the Maiden in the Forest

Long ago a maiden mage was trapped in an enchanted forest ring. Through her cunning, and with the help of four magic objects, she attempts to escape her fate.

The object of the game is to rotate, and then turn over, each of the twelve Tree Cards from their blooming to dormant side. If you are able to do this before the end of the twelve clock cycles of **Day** and **Night** you shall win your freedom.

To begin, shuffle the twelve Tree Cards and place them in a ring like a clock face. All cards should have their blooming side revealed and the trunks should point towards the center of the ring. Each card also shows one of four objects. Place the Maiden Card inside the ring at the 12 o'clock position. Set the four Object Cards (Leaf, Comb, Bird & Flame) to one side.



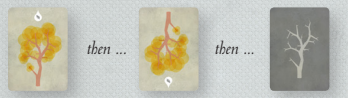
Each **Day** you will perform two actions:

1. Shuffle the four Object Cards and place them face down in a pile. Draw the top card and view the object shown therein. **All Tree Cards with this object may not be touched by the player during this cycle of Day and Night.**

2. Gather the remaining three Object Cards to your hand and use their actions to move, that is to ... *swap* ... the positions of the Tree Cards allowed to be touched, keeping their current orientations. You may use these actions in any order and may use none, one, two or all three of the actions as you choose to.

Each **Night** you perform two actions:

1. You may now rotate blossoming Tree Cards with matching colors or matching objects that you are allowed to touch this **Night**. Cards are rotated so that their trunks point outward from the ring. Cards previously rotated can then be turned over so that their dormant side is showing.



Cards must be rotated (either clockwise or counter-clockwise) or turned over to their dormant side in accordance with the three patterns on the other side of this card. You may use each of the patterns only once during this **Night** but you may use them in any order you choose.

2. Move the Maiden Card one position in the ring clockwise to signal the end of this **Day** and **Night** and the beginning of a new turn.

If you are able to turn each of the twelve Tree Cards over to their dormant side before the end of twelve clock cycles of **Day** and **Night** you shall win your freedom.



If all trees are dormant before the end of 12 turns you are free

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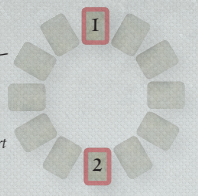
the path

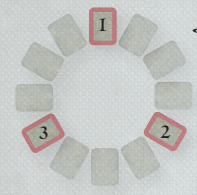
two cards which match either their colors or objects and are an equal number of cards apart



the divergence

three cards which match either their colors or objects and are an equal number of cards apart

card 1 matches card 2
card 2 matches card 3



the crossroads

four cards which match either their colors or objects and are an equal number of cards apart

card 1 matches card 2
card 2 matches card 3
card 3 matches card 4

