



# Rules - The Fox and the Rabbit



Play as the Fox and the Rabbit and try to escape the clutches of Farmer Brown's trap. Your goal is for the animals to eat as many fruits/vegetables before escaping to freedom through the open gate before the final trap is triggered.

Components: Gamesheet, 2 x red, blue, yellow dice (1 of each to commence game); additional dice rewards as game progresses)

## Gameplay:

### 1. The animals move




- a) You roll the dice
- b) You choose the path
- c) Optional: you can use your modifiers
- d) Switch trail if able to after eating food
- e) Food bonus for next turn: Collect additional dice/adjust modifier
- f) Any point after 3 food eaten, move to escape endgame for each animal.

### 2. The farmer sets a trap

- a) Cross off next trap following Farmer trail
- b) After last trap crossed, immediately move to endgame.

#### 1. Fox/Rabbit moves or eats

Play as the fox and the rabbit. Roll 3 dice - red, blue and yellow to follow the food trails. Move along the track from Fox/Rabbit starting positions according to the value of the dice:

- To cross a **die face** use the face of a **single colour die**  **face.**
- Use a **2+ dice combination** to cross out a **green**  **number.**
- To cross a **black** number, you must use the value of **any 3+**  **dice.**

Numbers must be crossed in order to move along the food trails.

NB. Multiple tracks can be crossed in 1 turn using all dice with single/ double dice combinations.

Each food location has multiple foods. If the fox/rabbit eats one type of food first, circle it. The other animal can use an alternative trail to eat the same food - cross the food if eaten a 2nd time. Both animals must eat at least 1 food.

**Example 1:** Fox rolls **red** 6, **yellow** 5 and **blue** 4. He can move to the **red** 6 on the blueberry trail and use his plus/minus 1 ability to move to **blue** 3 on the lettuce trail. Alternatively he could flip the **yellow** 5 for a 2 giving him a 3 dice total of 5 to advance to **black** 5 on the carrot trail.





**Example 2:** Later in the game, fox rolls **red** 1 **yellow** 3 and **blue** 6. He needs **green** (**blue** & **yellow**) 8 to advance on the lettuce trail.. The **red** die is ignored and he rerolls the **yellow** and luckily gets a 2.




When you reach a circle, fill in a number to fulfil the ascending requirement of the trail and the colour of the circle.

**Player abilities**  > +  /  /  **or**  +/-1 /  /  / 

 +/-1 ●●●○ **NB.** The player may use any player aid (+/-1, flip, reroll) if available to achieve desired result. Each dice may only be used once to cross each number.. The player may reroll any number of dice once if choosing that action. If a food is reached, the player can gain **an extra dice** or **power** (colouring the additional circles to activate them).

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**Tunnels** - After securing food the fox/rabbit can travel from the tunnel to the start of any new trail - indicated by a tunnel with a small food icon. This may be done during a turn or at the start of a new turn once the player decides where to travel next. When doing so cross it off to indicate where the fox/rabbit is currently situated.




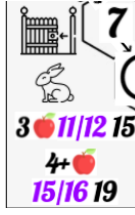

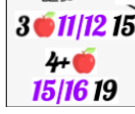


**Farmer Brown sets trap**  
Farmer Brown sets a trap. If the last prized trap is **triggered** (see below) before the fox/rabbit escapes through the open gate the game is over.

**(Endgame) Escaping the open gate:**

Players may choose any time to escape once both of the animals together have eaten at least 3 foods. Both the Fox and Rabbit must escape by fulfilling the requirements before the last trap is triggered. If the animals have eaten more than 4 foods the mission has become more dangerous and the harder escape clause is required for each animal to escape.

**Escape attempt**

Each escape attempt, players must choose how many of the dice they will use. As well as any player aids available to them, during the endgame, the fox or rabbit may use one additional player aid per escape attempt. Players may use 2,3 or 4 dice to make **Purple** / **Orange** requirement (e.g. red/red/yellow; red/yellow/yellow; red/yellow/red/yellow) during the escape but must use all dice used to make the **black** value requirement.

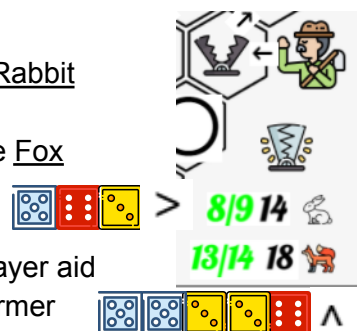
	
	
	

**Escape requirements:**  
 3 Foods: Fox - **Orange 10/11** within a total of **13**;  
 Rabbit - **Purple 11/12** within a total of **15**.  
 4+ Foods: Fox - **Orange 17/18** within a total of **22**;  
 Rabbit - **Purple 15/16** within a total of **19**.

### Farmer trap trigger attempt

Rabbit - The farmer must use 3 dice - **one** of blue, yellow, red - to trigger the Rabbit trap. The requirement is **Green 8/9** within a total of 14.

Fox - The farmer must use 5 dice - one red & **two** of blue/yellow - to trigger the Fox trap. The requirement is **Green 13/14** within a total of 18.



As with the animal escape attempts, the Farmer may use **one** dice modifier player aid per turn during the endgame for each animal. Strike through once when the farmer uses player aid on the 1st animal trap, cross it when using it on the 2nd animal trap.

### Game difficulty

#### Easy mode

Player begins with 3 of each player aid. Fox and Rabbit escape after they both consume 3 foods. Lower value escape clause requirements.

#### Hard mode

Player begins with 2 of each player aid. Fox and Rabbit escape after they both consume 4+ foods. Higher value escape clause requirements.

#### Super hard mode


Player begins with 2 of each player aid. Fox and Rabbit escape after they both consume all 6 foods. Farmers can use multiple aids when triggering a trap.

### Scoring

Player scores 1 point for each food consumed, 5 points for each escaping animal.

If animals escape quickly, score 1 additional point per trap not set by Farmer Brown.

- 0-6 pts      Mere scavenger rodents
- 7-12 pts    The quick, brown fox jumps over the lazy dog!
- 13-16 pts   Twice as clever
- 17 pts +     Two quick, cunning conspirators!

<i><b>Fox &amp; Rabbit Achievement table</b></i>	
Easy mode -3 foods eaten & one of Fox/Rabbit escapes.	
Easy mode -3 foods eaten & both Fox & Rabbit escape.	
Easy mode - all food eaten & one of Fox/Rabbit escapes.	
Hard mode - 4+ foods eaten & one of Fox/Rabbit escapes.	
Hard mode - 4+ foods eaten & both Fox & Rabbit escape.	
Hard mode - all food eaten & one of Fox/Rabbit escape.	
Super hard mode - all food eaten and both animals escape.	

*Images used in rules & gamesheet courtesy of Flaticon.*

*\*Thanks to the great playtesting feedback from Veselko Kelava and Nikola Petrov.*