

Game Rules

EN

AIM OF THE GAME

A collaborative game where players have to work together to create a path of leaf cards without using their hands. Instead, players must try to direct the cards into place by blowing each card individually. The path is completed when the leaf cards connect with the start and finish cards and all three character cards are included in the path. If the players succeed in doing this before running out of action cards, they win the game together.

Content

47 x path cards: 32 x leaf cards, 10 x Sven cards, 3 x character cards (Anna, Elsa, Olaf), 1 x start card, 1 x finish card

41 x action cards: 6 x freeze cards, 24 x wind cards, 3 x Friendship cards, 3 x Matias cards, 5 x danger cards

Get Ready

- Put the start card down on one side of the table and the finish card on the other. Make sure there is about one meter between the two cards.
- Take the 32 leaf cards.
- Add the ten Sven cards and the Anna, Elsa and Olaf cards.
- Shuffle the deck and spread out all the cards on the table randomly between the start and finish card. Make sure the cards are face up and don't overlap. The Sven cards and the Anna, Elsa and Olaf cards must be spread out well on the playing surface. You may move a maximum of three cards to do this.
- Shuffle the 24 wind cards and give three to each player.
- Add all of the action cards to the remaining wind cards and shuffle.
- Put the action cards face down on the table. This is the game's draw pile.
- Get on your feet, because this game is played standing up!
- The youngest player to have a wind card begins.

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Note: For the best game play experience, it is recommended that the cards be placed onto a smooth surface like a table.

How to Play

When it's your turn:

- Pick up one of the action cards and add it to your hand.
- Perform the corresponding action.
- After completing the action, put the card on the discard pile.
- Draw a new card to restore your hand to three cards.
- If you can't perform an action, discard 1 card from your hand.

THE CARDS

PATH CARDS

Leaf cards

All leaf cards have two or three coloured leaves on them. You can connect two leaf cards together if at least one of the leaves on each card matches in colour.

Character cards

The Anna, Elsa and Olaf cards can't move during the game. However, they must be included in the path to win the game. If one of the character cards is accidentally moved out of place, it must be put back in its original position.

Sven Cards

When a player blows one of the leaf cards into a Sven card, that card and the Sven card are removed from the game. You can use a Friendship card to calm Sven down and remove the card from the game. Sven cards can never break the path or be frozen.

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ACTION CARDS

A. Wind card: harness the power of the wind

- Check the colours on your wind card. Find a leaf card with at least one colour that matches your wind card.
- Add the card to the end of the path by blowing it.
- A leaf card can only be connected to the path if two things are true:
 - The card touches the last card in the path.
 - At least one of the leaves on each card matches in colour.
- Players are allowed to try to move a card as many times as they want during their turn, but if/when the card touches another card then their turn ends immediately. It is then the next player's turn.
- When players are able to connect a card to the path, they may use their fingers to shift and rotate that card towards any direction. This can benefit the next player's move.

B. Freeze card: use the power of ice

- With a freeze card, you can help other players during their turn. Freeze cards can be used at any time during the game.
- Use your finger to hold a card in place. The frozen card becomes inactive, allowing other cards to touch it with no consequences.
- Multiple freeze cards can be used at the same time.

C. Friendship card: use the power of friendship

- Sometimes Sven cards can make it difficult to complete a path.
- Use a Friendship card to remove one of the ten Sven cards from the playing surface.
- Play this card immediately after taking it from the draw pile. Discard it after use and take another card from the draw pile to replace it.

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D. Mattias Card: use the power of protection

- Mattias guards your path through the forest. Use this card to protect yourself when a danger card gets drawn from the pile.

E. Danger card

- Immediately remove the last leaf card that has been added to the path. This action will be blocked if one of the players has a Mattias card.