ODYSSEY
Alice & co.

5+

1-5

15 min

Pierre

Anita Schmidt

KIWI ZOU

Retrouvez la page du jeu et la règle en vidéo

Find the game's webpage and the rules in video

Encuentra la página web del juego y las reglas en video

Guarda il video delle regole e la pagina web del gioco

Vind de webpagina van het spel en de spelregels in video

Finde die Webseite des Spiels und die Spielregeln als Video

CONTENU – CONTENTS
CONTENIDO – CONTENUTO
INHOUD – INHALT

x 9

x 12
+1

x 12
+2

x 16
+2

x 16
+3

x 20
+4

Game Principle:

Odyssey is an observation and deduction puzzle game. It comes in 6 independent scenarios, each increasing in size and difficulty.

- *Goldilocks* – 9 tiles
- *Puss in Boots* – 12 tiles (+ 1 extra tile)
- *Aladdin* – 12 tiles (+ 2 extra tiles)
- *The Jungle Book* – 16 tiles (+ 2 extra tiles)
- *Alice in Wonderland* – 16 tiles (+ 3 extra tiles)
- *Treasure Island* – 20 tiles (+ 4 extra tiles)

Players rebuild the story inspired by a fairy tale by collecting the tiles that make it up, one by one and in the correct order.

Each tile placed gives instructions for finding the next one. Step by step, players build a large image that tells the story.

The tiles are double-sided:

- Front: the illustration tells part of the story and provides the riddle to find the next tile.
- Back: objects or characters that are the answers to the riddles.

Objective: Reconstruct the story.

Setup:

1. Choose a story and take all the corresponding tiles. (For a first game, it is recommended to start with Goldilocks.)
2. Spread all the tiles of the scenario face down on the table (plain background + object or character).
3. Take the starting tile (with the door) and place it in front of the players.
4. Flip the Door tile to its illustrated side and enter the story.

How to Play:

All players play together: they can discuss and share ideas to choose the next tile collectively.

To move forward in building the image and find the next tile, players look at the last tile placed and its symbol: a magnifying *glass* or a **?**.

Observation Riddle.

Among the backs of the remaining tiles, find an object or character that appears in the illustration on the tile that was just placed.

It is the same object or character, but be careful: it may not be in the same position, it might be partially hidden, or not fully visible!

Deduction Riddle.
Among the backs of the remaining tiles, find an object or character that can logically match the situation illustrated on the tile that was just placed.

Once the players agree on the tile to choose, they take it, flip it over, and place it next to the previous one following the arrow shown on the previous tile.

- If the new tile shows a cross on the front: It's a mistake! Discard this tile and look again for the correct answer.
- If the illustration on the new tile does not follow the previous one: It's a mistake! Put the tile back face down with the others and search again.
- If the illustration on the new tile correctly follows the previous one: Well done! This new tile presents a new riddle to solve.

Continue this way until the full image is reconstructed and the final tile with the **Cup** symbol is revealed.

Special Cases:

- Some tiles present **two** riddles, represented by two symbols. In this case, players must find two tiles, one for each riddle.
- **Star** Tiles (Bonus): Some tiles have a Star symbol: these tiles do not present any riddle; they are bonus elements in the image.
- **Extra** Tiles (Error Tiles): Except for the Goldilocks story, there are more tiles than needed to build the image. Some tiles will therefore not be used; they have a cross on the front.

Help:
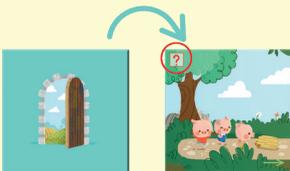Booklets associated with each fairy tale tell the story following the panels. These stories can accompany you as you discover the tales.

Example: The Three Little Pigs
The tiles of the scenario are spread face down.

The Door tile is flipped to the front: the story begins.

This tile shows the three little pigs walking along. On the road, there is a bundle of straw.
The **?** symbol indicates a deduction riddle.
What will happen? What can the three little pigs do?

Players search among the remaining tiles for an object or character that could continue the story.

The *Straw House* tile seems to be the best answer.

The tile is flipped and placed next to the first one following the arrow.
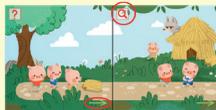
The new tile shows a **magnifying glass**, an observation challenge. Players must find, among the remaining tiles, an object or character present in the illustration.

The *Wolf* tile seems to be the best answer.

It is flipped and added to the story.

The new tile again shows a **magnifying glass**, an observation challenge.

The *Wooden House* tile seems to be the best answer.

It is flipped and added to the story.

The new tile again shows a **magnifying glass**, an observation challenge.
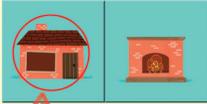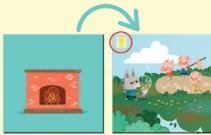

The *Brick House* tile seems to be the best answer.

It is flipped and added to the story.

The new tile shows a **?**, a deduction challenge. This tile shows the wolf entering the chimney of the brick house. A little pig is inside.
What will happen? What can the little pig and the wolf do?
Only one tile remains, and players may wonder if it is indeed the last one.

The *Fireplace* tile seems to be the correct answer.
Players flip it over… **Well done!** The **Cup** symbol is there: it is the end of the story.

ODYSSEY
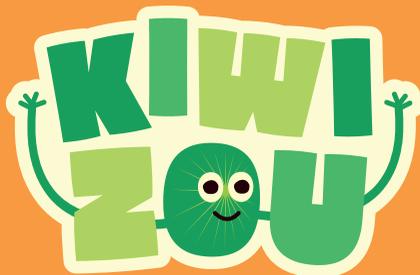## Alice & co.

KW26012

KIWI ZOU

5, bd Edgard Quinet
92700 Colombes
France
www.kiwizou.com

Distribué en France par :
Blackrock Games
6 Rue Edme Mariotte
63960 Veyre-Monton

Imported in the UK by:
Hachette Boardgames UK ltd
Carmelite House
London EC4Y 0DZ