

Sly Foxes



2-8
players



8+
years



15-50
minutes

Curious facts

Red foxes are the most common and widespread species of fox. They feed on rodents, insects, fruit, worms, carcasses, eggs, mice and other small animals.

Red foxes can hear low-frequency sounds very well. When they hunt, they listen very carefully and can hear even the slightest of sounds, including a rodent digging underground or under a pile of snow. The fox will remain motionless listening for their prey once they have seen it, then pounce and land with their front paws on the mouse, pressing it to the ground.

The goal of the game is to eliminate all other players and prove yourself as the slyest fox in the woods.

Game setup

Distribute the cards into two decks:

- **Attack** - *Gossip*, *Trap*, *Universal Attack*, *Nosey Weasel*
- **Defence** - *Facts*, *Caution*, *Universal Defence*, *I don't care*

Put the corresponding labels (**Attack** or **Defence**) next to the decks and give each player 3 cards from each deck.

Every player also gets a card with a secret character (cards with blue back and a question mark).



Types of cards

Attack cards:

- **Gossip** (14 cards)
Use this card to attack another player
- **Trap** (14 cards)
Use this card to attack another player
- **Universal attack** (7 cards)
Use instead of *Gossip* or *Trap*. If you start your turn with this card then you must specify the type of attack you are using - *Gossip* or *Trap*.

Defence cards:

- **Facts** (14 cards)
Use against *Gossip*
- **Caution** (14 cards)
Use against *Trap*
- **Universal defence** (7 cards)
Use against *Gossip* or *Trap*

Special cards

Nosey weasel (6 cards)

Allows you to interfere and play a card during another player's turn.

Notes:

- *Nosey weasel* can be played with either a **Defence** or **Attack** card, depending on whether you want to help the attacking player or the one being attacked.
- In order to interfere with another card you must have another *Nosey weasel* too.
- You cannot use your secret character with a *Nosey weasel*.
- If you have been eliminated but you have a *Nosey weasel* in your hand, you can keep your cards and interfere during someone's turn.

I don't care (6 cards)

You can play this card at any moment, except during attack. Using this card doesn't count as a turn. When playing *I don't care* you must put it in front of you. In that way nobody can attack you. You are protected until it's your turn again. Then you must

put the card in the discard pile for **Defence** cards.

Note: *I don't care* cannot be used for two consecutive turns.

Tip Play *I don't care* right after your turn to achieve a long lasting attack prevention.

Secret characters

These cards can be revealed and used multiple times during the game (but only once per turn) as a specific attack or defence. You cannot use it as your first card for the turn or together with a *Nosey weasel*.

- **Gossip fox**
can be used as *Gossip* or *Facts*;
- **Schemer**
can be used as *Gossip* or *Caution*;
- **Master of Traps**
can be used as a *Trap* or *Caution*;
- **Inventive Fox**
can be used as a *Trap* or *Facts*.

Taking your turn

Pick a player to go first. It could be the one who woke up the earliest, because an early fox has more time making traps.

During your turn, you can make one of the following actions:

- Draw a card (regardless from which deck);
- **Attack** another player.

Note: You can attack any player regardless of where they are sitting.

When either of the decks is over, shuffle the discarded cards and use them to form a new deck.

Attacking another player

The attacker puts down a *Gossip*, *Trap* or *Universal attack*, and reads out loud what is written or makes up a story related with the card and then puts it in front of the player they want to attack. The attack is successful if the attacked player can't or doesn't defend themselves.

If the attacked player has a suitable **Defence** card (see **Defence** cards section) they can give it to neutralize the attack.

If the attacker has more of the same type of **Attack** cards or *Universal attack*, they can play it and continue the attack. Again the attacked player has the right to defend with a suitable card. The attack is successful if the attack cards are more than the defence cards.

Important! You cannot mix *Gossip* and *Traps* in a single turn.

In case of a successful attack the attacked player gets a "Gossiped" (if a *Gossip* was used) or an "In a trap" card (if a *Trap* was used) to indicate a lost life.

At the end of each attack the already played cards get discarded in front of the corresponding deck (**Attack** or **Defence**) face up.

Example attack

1. Kami attacks Jimmy with  *Gossip*
2. Jimmy defends himself with  *Facts*
3. Kami is a “Gossip Fox” and uses her character card to attack
4. Jimmy uses his “Inventive Fox” card as a defence
5. Kami continues with a  *Universal attack*
6. Jimmy defends himself with more  *Facts*
7. Liz interferes by giving a  *Nosey weasel* with  *Gossip*
8. Jimmy uses a  *Universal defence*
9. Liz interferes again thanks to another  *Nosey weasel* and gives a  *Universal attack*
10. Jimmy doesn't have any other suitable defence cards and no one interferes to defend him. In this case Jimmy gets a “Gossiped” card and loses one of his lives.

end of a turn you have under 3 cards then you draw cards until you reach 3 cards in your hand.

Example A player attacks you and in the end of the turn you have just 1 card. In that case you draw 2 cards.

When there are 2 players left

After eliminating the other players, eventually there will be just 2 of you left. At that point some rules change:

- The maximum number of cards changes to 6. If you have more than 6 cards then you decide which cards to discard so you end up with 6 cards;
- The minimum number of cards changes to 2;
- You can no longer use your secret characters.

End of the game

The last survivor

People usually prefer this ending. The last survivor is a winner and gets proclaimed as the Slyest Fox in the woods.

The first victim

This scenario is for people who prefer quick games. The game ends when a player gets eliminated. The player who has the most lives wins the game. If a few players are equal then the one of them who has most cards in their hand is a winner.

In this version of the game people often use  *Nosey weasels* to save other players.

Other game modes

Version for 2 players

Remove all  *I don't care* and  *Nosey weasels*. Add  *Stop it!* and  *Enough is enough!* cards from the extension. As usual give each player 3 cards from each deck and a secret character.

Team play

Play with 4 or 6 (or 8 players with the extension) divided in two teams. Each team consists of the players who have the same type of attack on their secret characters ( *Gossip* or  *Trap*). That's why it is important to put an equal number of secret characters that belong to the same team.

When you have:

- **4 players** - in the beginning they reveal their secret characters so everyone knows which team they belong to
- **6 or 8 players** - in the beginning you count “1, 2, 3, reveal, conceal”. Everyone must show their secret characters on “Reveal” and then put it face down on “Conceal”.

The game ends when you eliminate all players from the other team.

Extension

Add the following cards to the base version:

-  **Sneaky defence** (4 cards)
Put in the **Defence** deck. Use it against  *Gossip* or  *Trap* during your turn or without a  *Nosey weasel* during another player's turn;
-  **Sneaky attack** (4 cards)
Put in the **Attack** deck. Use instead of  *Gossip* or  *Trap* during your turn or without a  *Nosey weasel* during other player's turn.

If a player gets eliminated but has  *Nosey weasel*,  *Sneaky attack* or  *Sneaky defence*, then they can keep their cards and interfere during another player's turn.

-  **Stop it!** (4 cards)
Put in the **Defence** deck. Use it to stop the attack of another player and end the turn. This card can only be neutralised if the attacking player gives an  *Enough is enough!* card. Then they can continue the attack;
-  **Enough is enough!** (4 cards)
Put in the **Attack** deck. Use it to neutralise  *Stop it!* or to stop all players from interfering during that turn (by using  *Nosey weasel*,  *Sneaky attack* or  *Sneaky defence*).

How to eliminate a player

When starting the game each player gets 3 lives. To eliminate a player they have to receive 3 “Gossiped” or “In a trap” cards in total and at least one of those 3 cards must be different.

Example If a player gets 2 “Gossiped” cards they can no longer be attacked with  *Gossip*. In order to eliminate them you have to successfully attack them with a  *Trap* (or  *Universal attack*). And vice versa - if a player has 2 “In a trap” cards you can attack them only with  *Gossip* (or  *Universal attack*).

If a player gets eliminated but has a  *Nosey weasel*, they can keep their cards and interfere during another player's turn. If not, then the player's cards must be put in the corresponding discard piles.

Trading cards

You can trade 2 of your cards that are of the same type for 1 card of your choice from the discard pile.

Trading cards doesn't count as a turn and can be done at any time except during attack.

Important! You can exchange only cards that belong to the same deck.

Examples 2  *Gossip* cards for 1  *Universal attack*. 2  *Nosey weasels* for 1  *Trap*. You can NOT trade 2  *Trap* cards for 1  *I don't care*, because they belong to different decks.

Maximum number of cards you can have and challenging

The maximum number of cards you may hold in your hand (excluding the secret character) is 9.

You can challenge another player if you think that they have more than 9 cards. In that case the challenged player must count their cards and if they have more than 9, then you draw random cards from their hand until they become 9.

Example The challenged player has 11 cards. In that case the player who challenged them draws 2 cards.

If the challenged player has less than 9 cards then they draw a random card from the player who challenged them. If the challenged player has 9 cards, then nobody draws a card.

Note: you can challenge another player at any time and this doesn't count as a turn.

Minimum number of cards

The minimum number of cards you may hold in your hand (excluding the secret character) is 3. If at the