

# Die Zausel vom Zauberwald



6+



2-4



30



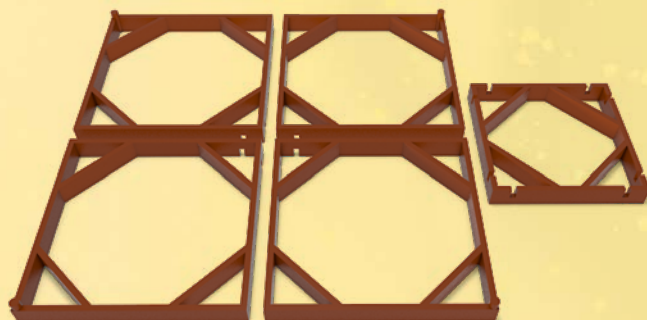
**A mysterious  
adventure by  
Claude Weber**

Zausels love their hats, in fact they always have one on their head. However, Zausels constantly leave everything lying around and they must keep picking up their beloved hats. That wouldn't be a big problem... if the enchanted forest wasn't an enchanted forest. There are trip traps everywhere and spooky forest ghost's roam the undergrowth. With so many haunted paths, it's a great help to the Zausel if they memorise the safe paths well. The Zausels can run on the paths as fast their legs can carry them. After all, it's about their hats, and Zausels love their hats.

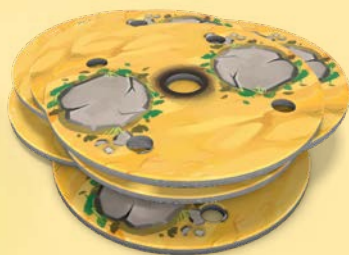
## Contents:



**1 game board**



**5 frames** (4 x big; 1 x small)



**9 trip plates**



**9 racks for the trip traps**



**4 Zausels** (pawns)



**12 hats**  
(4 each with 1/2/3 rings)



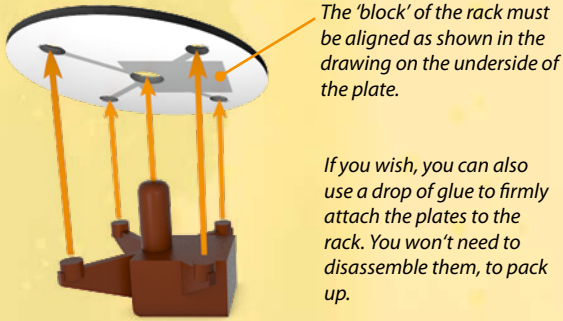
**2 forest ghosts**



**1 colour die**

## Before the first game...

... you turn the trip plates into **trip traps**. To do this, insert a rack into the bottom of each plate – as you can see here:



If you wish, you can also use a drop of glue to firmly attach the plates to the rack. You won't need to disassemble them, to pack up.

## The secret of the trip traps:

With the frames underneath, the trip traps tip over if you place a Zausel on the '**unsafe**' of the two spaces – but they don't tip over if you place it on the other, '**safe**' space. They also won't stumble even if there is a Zausel on both sides.



Tips over!  
The Zausel stumbles!



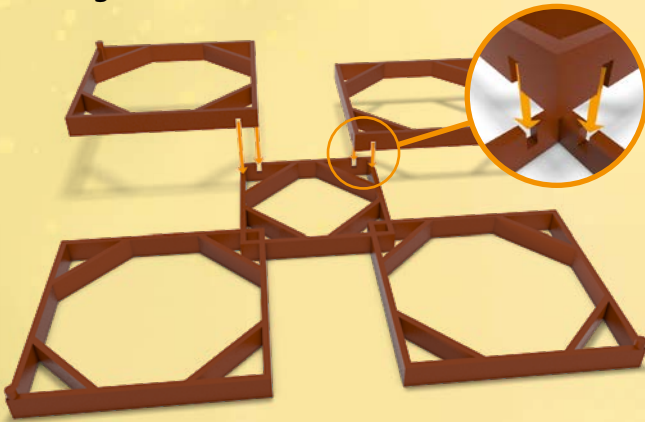
Doesn't tip over!  
The Zausel doesn't stumble!



Doesn't tip over either!  
No Zausel stumbles!

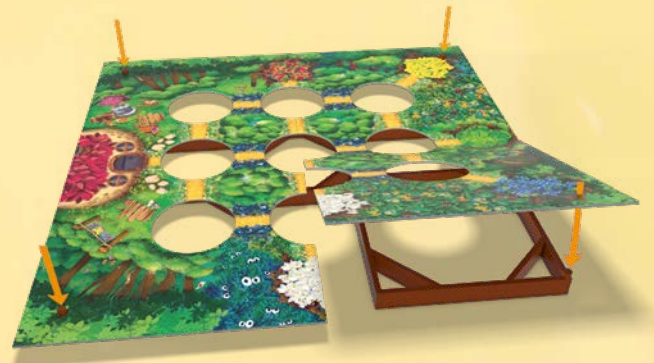
## Game Setup:

Place the **small frame** in the center. Connect each of the **4 large frames** to the corners of the small frame.



The frames together form a large surface that elevates the game board.

Unfold the **game board** and place it onto the frames. Use the **4 holes** at the corners of the board to insert and secure it onto the frames.



The pegs at the corners do also prevent the game board from slipping.

- **Insert** a **trip trap** into each hole of the game board, making sure they are firmly attached to their racks underneath.
- **Rotate** all the trip traps until no one remembers which spaces are safe and which are unsafe. The spaces do not have to be next to the paths.
- Try to avoid having the trip traps touch the game board.



Use the brown posts in the middle of each trap to rotate them.

Place the **two forest ghosts** on the two middle "ghost paths." Ghosts can **only stay on ghost paths** – they never walk on normal paths.

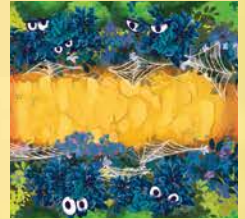
Each player chooses a Zausel and places it – without a hat – into the **Zausel hut**. If you are not playing with four players, leave any excess Zausels in the box.



**Normal path**  
These paths are **only** for Zausels.



**Ghost path**  
Ghosts and Zausels use these paths. **While a ghost is on there, no Zausel may pass through.**



Place the **hats** next to the game board, preferably **sorted** by the number of their rings.

The player who most recently stumbled will be the **starting player**. He **rolls** the die and places a **hat** – with **1 ring** – onto the **forest clearing of the rolled color**. If a **star** is rolled, the starting player can **choose any** forest clearing for that hat.

## Game Idea and Goal:

Get **hats!** One of them is always „ready for pickup“ on a **forest clearing** (where a Zausel has left it...). To reach it, your Zausel must **avoid** the **forest ghosts** and step onto the **safe spaces** of the **9 trip traps**. When a Zausel reaches a hat, it puts it on and runs **back to the Zausel hut** with it. But quickly! Because the next forgotten hat is already waiting! Since the coolest hats have more rings, the winner at the end is the one who has recovered the **hats with the most rings**.

## Game Play:

You take turns in clockwise order. When it's your turn,

- **first**, you move your **Zausel**.
- **Then**, you *may* relocate a **forest ghost**.

### I. Move your Zausel

**Where he wants to go:**

- If your Zausel has **no hat on**, he tries to run **to a clearing with a hat**. Once there, he **puts the hat on**.
- With **a hat on his head**, he runs **back to the Zausel hut**, where he **takes it off**. Taking the hat off means that you put it in front of you and keep it.

**This is how he moves:**

- Move your Zausel **in any direction** along **paths without forest ghosts**.
  - At each trip trap he arrives, you have to place the Zausel **on one of the two spaces** and drop him.
- Is your Zausel stumbling or not?**



On which space of the trip trap do you want to place your Zausel?



Only one Zausel may stand on each space of a trap.

### If the trip trap does not tip over ...

... then your Zausel **does not stumble**. Well done! **Keep walking with him and continue on and on without stumbling!** End your turn **only** when your Zausel ...  
... **stumbles** or  
... can **put on or take off a hat**.



*In this turn, the purple Zausel enters three trip traps in succession without stumbling. He reaches the hat on the forest clearing and puts it on. This ends his movement.*

### If the trip trap tips over ...

... then your Zausel will **stumble!** **Place him** to the other "safe" space of this trip trap. Unfortunately, this **ends his movement**. Leave him here until your next turn.

### What happens if the Zausel stumbles on the way back while wearing the hat?

- If a Zausel is wearing a **hat with 1 or 2 rings** when he stumbles, he **keeps** the hat on his head. (If it falls off his head, put it back on.)
- But if he is wearing a **hat with 3 rings**, he **loses it**: immediately **roll** for the **forest clearing** (color) where you have to **place the lost hat**. *If this clearing is **not empty** or if you roll a **star**, then place his lost hat in an empty clearing of your choice.*  
→ This way, multiple hats can be on different clearings to be collected later.



### Put on a hat + place a new one

If you move your Zausel to a clearing with a hat, **then you put it on him right there**. Well done! **This ends your Zausel's movement**. Leave him standing on this forest clearing until your next turn.

As soon as your Zausel has put on the hat, you immediately roll the die to determine a **new forest clearing** (colour). Place a hat with the **smallest available number of rings** there. Only when no more 1-ring hats are available you place a 2-ring hat. If those are also used up, you continue with 3-ring hats ...

*If you roll a star or a clearing that is not empty, then you place the hat in another unoccupied clearing of your choice.*

### Rotating the trip traps

**As soon** as you place the **first hat with 2 rings** and (later) the **first hat with 3 rings**, you briefly interrupt the game. Now, just like at the beginning of the game, you **rotate all unoccupied trip traps** until no one knows where their "safe" and "unsafe" spaces are. Then you continue the game as usual.



### Taking (off) the hat

If your Zausel with a hat on arrives at **the Zausel hut**, then take off his hat and **place it in front of you**. Well done – you have recovered a hat! **That ends your Zausel's movement**. Leave him on the Zausel hut until your next turn.



## 2. Relocate a forest ghost

At the **end of your turn** – when your Zausel had to stop his movement – you **may** relocate a **forest ghost**. Place it on **another unoccupied ghost path** of your choice, so that no Zausel can pass through there anymore. After that, the next player takes their turn.



## The end of all hats

If there is no hat on **any forest clearing** and the hat **supply is empty**, you continue playing with this **change**:

- If your **Zausel has no hat** on its head, **you do not move it**. During your turn, you **only relocate one forest ghost** (if you want).
- However, if a **3-ring hat** from a stumbled Zausel is **put on a clearing**, **you can move again** – until once more a zausel puts on the last hat.

## Game end and Winner Zausel:

The game ends when **all the hats** have been brought to the Zausel hut (and placed in front of you). Count the rings on your collected hats. The greatest collector of hats among all Zausels is the one who has the **most rings**. In case of a **tie**, you **also count the amount of hats**: the player with more in total wins. If the number of hats and rings is the same, you can settle the competition for the best Zausel with a rematch!



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Designer: Claude Weber  
Illustration: Michele Cavaloti  
Layout: Oliver Richtberg

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