

To get updates on Wicked Forest and new product information,
visit <http://tactical-games.net>

For questions regarding the product,
please contact us at: CS@tactical-games.net

THE WICKED FOREST

Warning (please read carefully)

Do not give to children under 3 years of age as there is a risk of accidental ingestion.
Do not leave in a hot and humid place as it may deteriorate.
Keep away from fire to avoid deterioration and fire.



@TacticalGamesJP

November 2020, 1st printing

TACTICAL GAMES

© 2020 TACTICAL GAMES

Credits

Planning / Production: Tactical Games

Game Design: Jun Adachi

Artwork: DOROINU of gekidan INU CURRY

DTP Design / Story: Yota Suzuki

Translation: Yuyu Suzuki



3-5

30-40

14+



If you encounter the witch, you are doomed.

Once upon a time, deep in the forest to the west of a village, mysteriously shining "Flowers of Impurity" were in bloom. The "crystals" made from the flowers were said to have the power to cure incurable diseases and make wishes come true. However, it was rumored that an evil witch was making the "Flowers of Impurity" bloom with her unholy magic. Fearing the witch, no one would enter the forest.

Once, a series of disasters hit the village. To fulfill their wishes to save their loved ones, the villagers walked into the forest in search of the "Flowers of Impurity".

1. Game Overview

Players are the villagers who wish to save their loved ones and enter the forest where the evil witch lives. The game progresses as "Search Cards" are revealed one at a time, and each time the players in the forest have a choice to "leave" or "stay". The players who choose to "leave" will be able to acquire the "Flowers of Impurity" shown on the "Search Cards" already revealed, and use them to acquire "Crystal Ability Tiles" and "Magic Crystal Cards". The players who remain in the forest will continue their search, but if a "Search Card" with the "Witch" is revealed after choosing to "stay" and the total number of the revealed "Search Cards" with the "Witch" becomes 2, they will get nothing and will be eliminated from the game until the next round.

2. Goal and End of the Game

■ Goal of the game

Add up the "Magic Power" of the "Crystal Ability Tiles" and the "Magic Crystal Cards" and the "Magic Power" of the "Forest Magic Tiles" acquired during the game. The player with the highest total "Magic Power" is the winner.

■ End of the game

The next round after the "Search Card" deck has become empty twice is the final round. The game ends after the final round is played.

3. Components

■ 30 Search Cards

These cards represent the forest where the "Witch" lives. The front side is revealed during the Search Phase.

*Each card has one or more "Flowers of Impurity" in five colors: red, green, blue, yellow, and white. (White is treated as any of the other colors.)

*There are 10 cards with the "Witch" shown on them.

(Front)



Witch

Flower of Impurity



(Back)



■ 100 Flowers of Impurity Tokens

(Red, green, blue, yellow x 25 each)
You will receive the token when you acquire the "Flower of Impurity".



■ 8 Forest Magic Tiles



■ 5 Summary Cards

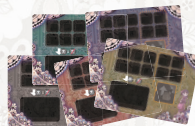


■ 5 Villager Meeple

■ 1 Leader Marker



■ 5 Personal Boards



■ 2 Tile Trays



Crystal

The "Crystal Ability Tiles" and the "Magic Crystal Cards" can be acquired by paying the "Flowers of Impurity" shown on the front side during "Crystallization". The "Crystal Ability Tiles" will give you "Abilities" and small "Magic Power", and the "Magic Crystal Cards" will give you great "Magic Power".

■ 45 Crystal Ability tiles

(20 Cultivation Crystal Tiles; 20 Exchange Crystal Tiles; 15 Expansion Crystal Tiles)

Number and color of the "Flowers of Impurity" required for the acquisition



Magic Power

Cultivation Crystal Tile

(Front)



(Back)

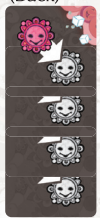


Exchange Crystal Tile

(Front)



(Back)



Expansion Crystal Tile

(Front)



(Back)



■ 20 Magic Crystal Cards (red, green, blue, yellow x 5 each)

(Front)



Magic Power

Number and color of the "Flowers of Impurity" required for the acquisition

(Back)



Magic Power

4. Setup

- Shuffle the "Search Cards" well and place them face down in the center of the table as a deck.
- Draw 9 cards from the "Search Card" deck and arrange them face down to create a forest.
- Collect the "Forest Magic Tiles" and the "Flower Tokens" (red, green, blue, yellow) for each color and place them near the deck.

*These are called a supply.

*The supply is unlimited. You can replace them with something else if you run out of them.

- Look at the back of the "Crystal Ability Tiles" and separate them by type and color. Look at the front side of the tiles and if the number on the upper left corner exceeds the number of the players, put them back in the box.

For each type, stack the tiles face up so that the one with the lowest number on the upper left of the front side is on top. Place the resulting pile of "Crystal Ability Tiles" on the "Tile Tray" where the icons on the back of each pile match.

Example of a 5-player game
(Front side)



Example of a 3-player game



- Separate the "Magic Crystal Cards" according to the color of the "Flower of Impurity" on the front side, and stack them face up so that the ones with the smallest "Magic Power" are on top.

- Each player chooses a color and takes a "Villager Meeple" and a "Personal Board" of their color and a "Summary Card".

- Decide the leader player by any method. The leader player takes the "Leader Marker".

Example of a 4-player game



5. Gameplay

The game is played over a multiple numbers of rounds until the endgame condition is triggered. Each round consists of the "Search Preparation Phase", the "Search Phase", and the "End Phase" in this order.

Round	Search Preparation Phase	*Skip this phase in the first round of the game. Players who have the "Cultivation Crystal Tiles" can acquire the "Flowers of Impurity" and store the "Flowers of Impurity" in the Bag in the Storage.
	Search Phase	The leader player reveals one "Search Card" in the forest. Once revealed, the players in the forest choose whether they will "leave" or "stay." The player who chooses to "leave" will acquire "Flowers of Impurity" and then acquire any number of "Magic Crystal Cards" and "Crystal Ability Tiles". Then, if there is a player who has chosen to "stay", they will repeat the revealing of a "Search Card" and the choosing of "leave" or "stay". If you encounter the "Witch" twice in the forest, you won't get anything.
	End Phase	Discard the revealed "Search Cards" and add "Search Cards" from the deck so that there are 9 cards in the forest.
Round	Search Preparation Phase	



- Song of the Forest -

It's impure. That forest is impure. It's an unholy place where evil magic resides.
Stay longer, and you will have more eyes.
Stay longer, and you will have more Magic Power. You will be impure.
Stay longer, and you will end up living in the forest.

6. Search Preparation Phase

*Skip this phase in the first round of the game.

Players who have the "Cultivation Crystal Tiles" acquire one "Flower of Impurity" of the color of each tile.

*You cannot acquire the "Flower of Impurity" that cannot fit in your Bag.



← Acquire one "Flower of impurity" that has the same color as the "Cultivation Crystal Tile" you own.

After that, each player can pay one "Flower of Impurity" from the Bag to the Supply, and store one "Flower of Impurity" of the same color as the one paid from the Bag to the Storage, as many times as they want. As the game progresses, you can save a number of "Flowers of Impurity" that exceed the capacity of your Bag, for later use.

*You can use the "Flowers of Impurity" stored in Storage for "Crystallization" just like the ones in your Bag.

*You cannot use "Exchange Crystal Tiles" for storing.

Example of a personal board in the middle of the game



7. Search Phase

The leader player chooses a "Search Card" placed face down in the forest and flips it over to reveal the front side. Whenever the card is revealed, the players in the forest choose whether they "leave" or "stay".



The leader player flips one Search Card in the forest and reveals its front side.



Choice of "leave" or "stay"

If you choose to "stay", hold your "Villager Meeple" secretly and keep your hand closed where everyone can see it. If you choose to "leave", secretly hide your "Villager Meeple" elsewhere and keep your hand closed where everyone can see it. When everyone in the forest is ready, they all open their hands at once to reveal them. Then each player processes the result, depending on their choices.

*Keep your "Villager Meeple" at hand until the next time you choose to "leave" or "stay".

The players who choose to "leave"

The players who choose to "leave" can acquire the "Flowers of Impurity" shown on the "Search Cards", which are revealed at the time. The number of "Flowers of Impurity" to be acquired depends on the number of players who have chosen to leave. The player who chooses to return will continue to "crystallize" after acquiring the "Flowers of Impurity". The "Search Cards" remain open until the end of the round.

When only one player chooses to "leave"

The player who chooses to "leave" will acquire the same number and color of "Flowers of Impurity" as the ones shown on all revealed cards from the Supply.

When more than one players choose to "leave"

Each player who chooses to "leave" acquires the number of "Flowers of Impurity" shown on all the revealed cards divided by the number of players who choose to "leave" at the same time. (You can acquire at least one flower if the result is less than 1.)

*Any fraction will be rounded down.

*Select and acquire one by one from the "Flowers of Impurity" shown on the revealed "Search Cards". You cannot select the same "Flower of Impurity" from the same "Search Card" twice.

*It is possible to choose the "Flower of Impurity" chosen by another player.

"Search Card"



If you select the White "Flower of Impurity" shown on the "Search Card", you can acquire the "Flower of Impurity" of your choice from Red, Green, Blue, and Yellow.

Example: In the forest, 6 cards of "Red", "Red", "White", "Blue", "Green", and "Blue/Red" are revealed. Two players have chosen to "leave" at the same time. By dividing the 7 revealed "Flowers of Impurity" by 2 people, each player acquires 3 flowers.



Player A

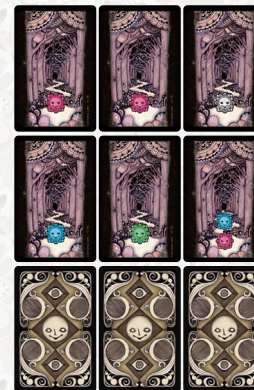
Player A wanted three "Greens", but since only one green was revealed, Player A treated the "White" as a "Green" and acquired it, and then acquired another "Green" and "Blue".



Player B

Player B wanted three "Blues". Player B treated the "White" as a "Blue" and acquired it, and then acquired two more "Blues" that were revealed.

"Search Cards" in the forest



Acquired "Flowers of Impurity"

Place the acquired "Flowers of Impurity" in the Bag of your board. Your Bag can hold up to six "Flowers of Impurity" at the beginning of the game. If you acquire more "Flowers of Impurity" than those can fit in your Bag, you must return any excessive flowers of your choice (either ones in the Bag or ones just acquired) to the Supply.

*If you acquire an "Expansion Crystal Tile" in "Crystallization", the capacity of your Bag will increase to 10.

"Bag" to put the acquired "Flowers of Impurity"



Crystallization

The players who choose to "leave" perform "Crystallization" after acquiring the "Flowers of Impurity". If more than one players leave at the same time, perform "Crystallization" in turns, starting with the player closest to the leader player clockwise.

*If there is a leader player among them, the leader player goes first.

You can acquire as many "Magic Crystal Cards" as you want and one "Crystal Ability Tile" from the top of each pile, at the same time. To acquire them, you need to pay the "Flowers of Impurity" shown on each of the "Magic Crystal Cards" and the "Crystal Ability Tiles" from your board to the Supply. Place the acquired "Magic Crystal Cards" and "Crystal Ability Tiles" face down near your board.

*The white "Flowers of Impurity" shown on the "Crystal Ability Tiles" can be paid by any of "Red, Green, Blue, or Yellow" flowers.

"Magic Crystal Card"

You can get as many cards as you want from each pile and gain a lot of magical power.



"Crystal Ability Tile"

You can acquire only one "Crystal Ability Tile" from each pile throughout the game. By acquiring them, you gain "abilities" that can be used throughout the game.

*See "Types of Crystal Ability Tiles" on p.15 for an explanation of the abilities of the "Crystal Ability Tiles".

*Once acquired, the "Crystal Ability Tiles" can be used until the end of the game.



You can get the "Crystal Ability Tile" at the top of each pile. You can get one tile from each of the nine piles.

Example of "Crystallization"

The "Flowers of Impurity" on your board are 8 reds, 1 blue, and 1 green.

- ① Pay 7 red "Flowers of Impurity" to the Supply to acquire red "Magic Crystal Cards" with 3 and 4 points of Magic Power.
- ② Pay 1 blue "Flower of Impurity" to the Supply to acquire a blue "Exchange Crystal Tile".
- ③ Pay 1 green "Flower of Impurity" to the Supply to acquire a green "Exchange Crystal Tile".
- ④ Since the remaining "Flower of Impurity" is 1 red, you have enough "Flower of Impurity" left to acquire a red "Cultivation Crystal Tile". However, you cannot get a red "Cultivation Crystal Tile" because you already have a red one.

There are no other "Magic Crystal Cards" or "Crystal Ability Tiles" you can acquire, so you finish "Crystallization".



Types of Crystal Ability Tiles

Exchange Crystal Tile

You can use it once for each acquisition only when you acquire "Crystal Ability Tiles" and "Magic Crystal Cards" in "Crystallization". When paying, you can convert one "Flower of Impurity" of the color shown on the "Exchange Crystal Tile" you own to one "Flower of Impurity" of any color.

*You cannot acquire more than one "Exchange Crystal Tile" of the same color.

*You can immediately use the "Exchange Crystal Tile" you acquired.

*You can also convert the "Flowers of Impurity" that are stored in the Storage.

(Front)



The number of "Flowers of Impurity" required to acquire the "Exchange Crystal Tiles" depends on the order in which they are acquired, and some tiles have "Magic Power".

(Back)



Red Exchange
Crystal Tile



Green Exchange
Crystal Tile



Blue Exchange
Crystal Tile



Yellow Exchange
Crystal Tile

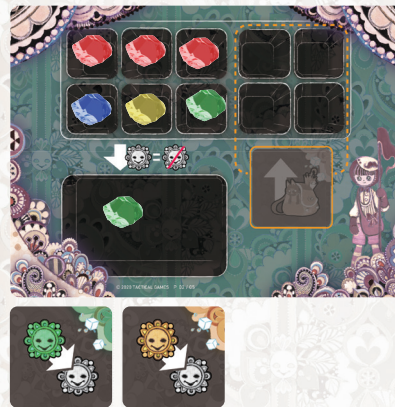
Example of use of "Exchange Crystal Tiles"

Example: You own green and yellow "Exchange Crystal Tiles" and "Flowers of Impurity" of "Red" "Red" "Red" "Blue" "Yellow" "Green" "Green". You are going to acquire a red "Cultivation Crystal Tile" and a red "Magic Crystal Card".

① In the first acquisition, you use the green "Exchange Crystal Tile" once to exchange "Green" to "Red" and pay, then acquire a red "Cultivation Crystal Tile".

② In the second acquisition, you use the green and yellow "Exchange Crystal Tiles" once to exchange "Green" and "Yellow" to "Red" and "Red" and pay, then acquire a red "Magic Crystal Card".

The "Flowers of Impurity" and the "Exchange Crystal Tiles" you own.



① First acquisition



Exchange and pay

② Second acquisition



Exchange and pay

Cultivation Crystal Tile

During the Search Preparation Phase in each round, you will gain one "Flower of Impurity" of the color shown on the Cultivation Crystal Tile you own.

*You cannot acquire more than one "Cultivation Crystal Tile" of the same color.

*You cannot acquire "Flowers of Impurity" that can't fit in your bag during the Search Preparation Phase.

(Front)



(Back)



Red Cultivation Crystal Tile

Green Cultivation Crystal Tile

Blue Cultivation Crystal Tile

Yellow Cultivation Crystal Tile

Expansion Crystal Tile

Enlarge the Bag and increase the number of "Flowers of Impurity" that can be placed in the Bag to 10.

*You cannot get more than one 'Expansion Crystal Tile'.

(Front)

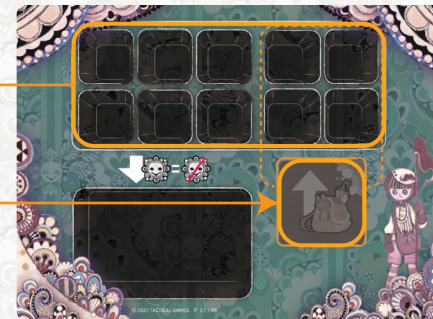


The maximum number of "Flowers of Impurity" that can be placed in the Bag is increased to 10.

(裏)



When you acquire it, place it face down in the frame.



- The Magic Crystals -

They have the power to grant one wish of those who use the magic power of the flowers and crystallize them.

A great deal of magic power is drawn from the Flower of Impurity for crystallization.

- The Power of the Crystals -

Some of the crystals help to collect the Flowers of Impurity in the forest. Those possessed by the magic power sought more Flowers of Impurity. The magic power they used for crystallization was small, but the magic power left in the crystals resonated with the forest's magic power and gave them all sorts of benefits. It was as if the forest also wanted them...

The players who choose to "stay"

The players who choose to "stay" wait until the players who choose to "leave" acquire the "Flowers of Impurity" and finish "Crystallization". After that, the leader player again chooses a Search Card placed face down in the forest and reveals its front side. After the reveal, only the players remaining in the forest choose to "leave" or "stay" again. The players who choose to leave perform the same process as explained above. As long as there are players left in the forest, keep revealing a "Search Card" and choosing to "leave" or "stay" until the end condition of the Search Phase (see below) is triggered.

*Even if the player who chooses to "stay" is the last one in the forest, don't forget to reveal a "Search Card" after choosing to "stay", and make a choice of "leave" or "stay".

End condition of the Search Phase

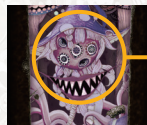
The Search Phase ends in one of the following situations.

- All players choose to "leave" and no one remains in the forest
- The "Search Card" with the "Witch" is revealed twice
- All 9 "Search Cards" in the forest are revealed

*If the Search Phase ends without encountering the "Witch" twice, the players who are still in the forest leave the forest safely and acquire "Flowers of Impurity" and perform "Crystallization".

If two "Search Cards" with the "Witch" are revealed

If the total number of the revealed "Search Cards" with the "Witch" becomes 2, the players remaining in the forest at that point have encountered the "Witch" twice. These players cannot get the "Flowers of Impurity" and are eliminated from this round.



Witch

Search Card

Acquisition of the "Forest Magic Tiles"



Forest Magic Tile

At the end of the Search Phase, the players who meet the following conditions acquire a "Forest Magic Tile" from the Supply. Place the acquired "Forest Magic Tile" near your board. Each Forest Magical Tile is worth 3 points of "Magic Power".

- The last remaining player in the forest who has chosen to "leave" without encountering the "Witch" twice.
- All players who have not encountered the "Witch" twice when all the "Search Cards" in the forest have been revealed.



- Crystallization -

It didn't take them long to know how to crystallize. Through the guidance of the magic power in the flowers, they already knew when they got the flowers. Using the knowledge, the villagers drew the magic power of the flowers to create crystals. Their power gradually attracted the villagers. They became possessed by the Flowers of Impurity to fulfill their further wishes. They became captivated by the magic power and wished to have more power.

9. End Phase

Once all players who have safely left the forest have finished "Crystallization", perform the following steps.

1. Remove all the revealed "Search Cards" from the forest and put them in a discard pile. *The discard pile should be face up to avoid confusion with the "Search Card" deck.
2. In addition to the cards remaining face down in the forest, arrange the "Search Cards" drawn from the deck so that there are 9 face-down cards in the forest. If the "Search Card" deck becomes empty, shuffle the discard pile of "Search Cards" to make a new "Search Card" deck, and draw from the new deck. The leader player hands the "Leader Player Marker" to the player to their left.

Once these steps are done, all players play the next round.



10. Game End and Score Calculation

The next round after the "Search Card" deck has become empty twice in the End Phase" is the final round. The game ends after the final round is played.

When the game ends, add up the "Magic Power" of the "Magic Crystal Cards" and the "Crystal Ability Tiles" you have acquired, then add 3 points of "Magic Power" for each "Forest Magic Tile" you have acquired. The player with the highest "Magic Power" is the winner. If there is a tie among the top players, the player with the most "Flowers of Impurity" on their board wins. If there's still a tie, the players share the victory.



- The Witch and Magic Power of the Flower -

The year after the disaster, that person who saved many people and got possessed by the magic of the flower disappeared. Those who had been saved by him went to the forest to gather the flower in the hope of finding him.

Everyone who entered the forest said, "I saw him in the forest..."

Since then, no one entered the wicked forest where the evil witch lives.

The "Flowers of Impurity" will continue to bloom mysteriously until the day when time passes and a great disaster occurs again.