

Do not look through the deck nor shuffle it!



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DETECTTEAM

Kids

Tales of the Plush Forest



GAME RULES

OVERVIEW

You are a group of young detectives and your help is needed to solve three mystery cases. You will be playing cards, one by one, in order to piece together the full picture of the events and find out what actually happened.

COMPONENTS

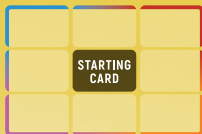
A deck of 29 large cards:

- 3 starting cards (1 for each story)
- 24 forest cards
A forest without characters on the side with the  symbol, and the same forest with characters on the side with the  symbol.
- 2 cover cards



AIM OF THE GAME

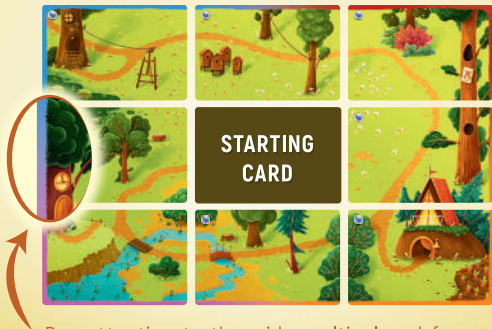
Your goal is to find out what actually happened in each of the 3 stories. Every time you will be laying out cards that are useful for solving the current story on the table in a 3x3 grid.



As a result, you should have the complete picture of the events comprised of 9 cards.

Each card has two sides: an empty forest on one side and the same forest but with characters on the other side. The starting card is always located in the center. Every other slot can be filled with 1 of 3 matching cards.





This is how the forest is supposed to look like:





Pay attention to the wide multicolored frame along the edge of the picture. The frame will help you lay out the cards correctly.



GAME SETUP


- 1 Take the deck of cards (green side up) and remove the top cover card.
- 2 The next 3 cards are starting cards. Each starting card has a colored plaque with the number of the story and the corresponding symbol in the top right corner:  #1 for story #1,  #2 for story #2 and  #3 for story #3. Take the starting card for story  #1 **without looking at its back**. Put the other 2 starting cards back in the box. (**Do not look at them too closely nor flip them!**)

You must solve the stories in consecutive order: first, story #1, then story #2 and, finally, story #3.

- 3 Place the chosen starting card in the middle of the table question side  up and examine it. **Do not look at its back unless you are explicitly told to do so!**
- 4 Take the remaining deck of cards (forest cards) and place it on the table so that all players can easily reach it. Then take the **top 3 cards** from the deck and place them **in a row next to the deck** (the side with the  symbol facing up), as shown:

DECK



- 5 When you finish reading the rules, turn to page 9 and read the introduction to story  #1.



PLAYING THE GAME

The youngest player begins the game. Then the game proceeds clockwise.

On their turn, the player performs the following actions in the order listed below:



- 1 The player **simultaneously chooses 2 forest cards from the 4 cards available** on the table (including the top card of the deck) and secretly looks at the side with the characters (with the 🌟 symbol).



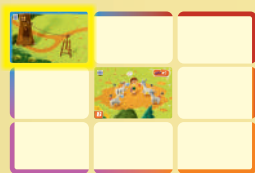
- 2 Then the player must either:

- **Discard both cards** (side with the 🌊 symbol facing up), if the characters featured in the story do not appear on either of them and neither helps answer the questions.



OR

- **Add one card** to the picture (side with the 🌟 symbol facing up) **and discard the other card** (side with the 🌊 symbol facing up). Always select the card that, in your opinion, helps answer the questions and unravel the story!



You may connect the cards both orthogonally and diagonally.



- 3** When a player adds a card to the picture, you may all discuss together the events shown on the card. However, the players may not reveal the information they glimpsed on the discarded cards until the end of the game.

Remember! For best results, you need to complete the picture! Aim to pick the cards that belong in the still empty slots of the picture!

Each card depicts an alternative version of the events. You may place your card on top of a card previously added to the picture.

- 4** Once your turn is complete, replenish the row so that there are once more 3 cards in total next to the deck.

After each turn, discuss the new developments and make your guesses as to what actually happened.





END OF THE GAME


Keep laying down forest cards until you are able to answer all the questions or until you deplete the deck of forest cards (as well as the row of cards next to it). You may choose to stop and finish the game at any moment if you believe you have successfully solved the story.

Finished the game? Now let each player, starting with the youngest, tell about one or several characters from the final picture. Discuss what you heard and saw, including the information on the discarded cards (however, you still cannot go through the discard pile). Then answer the questions for this particular story.

Once you agree on a solution,
turn to the booklet page with the answers:




Page 10 for story ,

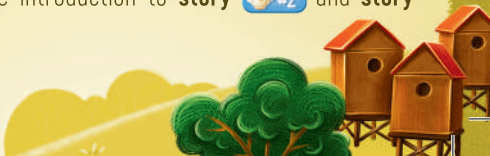
Page 12 for story ,

Page 14 for story .



NEW GAME

If you wish to solve the next story, reassemble all forest cards back in a pile (side with the  symbol facing up), shuffle them and carry out the setup following the same rules, but this time take the starting card for **the next story** and turn to **page 11** and **page 13** respectively to read the introduction to **story**  and **story** .

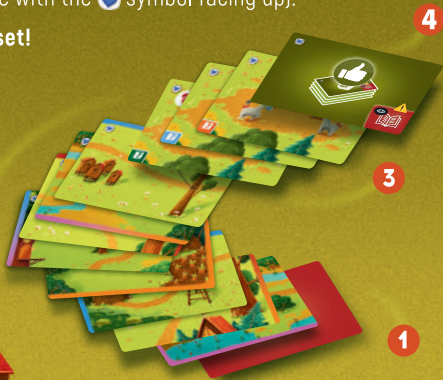


RESETTING THE GAME

After completing all three stories, you may lend the game to your friends, but first you need to restore the game. To do this, perform the next steps in the following order:

- 1 Place the bottom cover card (side with the 🌊 symbol facing up) at the bottom of the deck.
- 2 Rearrange the forest cards in a pile (side with the 🌊 symbol facing up) and place it on top of the bottom cover card.
- 3 Put the starting cards in a pile in order from 1 to 3 (side with the 🌊 symbol facing up) and place it on top of the forest cards.
- 4 Put the top cover card on top of the deck (side with the 🌊 symbol facing up).

All set!



The following pages
contain introductions to the stories.
Read only the introduction to the story
you are currently trying to solve and
do not turn to the next page unless
you are instructed to do so!





STORY #1...

*in which Christopher and the donkey
throw a costume party*



**DO NOT TURN TO THE NEXT PAGE
UNTIL YOU ANSWER THE QUESTIONS.**



"What sort of me?"


(Chapter 2... in which Pooh goes
visiting and gets into a tight place)

Christopher and the
donkey decided that
today was a great day

to throw a costume party and invite all of
their friends. Christopher drew a poster announcing
the party, and the donkey put it up in the Plush forest
for all its habitants to see. The tiger, the owl and the
rabbit liked this idea so much that they immediately
started on their costumes. At long last, four donkeys
arrived at the costume party! How come?

***Piece together the picture of the events and
answer the following questions:***

- 1** Which of the four donkeys at the costume party is the real one?
- 2** Which donkey costume did each of the friends wear?

**ONCE YOU FINISH PLAYING AND
ANSWER ALL THE QUESTIONS,
FLIP THE STARTING CARD
SOLUTION SIDE  UP AND EXAMINE
THE IMAGE ON THE BACK. THEN TURN TO
THE NEXT PAGE TO READ THE ANSWERS.**



TURN THE BOOKLET UPSIDE
DOWN TO FIND OUT WHAT
ACTUALLY HAPPENED.



The tiger forgot to hide his striped tail and climbed a tree — not a typical behavior for the melancholic donkey! The tiger dressed in a donkey costume with a yellow muzzle, a blue mane and a pink bow. The owl sat in the top branches of a tree — the donkey could never manage to do that! The owl made a costume with a blue muzzle, a pink mane and a yellow bow. The owl sat in the top branches of a tree — the donkey could never manage to do that! The owl made a costume with a blue muzzle, a pink mane and a yellow bow.

The real donkey can be seen on the card in the upper left corner, where he is putting up a poster with the invitation to the costume party. He has a pink muzzle, a blue mane and a yellow bow on his tail. The tiger, the rabbit and the owl saw the poster and decided to come to the party dressed as donkeys. So, who turned out to be which donkey?



STORY #2...

in which the bear brings sweet treats for the tea party



DO NOT TURN TO THE NEXT PAGE UNTIL YOU ANSWER THE QUESTIONS.



It's very, very funny,
'Cos I know I had some honey:
'Cos it had a label on,
Saying HUNNY,
A goloptious full-up pot too,
And I don't know where it's got to,
No, I don't know where it's gone -
Well, it's funny.

(Chapter 2... in which Pooh goes visiting and gets into a tight place)

What's a costume party without tea? Christopher asked the bear to bring a few pots of treats for the tea party because the bear is a real dessert connoisseur!

Piece together the picture of the events and answer the following questions:

- 1 How many pots did the bear manage to bring to the tea party?
- 2 How many of the pots were empty and why?
- 3 What was in the other pots?

ONCE YOU FINISH PLAYING AND ANSWER ALL THE QUESTIONS, FLIP THE STARTING CARD SOLUTION SIDE **B** UP AND EXAMINE THE IMAGE ON THE BACK. THEN TURN TO THE NEXT PAGE TO READ THE ANSWERS.



**TURN THE BOOKLET UPSIDE
DOWN TO FIND OUT WHAT
ACTUALLY HAPPENED.**



The bear took with him from home three empty pots and one pot with sweets. He filled two pots (one with a white ribbon and one with a blue ribbon) with honey at the bee yard. While the bear was distracted, the bees dragged away the pot with the white ribbon and dumped its content into the hollow of a large oak tree. The bear gave the pot with the yellow ribbon to his friend. Then he snacked on the honey from the pot with the blue ribbon and later filled the emptied pot with strawberry jam. In the end, the bear brought 3 pots to the tea party: one empty pot (with the white ribbon), one pot filled with honey (with the violet ribbon) and one pot filled with strawberry jam (with the blue ribbon).



STORY #3...



*in which the forest friends
hunt for a heffalump*



**DO NOT TURN TO THE NEXT PAGE
UNTIL YOU ANSWER THE QUESTIONS.**



"Help, help!" cried Piglet, "a Heffalump, a Horrible Heffalump!" and he scampered off as hard as he could, still crying out, "Help, help, a Horrible Hoffalump! Holl, Holl, a Hoffable Hellerump!" And he didn't stop crying and scampering until he got to Christopher Robin's house."

(Chapter 5... in which Piglet meets a heffalump)

The frightened piglet, the mother kangaroo and the baby kangaroo ran to Christopher and started talking over each other, trying to tell him that a terrible and scary heffalump lived in their forest. And maybe even more than one!

Piece together the picture of the events and answer the following questions:

- 1 Who or what were the mother kangaroo, the baby kangaroo and the piglet so scared of?
- 2 Are there any real heffalumps in the forest? And if so, how many?

ONCE YOU FINISH PLAYING AND ANSWER ALL THE QUESTIONS, FLIP THE STARTING CARD SOLUTION SIDE **1** UP AND EXAMINE THE IMAGE ON THE BACK. THEN TURN TO THE NEXT PAGE TO READ THE ANSWERS.



TURN THE BOOKLET UPSIDE
DOWN TO FIND OUT WHAT
ACTUALLY HAPPENED.



The cowardly piglet was afraid of the shadow of the bear — it appeared to him as a heffalump. Unaware of his surroundings and squealing desperately, the piglet ran through the forest until he accidentally ran into a pink bedsheet hanging on a clothesline. The baby kangaroo turned around at the noise only to see something pink, big and scary — a herd of heffalumps? No way! (In fact, it was the piglet tangled in the bedsheet, a pink bush and the trunk of a real heffalump, who had nothing to do with this scene.) The baby kangaroo got scared, but still decided to craft an ingenious trap using sweets as bait to catch the heffalump. However, it was his mom who ended up in the trap: she flew out of the saddle of her bicycle and crashed into a real heffalump, which she frightened terribly! And what about the heffalump? The mother heffalump and her baby heffalump went camping and decided to stop for a rest in the Plush Forest. They put up a tent, went to the river for water and collected twigs for a fire. They didn't expect to cause so much commotion! When everything became clear, Christopher and all his friends, old and new, had a tea party and sang songs around the campfire all night long. What an interesting day it was!

IF YOU LIKED THE STORIES, TRY TO SOLVE THESE TRICKIER CASES FROM THE FAMILY RANGE!

DETECTTEAM

Family



Recreate the events piece by piece and find out what happened!



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