

# ***Haunted Wood***

A “spooky” children’s dice game full of ghosts and goblins.

Age 5-10

2-4 Players

## **Contents**

1 playing board, 20 playing pieces, 1 die

## **Object of the Game**

To be the first player to get three pieces in the tower at the end of the trail.

## **Preparation**

The jigsaw board must be put together. Each player chooses a color, takes the five pieces of this color, and places them at the start.

## **Play**

Starting with the youngest, players take turns throwing the die and moving their pieces out onto the trail. The “start” space counts as number one. If a player throws a six, he must make his move and then may take another turn.

The two square spaces are important. The first one is just before the river and the second one is at the base of the tower. Whoever reaches one of these spaces must wait there, often losing the remainder of his turn. The piece stays there until a second piece, of the same or different color, comes along. This second piece helps the first one over the obstacle, moving it to the first space across the river or up into the tower depending on where it is. The second playing piece must now wait on the square space until another piece of any color comes along to help it, and so on. Throughout the game players can always choose whether to move a piece further along the trail or to bring out a new one.

## **Sending Back**

Pieces standing on the square spaces cannot be sent back. Otherwise, if a player lands on a space occupied by another piece, including his own, the piece landed on is sent back. It is sent back by up to two numbered spaces.

From the start up to before 2 - back to the start

From 2 up to the river - back to 1

From 4 up to before 5 - back to 3

From 5 up to before 6 - back to 4

From 6 up to the tower - back to 5

Pieces on numbered spaces are also safe from being sent back, unless another piece arrives there after being landed on further along the trail. In this case, the piece already on the number moves back to the next numbered space. If this is occupied, the piece there is sent back too, and so on.

## **End of Game**

The first player to get three of his pieces into the tower is the winner. If all players wish to extend the game, then they can agree that the winner is the first player to get all five pieces into the tower.