

An artistic illustration of two red foxes sitting closely together in a sunlit forest clearing. The fox on the right is slightly behind the one on the left, with its head resting gently against the first fox's head. They are surrounded by a lush green field of wildflowers, including many pink and white tulips in the foreground. In the background, a dense forest of tall evergreen trees stands under a bright blue sky with soft, white clouds. A few yellow butterflies are scattered throughout the scene, adding to the peaceful atmosphere. The overall style is soft and painterly.

# The Fox in the Forest Duet

You can also learn to play by  
watching a video explanation:

[FoxtrotGames.com/Duet](http://FoxtrotGames.com/Duet)

# The Fox in the Forest: Duet

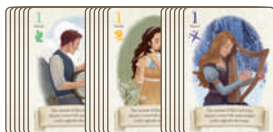
A Cooperative Trick-Taking Game for 2 Players

## Overview

*The Fox in the Forest: Duet* is a trick-taking game for two teammates. Each round, you can collect gem tokens by moving along the forest path. Work together to collect all the gem tokens, without running out of time or getting lost in the forest!

## Components

GAME CARDS (30)



1-10 Doves • 1-10 Roses • 1-10 Stars

FOREST BOARD



GEM  
TOKENS  
(22)



FOREST  
TOKENS  
(4)

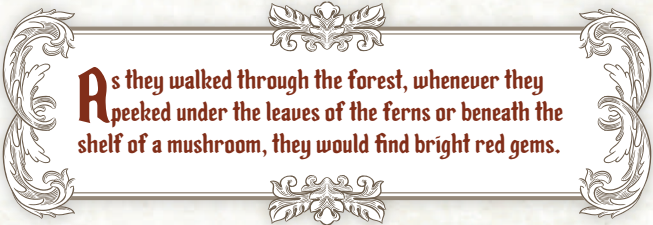


TEAM  
TRACKER  
(1)



REFERENCE (2)





**A**s they walked through the forest, whenever they peeked under the leaves of the ferns or beneath the shelf of a mushroom, they would find bright red gems.

## Setup

1. Set the **FOREST BOARD** on the table between the players with Side A face up, oriented so that each player is facing one end of the forest path. (Side B provides ways to increase the difficulty. See **DIFFICULTY LEVELS**.)
2. Place 12 **GEM TOKENS** on the square location spaces connected to the forest path, with the number of tokens on each location space matching the number of hanging squares inside the location space (0–2). Set the other gem tokens aside to form a supply.
3. Place the four **FOREST TOKENS** nearby.
4. Place the **TEAM TRACKER** on the starting path space (circled) in the center of the board.
5. Shuffle the 30 **GAME CARDS**.
6. Select one player to be the dealer for the first round. That player deals each player a **HAND** of 11 cards. (Each player may look at the cards in their own hand, but must not reveal them to their teammate.)

7. Set the remaining cards aside, face down, to form the DECK.
8. Reveal the top card of the deck and place it next to the board, face up. This card is known as the DECREE CARD. (The suit of this card will be important during play.)



They ran, but the fairies gained on them. The forest thickened, trees tangling and growing in spirals and twists, threatening to trap them inside.

The gazelle, the foxes, and the fairy they helped  
had each given them a gift. “If you find yourself in  
trouble,” they each had said, “throw this gift behind you.”

## Gameplay

### Round Overview

Each **ROUND** consists of a series of 11 turns, known as **TRICKS**.

During each trick, one player will **LEAD** (i.e., play the first card of the trick), and the other player will **FOLLOW** (i.e., play the second card of the trick).

Based on the **SUITS** and **RANKS** of the two played cards, one player will win the trick. Then the team tracker will move along the forest path toward the player who won the trick, based on the **MOVEMENT VALUES** of the two played cards.

Each card has a suit, rank, and movement value. The **SUIT** is represented by an icon in the corner: Dove, Rose, or Star.


The **RANK** is represented by a large number in the corner: 1–10.

The **MOVEMENT VALUE** is represented by the paw prints in the corner: 0–3.






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-  **FOLLOWING:** After one player leads, the other player must follow by playing a card from their hand. The player who follows must play a card that matches the lead suit, if possible, but the card may be of any rank in that suit. If they do not have a card in the lead suit, they may play any card from their hand, without restriction.

2. **DETERMINE THE TRICK WINNER:** After both cards have been played, determine the winner of the trick. To do this, you must take into account the ranks of the cards that were played, as well as the lead suit and the trump suit.

-  **NO TRUMP:** If neither card in the trick is in the trump suit, the player who played the highest-ranked card in the lead suit wins the trick.

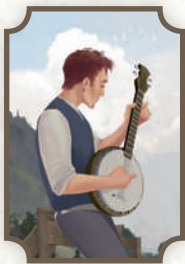
3. **MOVE THE TEAM TRACKER:** After the winner has been determined, the team tracker moves. Add together the movement values of the two cards in the trick, then move the team tracker that many spaces along the forest path toward the player who won the trick (unless specified otherwise).

 **BEYOND THE PATH:** If the team tracker would move beyond the last uncovered path space on either end of the forest path, reset the team tracker to the starting path space (circled) and place a forest token so that it covers the last uncovered path space on that end. This makes the path shorter for the rest of the game. If you do not have a forest token to place, the game ends in a defeat. (See **END OF THE GAME.**) If a forest token ever covers a path space connected to a location with one or more gem tokens, move those gem tokens one location space closer to the center.

 **GEM TOKENS:** If the team tracker ends up in a path space connected to a location space with one or more gem tokens (even if it did not move!), provided it was not just reset after moving beyond the path, the players collect one gem token from that location space, returning it to the supply. If you collect the final gem token from the board, the game ends in a victory. (See **END OF THE GAME.**)

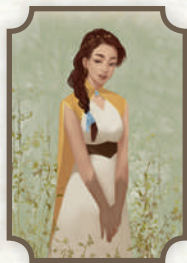
4. **CLEAN UP:** After the team tracker moves, set the cards from the trick aside, face down. During the round, neither player may look at the cards from previous tricks.

Once upon a time, in a kingdom far to the south, there lived a talented musician. When he played any instrument, the world faded away and left only the music behind.



The fairies of the woods were rumored to kidnap talented individuals for their courts. When the musician went missing, everyone feared the worst.

As luck would have it, the princess and the woodcutter's daughter were traveling through the kingdom. The two agreed to enter the fairy woods, rescue the musician, and find all of the gems.



Visit [FoxtrotGames.com/Duet](http://FoxtrotGames.com/Duet) to read the original fairy tale by Alana Joli Abbott for more background on the setting of this game.





3. **DEAL THE NEXT ROUND:** Gather all 30 game cards and reshuffle them. The player who did not deal the previous round will be the new dealer. That player deals each player a new hand of 11 cards for the next round. Set the remaining cards aside, face down, to form the new deck. Finally, reveal the top card of the deck and place it next to the board, face up, as the new decree card.


*Note: There is no limit to the number of gem tokens that may be in a single location space.*


*Note: The team tracker begins each new round in the same path space where it ended the previous round.*


## End of the Game


The game will end in one of three different ways. As soon as one of these end-game conditions occurs, the game ends immediately.

1. **VICTORY:** If you collect all the gem tokens from the board, the game ends in a victory. You can use the chart below to calculate a score for the game:

 Score a number of points based on the difficulty level:  
10 for Level 1, 20 for Level 2, 30 for Level 3.  
(See **DIFFICULTY LEVELS**.)

 Add 1 point for each card left in either player's hand.

 Add 10 points if you won in the second round  
(instead of the third round).

 Add 3 points for each forest token you have remaining.

We encourage you to record your scores from game to game to track your progress!

2. **LOST IN THE FOREST:** If the team tracker would move beyond the last uncovered path space on either end of the forest path and you do not have a forest token to place, the game ends in a defeat.
3. **OUT OF TIME:** If any gem tokens remain on the board at the end of the third round, the game ends in a defeat.

*Note: If at any point it becomes impossible to collect all of the remaining gem tokens, you may choose to resign.*

## Communication Rules

You may talk freely before dealing cards in the first round and between rounds. But, during a round, communication is limited:

**#1: Don't talk about your cards.** You may not reveal your hand to your teammate or otherwise discuss the suits, ranks, movement values, or special abilities of the cards in your hand. The same applies to discussing your teammate's cards.

**#2: Don't ask revealing questions.** If you need help remembering the special ability or movement value of a specific card that is not in your hand, don't ask your teammate. Check the reference card instead, to prevent giving accidental clues.

**#3: Don't discuss strategy.** You may not communicate how you plan to play or how you want your teammate to play: whether you want them to win the trick, pass you a certain card, play a card with a certain movement value, etc.

# Special Abilities

All the cards of odd rank (1, 3, 5, 7, 9) have special abilities which activate when the card is played. These cards have text explaining their abilities and how they function (see the reference card for a comprehensive list). Below are some additional clarifications on each ability:

1 (Musician) – The player who won the trick chooses whether to move the team tracker in the normal direction (toward themselves) or in the opposite direction (toward their teammate) along the forest path.

3 (Foxes) – When you play this card, you may choose yourself or your teammate. The chosen player is not required to exchange the decree card; it may stay the same. However, if they do choose to exchange, the exchange occurs immediately. If the trump suit changes as a result of the exchange, that might affect who wins the trick!

5 (Gazelle) – The player who won the trick may ignore the movement value of one or none of the cards in the trick (their choice). For example, if the cards played in the trick have movement values of one and three, the team tracker could move one, three, or four spaces toward the player who won the trick. If there are two Gazelles played in the same trick, the winner may choose to ignore the movement value of one, none, or both cards in the trick; each Gazelle allows the winner to choose up to one card to ignore.

7 (Gift) – When this card is played, the exchange occurs immediately. The exchange is mandatory, provided both players have at least one card left in their hands. Each player must choose which card to give to their teammate without knowing which card they will receive in return; the players should pass the chosen cards to each other at the same time.

9 (Royal Heir) – When this is the first card played in the trick, the other player is not required to follow suit; however, they may still choose to follow suit. When this is the second card played in the trick, it has no effect.

The forest whispered, “Your kindness has filled the hearts of my creatures.” Then the forest fell silent, and together the three stepped out of the fairy woods.

## Difficulty Levels

You can increase the difficulty of the game by making a few changes during setup. Are you ready to take on a bigger challenge?

The steps described in GAME SETUP above represent Level 1 difficulty. Use the chart below to adjust for Level 2 or Level 3 difficulty, giving yourselves more gem tokens to collect in a smaller forest.

DIFFICULTY	GAME SETUP DIFFERENCES
Level 1	<ul style="list-style-type: none"> <li>• STEP 1: Use Side A of the board.</li> <li>• STEP 2: Place 12 gem tokens, matching the number of hanging squares inside the location spaces.</li> <li>• STEP 3: Use 4 forest tokens.</li> </ul> 
Level 2	<ul style="list-style-type: none"> <li>• STEP 1: Use Side B of the board.</li> <li>• STEP 2: Place 13 gem tokens, matching the number of hanging squares inside the location spaces. (Ignore the hanging diamonds.)</li> <li>• STEP 3: Use 3 forest tokens.</li> </ul> 
Level 3	<ul style="list-style-type: none"> <li>• STEP 1: Use Side B of the board.</li> <li>• STEP 2: Place 16 gem tokens, matching the number of hanging squares and diamonds inside the location spaces.</li> <li>• STEP 3: Use 3 forest tokens.</li> </ul> 



# Credits

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