the arrow on the tile, and from any side of the Grid unless if that side is blocked by an Obstacle token *(See: Obstacle tokens).*

Insert Path tiles
The white arrow MUST point towards the Forest Board.

The arrow ONLY dictates the inserting direction.

Path tiles can be rotated before you place them on your Forest board

RIVER PATH MOVEMENT

Players who are behind the leader(s) on the Destination tile sequence has the option to **use the River paths as 'shortcuts'.** This is a catch-up mechanism.

When not in the lead or just not needing to use this option, **the tiles function as regular tiles and River paths are not used.**

Note: Only when at the **beginning of a round - if the leader starts their turn at a Destination tile ahead of you** - not in the middle of a round when another player's actions lets them move to a new Destination spot - are you allowed to use the River paths.
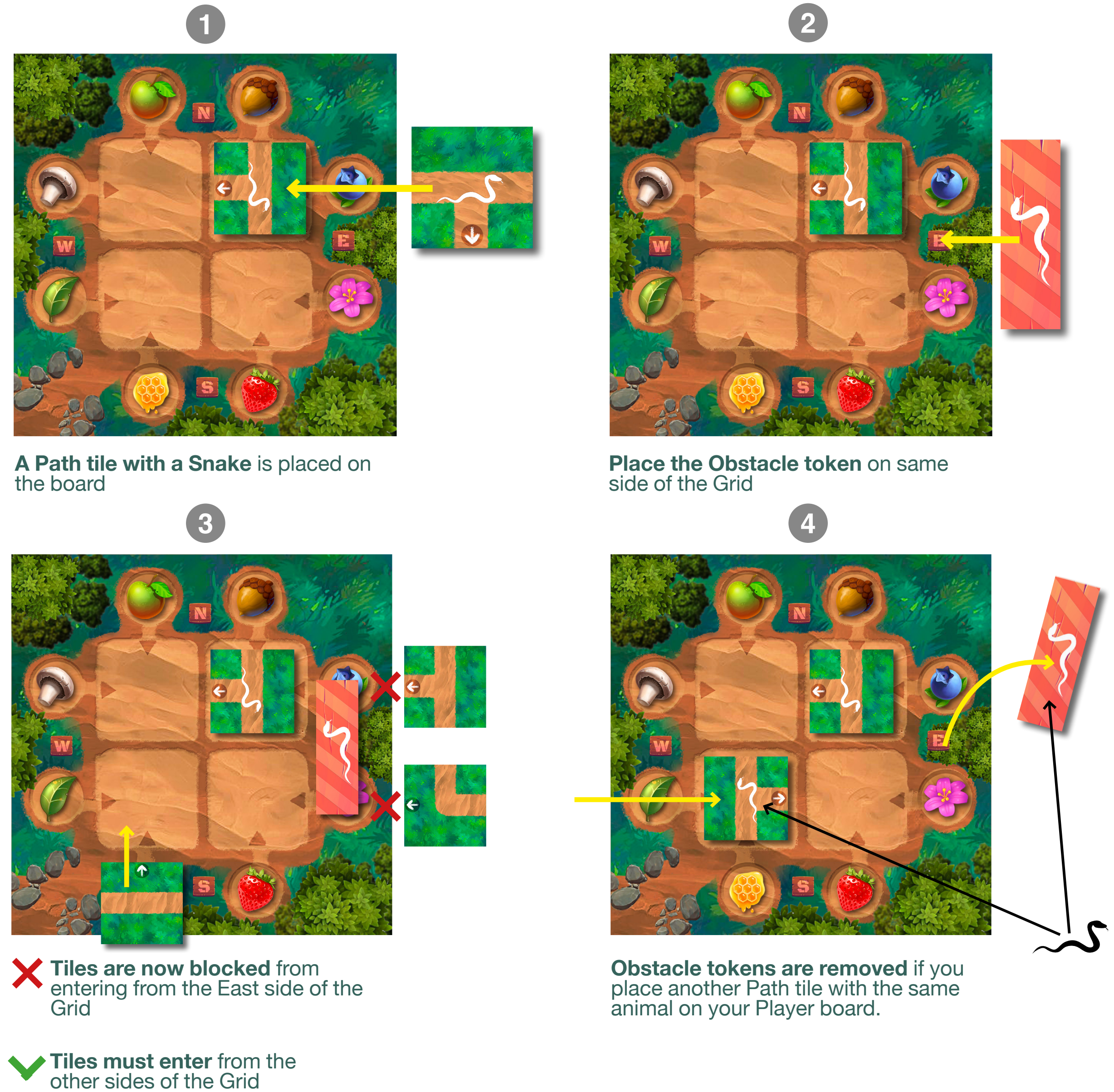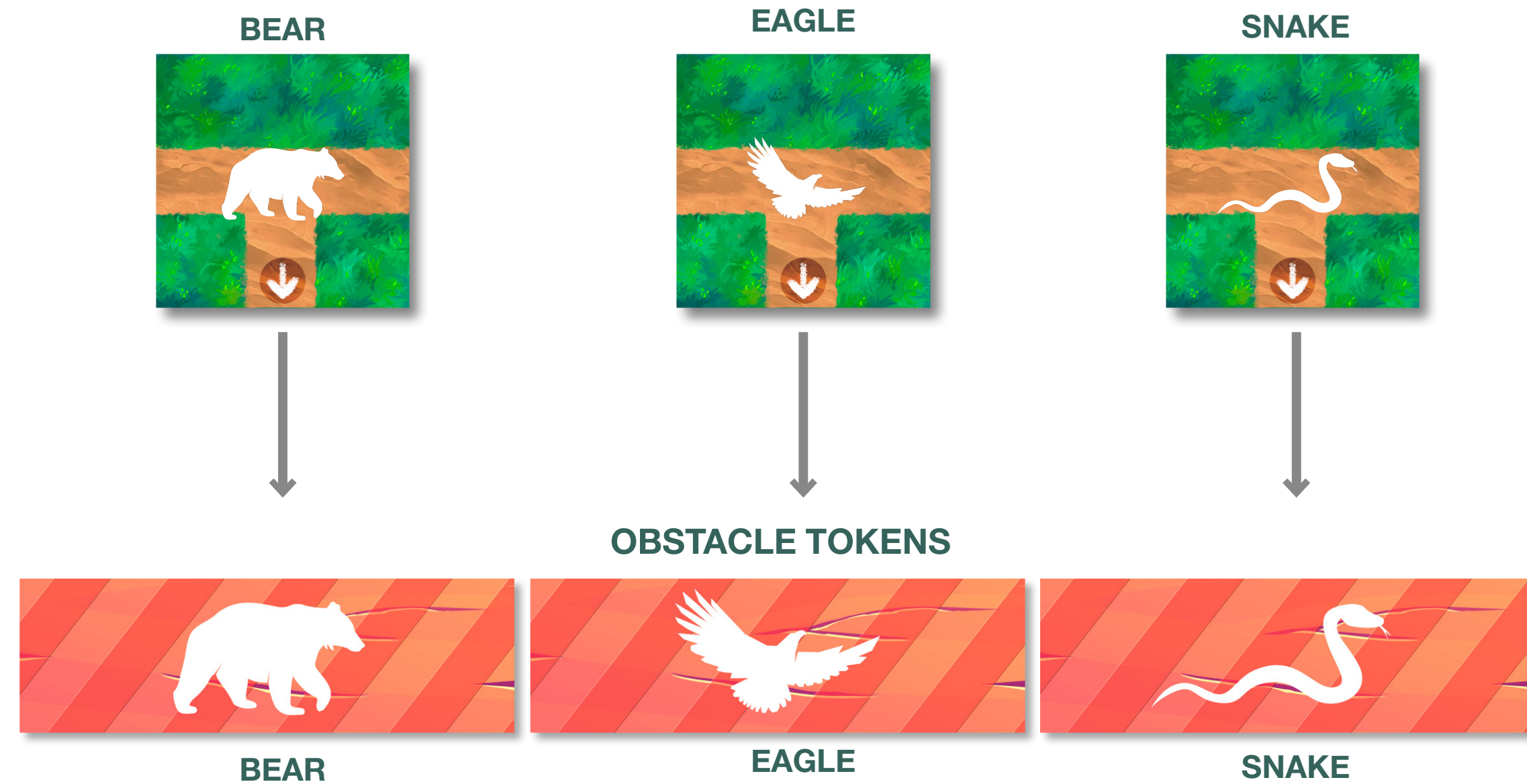
OBSTACLE TOKENS

When you place a **Path tile (1)** on your Player board with one of the three **Obstacle animals**: Bear, Eagle or Snake**,** you must immediately place the corresponding **Obstacle token (2)** from the same side as the Path tile entered the Player board.

As long as the Obstacle token is present you are not allowed to place Path tiles from that side (3).

The Obstacle token blocks you from placing Path tiles on your Player board (from that side) **until you place an additional Path tile (4) with the same Obstacle animal**. Once that happens remove the Obstacle token from your player board. Then you are free to place Path tiles from that side again.

PATH TILES WITH OBSTACLE ANIMALS

BEAR

EAGLE

SNAKE

OBSTACLE TOKENS

BEAR

EAGLE

SNAKE

1

A Path tile with a Snake is placed on the board

2

Place the Obstacle token on same side of the Grid

3

❌ **Tiles are now blocked** from entering from the East side of the Grid

✔ **Tiles must enter** from the other sides of the Grid

4

**Obstacle tokens are removed** if you place another Path tile with the same animal on your Player board.

LEGAL AND ILLEGAL MOVES WHEN PLACING TILES

When placing tiles there are some simple rules to follow. Below are listed some of the illegal moves as well as how tiles are pushed off the Grid.
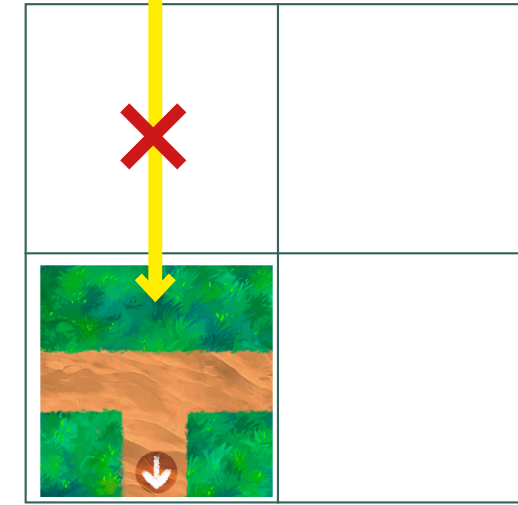
Arrows
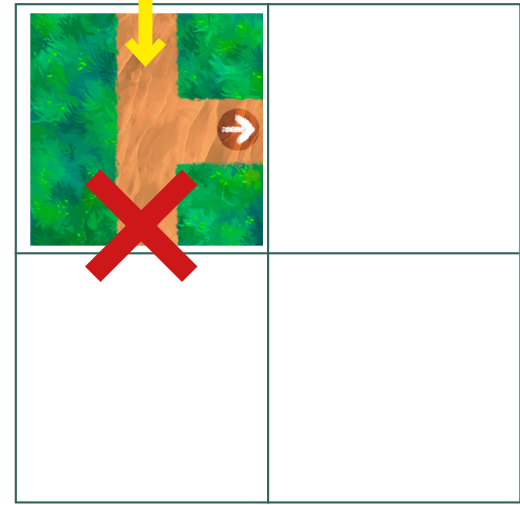
Tiles must be placed with the arrow pointing in the same direction
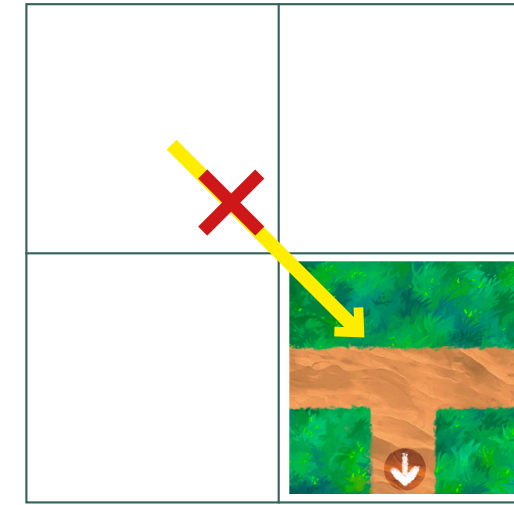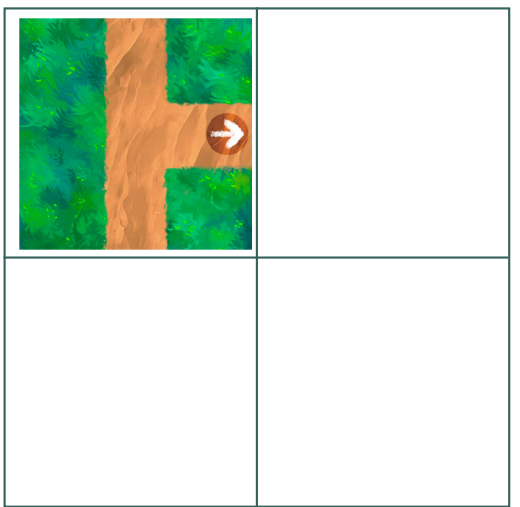
✔ **Like this!**

No rotating

✘ Tiles cannot be rotated once they are placed
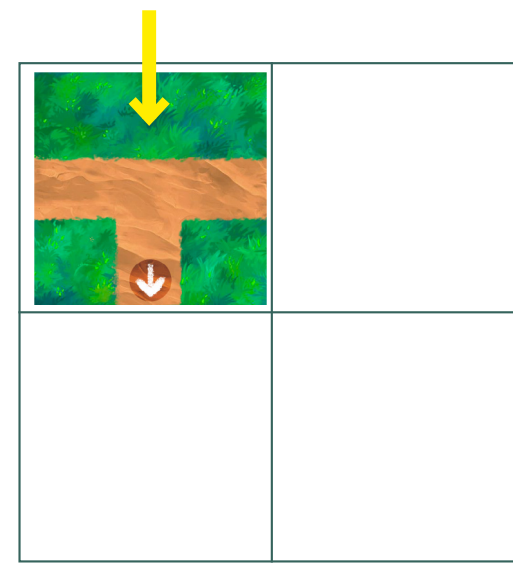
Like this!

No empty spaces

✘ Tiles cannot move past empty spaces

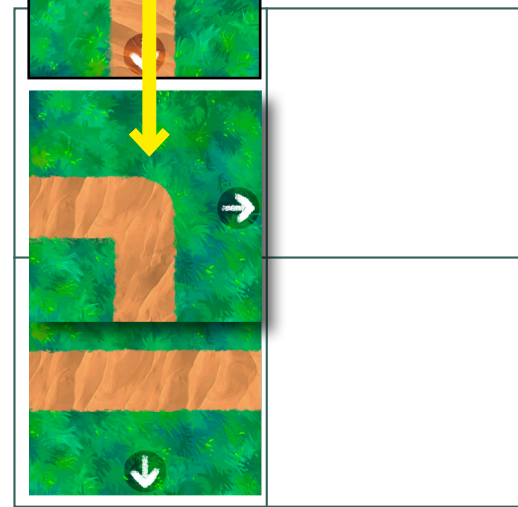### No diagonal moves

✘ Tiles cannot move diagonally
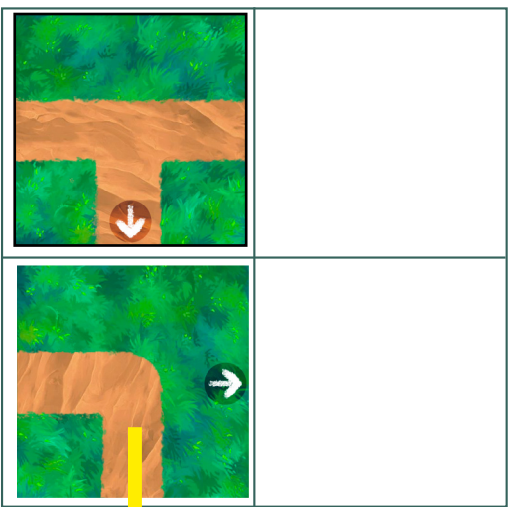
Pushing tiles off the Player board

When a tile is pushed into an occupied space it pushes the tiles one space

Pushing the tile furthest away **off the Grid**

Discard Path tiles that are pushed off the Player board.

END GAME PHASE

Once a player lands on the last Destination tile Everyone besides that player is allowed to finish their current turn. If no other player is able to make it to the last Destination tile, the first player is declared the winner.

Yellow player wins the game!

TIE BREAKER

If another player is able to land on the last Destination tile, the game ends in a tie.
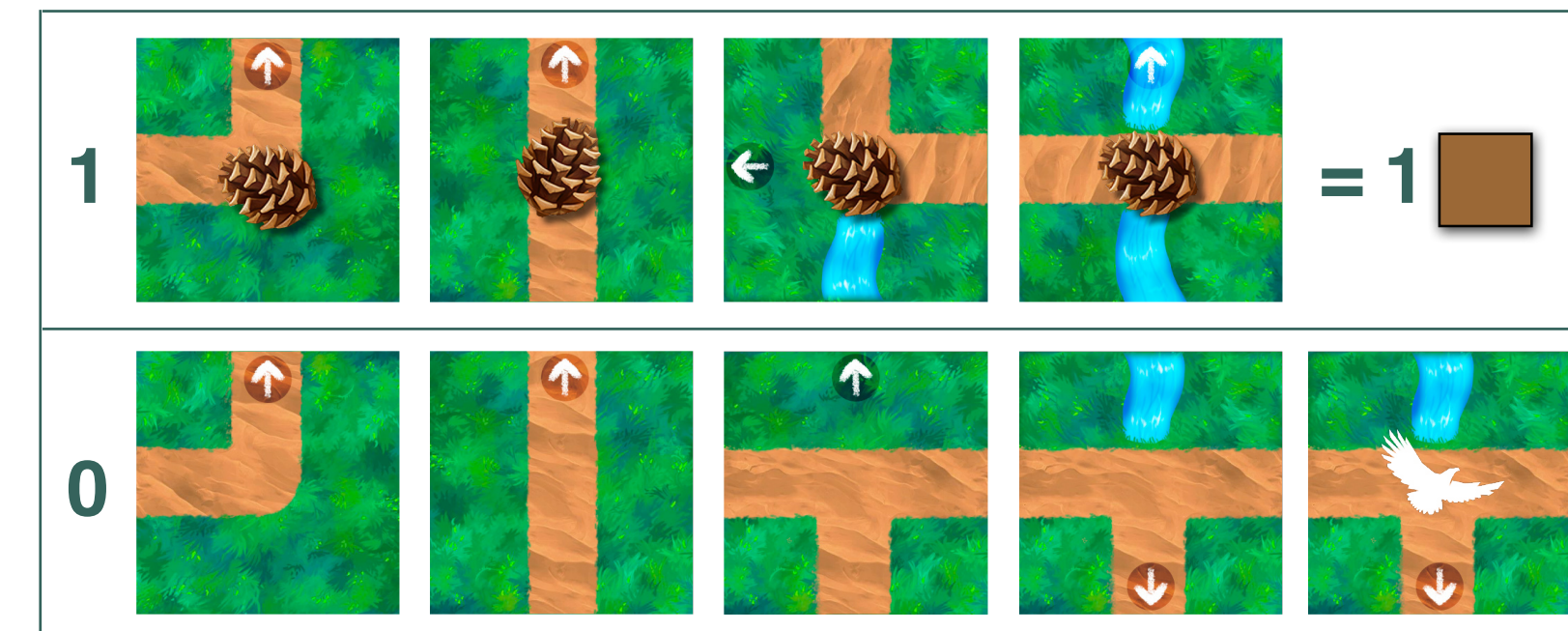The player standing on the last Destination tile having collected the most Pine cone cubes wins the game.

Example: Both Yellow and Green make it to the last Destination tile. Yellow has collected 5 Pine cone cubes and Green 8.

Therefore *Green player is the winner of the game!*

TILE VALUES

1 = 1

0

THANK YOU!

GET IN TOUCH:
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