

Lukas and Eirin were out hiking when they found themselves surrounded by birch trees. The air was heavy with pollen and the many trees led them on endless winding paths, like a maze. Turning around they found the forest changed behind them and whenever they seemed to near the end of the forest, they somehow got turned around again and again. Just as they started to worry, they heard something out in the woods. Screams, laughter and beastly sounds echoed through the birch trees and seemed to make the pollen pulse and shimmer, as if it was alive. With no way out, they found themselves hunted by an ancient horror, a living myth - Slattenpatten.

Object of the game

Two players must work together to escape the forest maze before they are both caught by the witch roaming the woods. To escape they must destroy the witch's **3** totems and break the spell that has kept them in the enchanted forest. As they destroy totems, the witch will become enraged and hunt the players with increasing aggression. Use your wits to avoid, outsmart and hide from the as she rampages through the woods.

Setup

Place the witch in the middle of the board and divide the 3 totems and exit tile randomly in the four corners of the board. Place the two player figures adjacent to the exit tile.

From the witch's card pile, pull three HUNT cards of each color and set aside for later. When you are ready to play, shuffle the remaining cards and place them face down. The players will throughout the game be able to see the witch's next move ahead of time, but without knowing specifically where she will go. Use this to your advantage and move tactically.

Playing the game

Every turn is played out the same way, with players taking their turn first, followed by the witch. Both players and witch can only move horizontally and vertically. The play order is as follows:

1. Players move - Red first, Blue second.
 - a. Players can move **up to 3 tiles** or choose to stand still.
 - b. At any point during a player's turn, they can use as many items as they want to.
 - c. Players can pick up items or destroy totems by standing on the respective tile and ending their turn.
 - i. Destroying totems will make the witch faster and more aggressive, but also awards the player in question an **Ability card**.
 - ii. Players can also acquire **Ability cards** by capturing points of interest on the map.
 - d. Players **cannot** move through walls, each other or the witch. **A tile can only hold one unit, player or otherwise, except in the case of players being captured.**
2. The witch moves - Flip over the top card of the witch's pile to see how she behaves.
 - a. The witch will move according to the card, always choosing the shortest route possible. The witch moves **four tiles** at the start of the game, but will move **one additional tile for each broken totem**.
 - b. If the witch has a clear line-of-sight of any player, she will instead choose to move towards that player and attempt to capture them. This also means that she will change course, should she gain sight of a player on her chosen path.

- c. Should the witch make physical contact with a player, she will capture said player and both are moved to the center of the board and the witch will move no further.
- d. In certain rare cases, the witch will have two routes to choose from with equal length. In such cases, the witch will always opt for the path that brings her closest to a player.
- e. Should the witch's cardpile be empty, the flipped cards are shuffled and used again.

Winning the game

Players will win the game when they have successfully destroyed all three totems and are both standing on the exit-tile at the same time.

The witch's behaviour and deck

The witch has **3** different types of card in her deck: **Hunt**, **Roam** and **Warp**.

- **Hunt** cards will make the witch chase directly after one of the players, using the shortest route possible. Should the witch gain sight of another player on her path, she will still change course towards whomever she sees.
 - In the rare case that she sees both players at the same time, she will run towards the closest player.
- **Roam** cards will make the witch move towards one of the four corners of the map, using the shortest route possible. The witch will still move towards broken totems if drawn.
- **Warp** cards will make the witch teleport to one of the four corners instantly. Warp cards have two symbols on them and the witch will teleport to whichever specified symbol is closest to her current position, measured in a direct line across the board.
 - In the event that she is an equal distance from both symbols on the card, she will warp to whichever location is closest to a player currently.

Ability cards

The ability deck contains **3** different types of card: **Sprint**, **Tunnel** and **Hide**.

- **Sprint** is signified by a beating heart. Players can spend this card to move an additional **3** tiles on their turn. The spent card is put aside and cannot be obtained again this game.
- **Tunnel** is signified by an axe. Players can spend this card to create a tunnel through an adjacent wall. This tunnel can only be used by players and will be ignored by the witch completely. The spent card is put aside and cannot be obtained again this game.
- **Hide** is signified by a piece of birch bark with the Protection-rune carved into it. Players can spend this card to create a hidden space in an adjacent wall. This space is treated as a tile and costs one point of movement to access. This space cannot be accessed by the witch.
 - Should the witch be hunting a player currently within a hidden space, she will move towards the tile using the shortest route possible.

Getting captured

Should the witch land on a tile inhabited by a player, they are both moved to the middle of the board. The captured player is unable to act and must be freed from the hole before being able to move on the board again. There are two ways a player can be freed.

- The captured player is freed when another player ends their turn next to the hole.
- The captured player can choose to discard an item to free oneself at the start of the player's turn.

Losing the game

Players will lose the game if both are captured by the witch and are brought to the middle of the board.