FORBIDDEN JUNGLE™

SURVIVE THE WILD

OVERVIEW

Low on fuel, your rocket's guidance system leads you to a mysterious, abandoned spaceport on a remote moon.

The spaceport is completely overgrown with jungle and is infested with a colony of spider-like aliens who don't take kindly to their nest being invaded. It soon becomes clear why the port was abandoned as whole sections of the spaceport begin dropping into sinkholes! Your only hope of escape is to put a transportation portal back in service. Perhaps it will take you to the planet below? Unfortunately, all of the portals are overgrown and without power.

Can you power up a portal and make your escape before it's too late?

CONTENTS

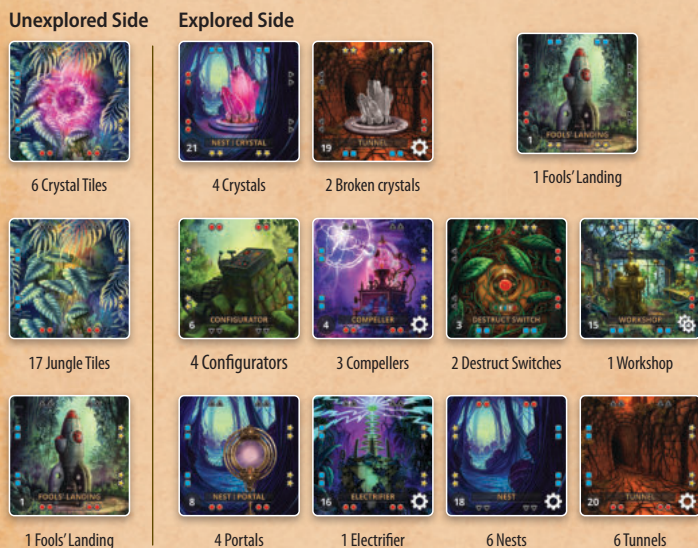|		
20 Eggs	15 Hatchlings	12 Adults
13 Equipment	17 Threat	6 Pawns
6 Meter clips	24 Tiles	1 Threat meter / 1 Meter stand
5 Reference	6 Adventurer	24 Webs
6 Spaceports		

RULES

1. EXAMINE THE TILES

Look at both sides of the 24 jungle tiles to get an idea of what they look like. Set aside tile #1, then turn all the other tiles unexplored side up.

Important: *you may not peek at the tiles once they've been turned over!*

Unexplored Side

6 Crystal Tiles

17 Jungle Tiles

1 Fools' Landing

Explored Side

4 Crystals

2 Broken crystals

1 Fools' Landing

4 Configurators

3 Compellers

2 Destruct Switches

1 Workshop

4 Portals

1 Electrifier

6 Nests

6 Tunnels

2. CREATE THE JUNGLE

Shuffle the jungle tiles and place them unexplored side face up into the configuration shown here with a tile missing in the middle. Put tile #1 *(Fools' Landing)* at the bottom and the special tiles with crystals in the positions shown. Give all the tiles a random orientation and leave a small gap between them.

Basic Set-up

Note: *The 6 tiles with crystals on their unexplored side will either show illuminated or broken crystals on their explored side. (These will be described later.)*

This forms the Forbidden Jungle and your pawns will move on it like a game board.

2. PLACE THE ADULTS, HATCHLINGS, AND EGGS

Add 3 adults, 3 hatchlings, and 3 eggs as shown. Place the others, along with the webs near the board.

4. SELECT DIFFICULTY SETTING

Place the meter clip on the side of the threat meter according to the difficulty setting you'd like to use. If this is the first time you've played this game, try the Novice setting. If you're feeling very brave, try the Normal, Elite, or Legendary difficulty settings.

Place meter in holder.

Set difficulty level.

Note: *one side is for 2 players, the other for 3-5 players.*

5. DIVIDE THE CARDS

Separate the cards into the Threat deck, Equipment deck, Reference cards, and Adventurer cards. Shuffle the Threat deck and Equipment decks separately then place the two decks face down near the jungle.

Equipment Cards

Threat Cards

Reference Cards

Adventurers

Spaceport cards are alternative set-ups you can use instead of playing the basic set-up.

If this is your first time playing, play the basic set-up to the left. Put the Spaceport cards into the box. They will not be used.

6. THE ADVENTURERS APPEAR

Shuffle the 6 Adventurer cards and randomly deal 1 to each player along with a meter clip and a Reference card.

Put the meter clip onto the top tick mark on your card *(excepting the Chemist)*. This will track your character's health.

Take a moment to read aloud your role and powers written on the front of your card so your teammates know your strengths. *(More details can be found in "Meet the Adventurers.")* You'll find that you need to take advantage of each player's special abilities in order to win.

The reference cards list a summary of all the features and machines that appear on the discovered side of each tile.

Finally, take a pawn matching the color of your Adventurer card and place it on the *"Fools' Landing"* tile. Put any extra Adventurer cards and pawns back in the box

OBJECT

To win the game, you'll need to find a portal and position an illuminated crystal on all 4 sides of it to power it. Once this is done, if every adventurer makes it to the portal and you activate it, you escape the jungle and win the game!

ORDER OF PLAY

The person who last touched a tree goes first and play continues to the left. Each turn, do the following things in order:

1. **Take up to 4 actions.**
2. **Draw Threat cards equal to the threat rate.**

The parts of each turn are described below. Also note that the back of each Adventurer card has a summary of this information on it.

1. TAKE UP TO 4 ACTIONS

You may take up to 4 actions each turn. *(You can take 0, 1, 2, 3, or 4 actions.)* Your teammates are allowed *(and encouraged!)* to give you advice on the best actions to take during your turn. The four different actions are:
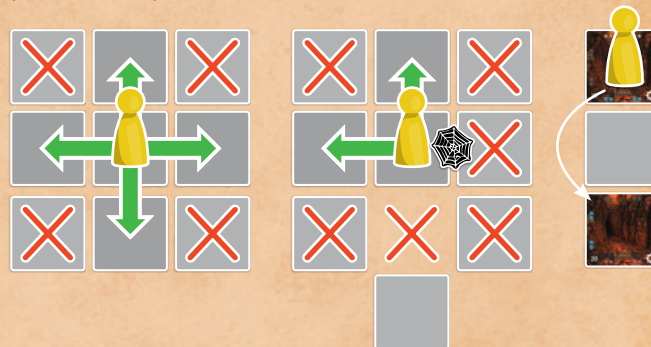
- • **MOVE**
- • **REMOVE**
- • **EXPLORE**
- • **OPERATE MACHINE**

MOVE

You may move your pawn to an adjacent tile for 1 action per move: either up, down, left, or right, but never diagonally.

You may not move through the side of a tile if it is blocked by 1 or more webs. You may also never move through any empty spaces. You may also move from a tunnel to another tunnel for 1 action. *(See "Features.")*

REMOVE

You may remove 1 adult, 1 hatchling, 1 egg, or 1 web from your tile. Return the token to the supply near the board when you do this.

EXPLORE

If your pawn is on the unexplored side of a tile that does not have any adults, hatchlings, eggs, or webs on it, you may explore it for 1 action. Flip the tile over so its *"explored"* side is facing up. Make sure that its title is oriented with all the other tiles in the spaceport.

If the tile has an equipment card symbol (⚙) next to its title, draw an equipment card.

Note: *you may not undo an Explore action. Once you flip a tile, you have spent that action for your turn.*

OPERATE MACHINE

The explored side of some tiles contain a machine on them. If your pawn is on a tile with a machine, you may spend an action to operate it. There are 4 different types of machines.
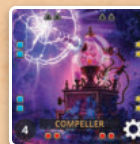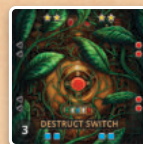
Configurator *(4 tiles)*

Slide any 1 tile up, down, left, or right 1 or more spaces in the same direction through empty spaces on the board. Any adventurers, eggs, hatchlings, and adults on the tile go along for the ride. Before sliding a tile, remove all of the webs from its edges and return them to the supply. *(The webs are torn when the tiles move.)*
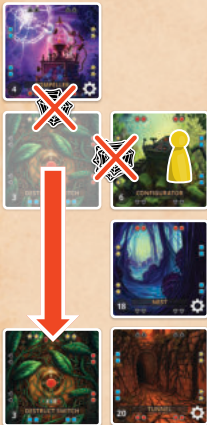
Note: *The tile you slide must be adjacent to at least one other tile in its final position. It's OK if other tiles are no longer adjacent to tiles after you do this.*

Example: *The Navigator spends an action to use the Configurator on her tile. She slides the Destruct Switch tile down so it is adjacent to the Tunnel tile. She first removes all the webs from the tile, then slides it down 2 spaces.*

She couldn't slide it any further since it wouldn't be attached to a tile then.

The Compeller (top) becomes disconnected from the rest of the jungle as a result of this action.

What Happens if Tiles Get Disconnected?
It's normal for some tiles to get disconnected from the rest of the spaceport during play. If you need to move to or from them, you can potentially use tunnels *(see Features)*, a Jet Pack *(see Equipment Cards)*, or use a Configurator to re-attach them.

Destruct Switch *(2 tiles)*

Remove any 1 tile on the board along with all of its contents *(webs, eggs, hatchlings, and adults)*. You may not remove a tile that contains adventurers. You may remove an unexplored tile but be careful not to destroy any tiles you need to win the game! *(You'll need all four illuminated crystals and at least one portal.)*

BEFORE   AFTER

Example: *The Biologist (blue) spends an action to use the Destruct Switch on her tile. She removes a tunnel tile along with the 4 adults, 3 hatchlings, 1 egg, and 4 webs on it.*

Compeller *(3 tiles)*

Move all the adults and hatchlings on any 1 tile to a tile adjacent to them. They must all move to the same tile. *(Do not move any eggs or adventurers.)* Adults and hatchlings are not affected by webs when they move.

You may also move all the hatchlings and adults on a tunnel to a different tunnel for an action. *(See Tunnels.)*

BEFORE   AFTER

Example: *The Navigator (yellow) spends an action to use the Compeller on her tile to move all 3 adults and 2 hatchlings from the tunnel to the nest. The egg and the Explorer (also on that tile) do not move.*

Portal *(4 tiles)*

Use the Operate Machine action while on a portal tile to win the game if all of the following are true:

- **There is an illuminated crystal adjacent to the top, bottom, left, and right of a portal tile.**
- **There are no adults, hatchlings, or eggs on that portal.**
- **All of the adventurers are assembled there.**

If all of the above are true, spend 1 action to activate the portal and you all escape the Forbidden Jungle and win the game!

Example: *The Biologist spends an action to activate the portal. The 4 illuminated crystals are all in position, there aren't any adults, hatchlings, or eggs on the portal tile, and all the adventurers are present. All the adventurers are transported out of the jungle for the win!*

SHARING EQUIPMENT

In addition to the above actions, players on the same tile may pass equipment cards to each other at any time during the game **without spending an action.**

TURN EXAMPLE
**The Navigator spends 4 actions as follows:**

1 *First, she does the* **REMOVE** *action to remove the web that is blocking the top edge of her tile.*

2 *Next, she does the* **MOVE** *action to move to the tile above.*

3 *Then, she does the* **EXPLORE** *action to flip her tile over, revealing a Configurator.*

4 *Finally, she does the Operate Machine action to use the Configurator. She slides a tile and everything on it into the empty space below.*
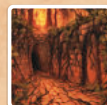
She's already positioned the first illuminated crystal next to a portal!

FEATURES
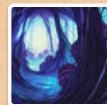
NESTS *(6)*
Eggs often appear in nests.
(See Threat Cards.)

TUNNELS *(6)*
Adventurers can use the tunnels like shortcuts across the jungle. You may move from a tunnel tile to any other tunnel tile for 1 action.

Hatchlings will occasionally appear in tunnels.
(See Threat Cards.)

PORTALS *(4)*
You'll need to use a portal along with 4 crystals to escape the jungle. *(See Operate Machine.)*
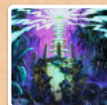**Adults** will occasionally appear in portals.
(See Threat Cards.)

ILLUMINATED CRYSTALS *(4)*
If you can position the 4 crystals around a portal, you'll power the portal, which will let you activate it and escape the jungle. *(See Operate Machine.)*

BROKEN CRYSTALS *(2)*
Broken crystals are no longer functioning and serve no purpose in the game.

ELECTRIFIER *(1)*
Whenever any hatchlings or adults enter this tile, immediately remove them from the tile. *Zap!*

EQUIPMENT *(10)*
When you explore a tile and it shows an equipment symbol next to its title, you've discovered a valuable piece of equipment that can help your team during the game. Immediately draw the top card from the Equipment deck, place it face up in front of you, and read its instructions. Keep the card until you decide to use it.

The **Workshop** tile has 2 of these symbols. When you Explore this tile, draw 2 Equipment cards.

Important: *Equipment cards may only be used by the player who possesses them. However, they may be passed for free at any time to another player on the same tile. Most equipment can be played at any time (see specifics on each card), though as a general rule they cannot prevent the effects of Threat cards once they've been drawn. There is no hand limit.*

After taking actions, the jungle reacts! Draw a number of cards from the Threat draw pile equal to the current threat rate.

(For example, if the level is 3, draw 3 cards.)

Reveal the cards one at a time and place them near the Threat discard pile. After drawing and applying the cards, discard them face up into the discard pile.

Some Threat cards add eggs, hatchlings, adults, or web tokens to the board.

Keep a close eye on the number of adults, hatchlings, eggs, and webs in play! If there aren't enough pieces left in the supply to add when you need them, you all lose the game!

Note: *You may look through the discard pile at any time during the game.*

Move Hatchlings & Adults, Then Adults Sting! *(4 cards, 1 of each color)*

Move every hatchling and every adult one tile in the direction indicated on the card. *(Don't move the eggs.)* For example, if the card shows a blue square, move each hatchling and adult to whatever tile is adjacent to the blue squares on each tile. If there is no tile in that direction, do not move them. Move them in any order you like.

Adults and hatchlings can **freely move through webs** and will **never move into missing tiles** or any other empty space.

After moving all the hatchlings and adults, every adult **stings** every adventurer on their tile! When this happens, slide the meter clip on your character card down 1 position for each sting. If the clip ever reaches the skull on your card, your character expires and everyone loses the game!

Note: *Adults that don't move (because there isn't an adjacent tile in the indicated direction) will still sting!*

Adults Spin Webs *(4 cards, 1 of each color)*

Add 1 web token to each tile for each adult present on it. Place these web tokens on the indicated side of each tile so that they overlap the adjacent tile as well. If there are any webs already there, stack the new webs on top!

If there is no tile adjacent in the direction indicated, do not add a web there.
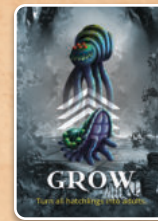
Spawn *(1 card)*
Add 1 egg next to each adult.
For example, if there are 4 adults on a tile, add 4 eggs to that tile.

Hatch *(1 card)*
Replace each egg with a hatchling. *(Return eggs to the supply.)*

Grow *(1 card)*
Replace each hatchling with an adult.
(Return the hatchlings to the supply.)

Eggs Discovered *(1 card)*
Add 1 egg next to each nest.

Hatchlings Emerge *(1 card)*
Add 1 hatchling to each tunnel.

Adults Emerge *(1 card)*
Add 1 adult to each portal. *(They don't sting.)*

Collapse *(1 card)*
Remove the lowest numbered explored tile from the game. Return any eggs, hatchlings, adults, and webs on it to the supply. If there are any adventurers on the tile, they must immediately move to an adjacent tile. If there aren't any adjacent tiles, the adventurers must play a Jet Pack *(a type of equipment)* or lose the game!

Take note! *If any of the illuminated crystals or all 4 portal tiles collapse, there will be no way to escape the jungle and the players lose the game.*

Increase Threat *(1 card)*
Shift the threat rate marker one position upward on the threat meter. If this indicates a higher number, start drawing this new number of threat cards next turn.

Increase Threat & Shuffle *(1 card)*
Follow the instructions for Increase Threat *(see above)* then shuffle all the cards in the **Threat Discard Pile** *(along with any other Threat cards you've drawn so far this turn)* and put them under the cards in the **Threat Draw Pile**.

WHEN THE THREAT DECK RUNS OUT
When the Threat draw pile runs out, shuffle all the Threat cards and stack them face down to form a new Threat draw pile. Continue drawing Threat cards as necessary from the new draw pile.

GAME END

WINNING THE GAME
If you do the Operate Machine action at a portal and all of the following are true:

- **There is an illuminated crystal adjacent to the top, bottom, left, and right of a portal tile.**
- **There are no adults, hatchlings, or eggs on that portal.**
- **All of the adventurers are assembled there.**

then, the portal activates and you can all step through, escape the Forbidden Jungle, and win the game!

LOSING THE GAME
There are 5 possible ways to lose:

1. **Overrun:** If you need to add an egg, hatchling, adult, or web to the board but there aren't any left in the supply.
2. **Total Collapse:** If the threat level reaches the burst symbol at the top.
3. **Poisoned:** If any adventurer loses all of their health.
4. **Lost in a Sinkhole:** If your tile collapses, there isn't an adjacent tile to move to, and you don't have a Jet Pack.
5. **Marooned:** If any of the illuminated crystal tiles or all 4 portal tiles are removed from play.

YOUR NEXT GAME

Once you've won the game, try a harder difficulty setting. Also, try playing with a different mix of adventurers.

OTHER SPACEPORT LAYOUTS
For even more variety and challenge, try a different spaceport layout. Each of the spaceport cards has a different tile configuration to try on each side. See if you can escape from each one of them!

A WORD FROM GAMEWRIGHT

We are so excited to have crash landed into another brilliant addition to the Forbidden Series by the Inventor Matt Leacock. This version contains familiar elements *(cooperative play, modular board)*, while offering up a completely new Forbidden game play experience. We hope you enjoy playing it as much as we do!

Game by **Matt Leacock**
Game Illustrations by **CB Canga**
Cover Illustration by **CB Canga**
Graphic Design by **Mitch Morris**

FOLLOW US:

youtube.com/Gamewright
@Gamewright
fb.com/Gamewright
@Gamewright
@Gamewright

THE ADVENTURERS

NAVIGATOR
As an action, you may move another adventurer up to 2 tiles or the Explorer up to 4 tiles. You may use the tunnels when you move them in this way.

As you move them, the adventurers may use their abilities:

• The Spelunker may move from a tunnel to any explored tile.

• The Healer may bring another adventurer with them – even the Navigator!

EXPLORER
When you do the Move action, you may move twice.

HEALER
You may bring one other adventurer on your tile with you whenever you do the Move action.

As an action you may heal one character on your tile completely *(including yourself)*.

SPELUNKER
You can move from a tunnel tile to any other tile in the jungle for an action *(explored or unexplored)*.

BIOLOGIST
You can remove all of the hatchlings and all of the adults from your tile for an action.

CHEMIST
You can remove all of the web tokens from your tile for an action and you are immune to the stings of adults.

THE ALIENS

The Archean's abandoned spaceport is infested with a band of spider-like aliens that are none-too-pleased that you've invaded their home. They'll do what they need to do.

EGGS
Eggs can't move and are completely harmless. That is, until they hatch into…

HATCHLINGS
Actually, hatchlings are pretty harmless as well. Unlike eggs, they can move around the jungle. But they eventually grow into…

ADULTS
Adults can spin thick webs which accumulate and block exits. They also lay eggs which (if left unchecked) can rapidly increase their population. More disturbingly, they are known to sting people and their venom is deadly in large quantities.

THE SPACEPORT

Running on fumes, your rocket has touched down in what appears to be a formerly bustling Archean spaceport. Now, everything is overgrown with trees, vines, and dense underbrush. Rusted-out rockets are visible through the foliage.

The impact of your landing appears to have unsettled the foundations of the port and large sections of it are now dropping into sinkholes. *(In fact, it looks like your rocket is about to go.)*

Fortunately, a lot of the heavy machinery at the port is still operational. If you can get a portal working you should be able to escape in time.

There are four different portals. *Who knows where they will take you next?*