



Hansel & Gretel



Krzysztof Jurzysta



Maciej Szymanowicz



Once Upon a Time...

Lost in the middle of a dark forest, Hansel and Gretel were looking for their way back home. They had been walking for so long that their stomachs started to rumble. Then, an unusual cottage appeared in front of their eyes, made all of candies. Without thinking much, the children started to eat when suddenly, the scary looking witch Baba Yaga looked out of the cottage. "Oh, you rascals! I'll get you!" – she shouted. Hansel and Gretel rushed to run away, but every now and then, they snatched some candies from the house. Help the kids gather supplies and don't get caught by the evil Baba Yaga!



See how the story ends on the back of the booklet!



Box Contents:

- 40 Candy Tiles



- 4 Baba Yaga's Hat Tiles



- 8 Gingerbread Tokens



- 2 Starter Tiles



- 3 Wooden Pawns
(Hansel, Gretel, Baba Yaga)

- Rulebook

- Baba Yaga's Cottage



Before your first game, assemble Baba Yaga's cottage:

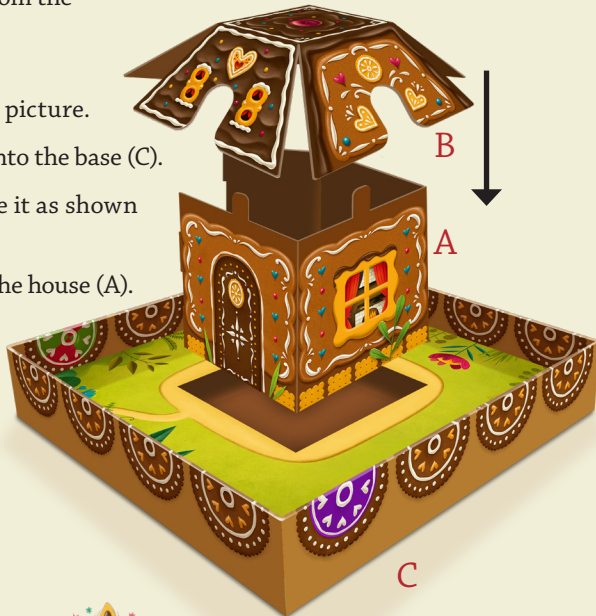


How to assemble the house:

1. Carefully remove parts A and B from the punch boards.
2. Bend the walls of the house (A) and shape them as shown in the picture.
3. Insert the walls of the house (A) into the base (C).
4. Fold the roof and carefully shape it as shown in the picture.
5. Place the roof (B) on the walls of the house (A).

Notes: You have to put all 4 wings of the roof on the cut-outs in the walls at the same time.

The order is important - put the walls into the stand first, then install the roof.



Game Objective

In this cooperative game, players need to get **5 gingerbread** tokens to win. But beware of the evil Baba Yaga, who will try to catch you!



Game Setup



1. Separate the Baba Yaga's Hat Tiles and the Starter Tiles from the other tiles. Then shuffle the **Candy Tiles**.
2. Deal 2 Candy Tiles face up to each player and divide the rest of the tiles into 4 piles (try to make them approximately equal in height).
3. Add 1 **Baba Yaga's Hat Tile** to each stack. Then shuffle each stack separately and place the pictures face down in a place easily accessible to all players.
4. Arrange the pawns in the starting positions on the board:

- **Baba Yaga in the**  **field**
- **Hansel and Gretel in the**  **field**



5. Shuffle the Gingerbread Tokens and place 5 of them on the roof of Baba Yaga's cottage. Put the rest in the box. They will not take part in the game.



6. Place the appropriate Starter Tile in the center of the table (it can be rotated as desired):

● **When 2 people**

are playing, place a tile with 2 purple dots (one of two).



● **When 3 people**

are playing, place a tile with 3 purple dots.



● **When 4 people**

are playing, place a tile with 4 purple dots.



How To Play

The oldest player starts the game. The game consists of consecutive rounds. Each round, players play once in clockwise order. On their turn, the player chooses 1 of their 2 Candy Tiles and adds it to the tiles that are already on the table in such a way that its edge is adjacent to at least 1 other tile. Tiles must not touch each other at the corners. It is allowed to rotate the added tile. If a full picture of candy is completed, players take 1 Gingerbread Token from the roof of the house as a reward and place it on the table as a reminder of how many gingerbreads they have already eaten. After their turn, a player draws a new tile from any pile so that they always have 2 tiles in front of them at the end of their turn. When all players have completed their turn, the **round ends**.

Baba Yaga's Hat Tile

If, while drawing a tile, a player discovers Baba Yaga's hat, they must immediately move Baba Yaga's pawn along the edge of the box by as many spaces as there are purple ● dots on the outer edges of the tile layout (see further: **End of Round**). After the pawn has been moved, the player puts back Baba Yaga's Hat Tile in the box and takes a new Candy Tile in its place. Then, the next player takes their turn.

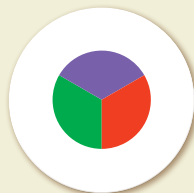


Gingerbread Tokens

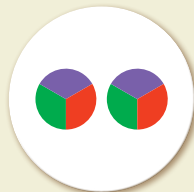
After winning a Gingerbread Token, the players turn it over to see what bonus they received. They may use it at any time and in any order. Players decide together when they want to use it. After using the bonus, the player turns the token over to the side with the gingerbread on it. Players save the token as it will be useful to count the number of Gingerbread Tokens they gained.



- Players can move any pawn 1 field in any direction.



- Players can move any pawn 2 fields in any direction.

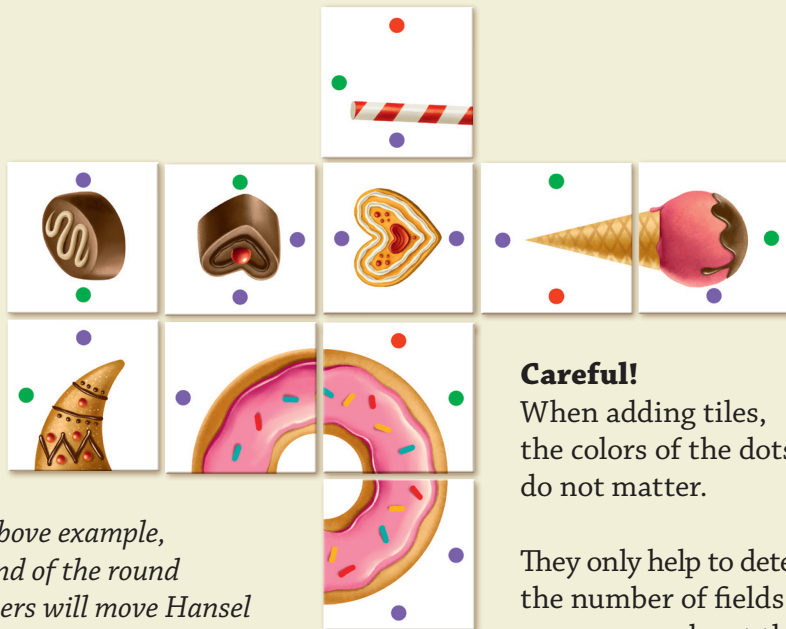


- Players can cancel the movement of any pawn.



End of Round

The round ends after the last player's turn. You must then move each pawn clockwise. Hansel and Gretel move first and then Baba Yaga. Pawns are moved by as many fields as the number of dots in any given color (green for Hansel, red for Gretel, purple for Baba Yaga) that is on the outer edge of the tile layout.



*In the above example,
at the end of the round
the players will move Hansel
by 6 fields, Gretel by 2
and Baba Yaga by 4.*

Careful!

When adding tiles,
the colors of the dots
do not matter.

They only help to determine
the number of fields the
pawns move by at the end
of the round.



End of Game



The game can end in 3 ways:

- When the players manage to collect **5 Gingerbread Tokens** – the game ends immediately and the players are victorious!;
- When **Baba Yaga catches at least one of the children**, i.e. when Baba Yaga's pawn is on the same field as the pawn of Hansel's or Gretel's pawn or when it passes it, the game ends immediately and the players lose.;



- When **one of the children runs too fast and catches up with Baba Yaga's pawn**, i.e. when Hansel's or Gretel's pawn stands on the same field as Baba Yaga's pawn or when it passes it, the game ends and the players lose.

Gretel's pawn stands on the same field as Baba Yaga's pawn or when it passes it, the game ends and the players lose.

Difficulty Level

Do not use the bonus actions hidden under the Gingerbread Tokens. Use the tokens only as a score tracker.



Candy Tiles



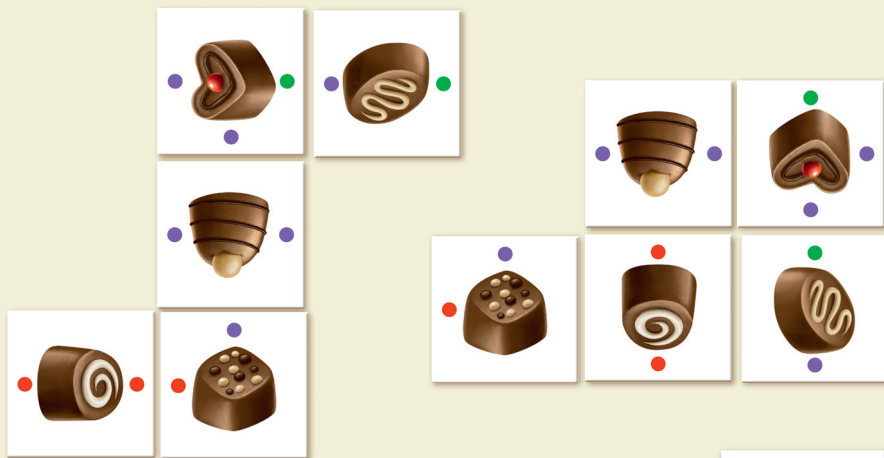
Star

This magical cookie (as soon as you add it), will allow you to draw a **Gingerbread Token**.



Chocolates

To put together a full set, you must complete all 5 chocolates. You can arrange them in any shape you like as long as you don't break the rules of tile placement.



Crumbs

Use these tokens to increase the difficulty level.
You do not receive Gingerbread Tokens for those.

