



Outfox



5+

2-4

the fox

20-30 min



Pegasus Spiele

Inka & Markus Brand



Hi, we are Inka and Markus Brand. We live in Gummersbach, close to Cologne, with our children Lukas and Emely. We met via our common hobby, playing games. Now, not only do we play games – together, we also develop new game ideas for children, families and adults. What we really like about this is that, when you are making games up, everything is allowed, everything is possible. We can imagine ourselves in different worlds, play out exciting stories and try out whatever we find fun. And if we are lucky, then a game such as “Outfox the fox” comes out of it.

We wish you lots of fun playing this game.

Game greetings from Inka and Markus.

Components

- 1 keychain with 1 key and 2 keyrings
- 1 die (3 sides with a cockerel symbol, 3 sides without a symbol)
- 1 “Cockerel Hannes” figure
- 1 fox den board and 16 doors
- 16 foxes
- 1 course (two-sided)
- 8 clue cards



Story

“Bring me my chicken back right now!” crows Cockerel Hannes. He angrily stretches his wings out. This doesn’t impress the bold chicken thief, who laughingly runs off and hides in the fox den with his friends. But which fox is the thief? Help Hannes to lure the foxes out of the den by opening the doors to the fox den using the key. You come across four animal friends. They have observed the thief and give you four clues about the appearance of the thieving fox.

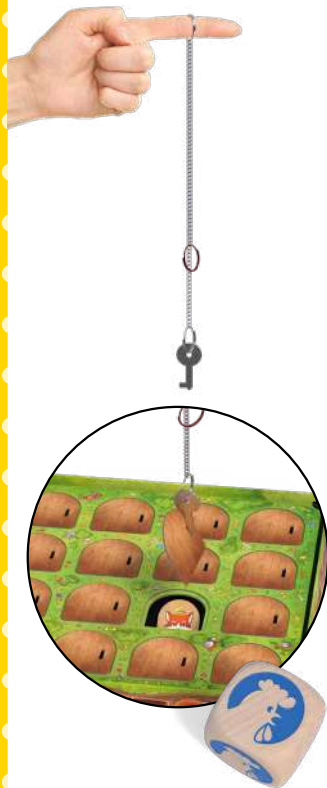


Game setup



1. Place the bottom of the box in the middle of the table and place the fox den board on top of it.
2. Position any one of the foxes in each opening.
3. Shuffle all 16 doors face-down and close each opening with a door.
4. Position the course so that it is at hand. Decide whether you want to play with the long course (easier) or the short course (more difficult). *If for instance parents are playing with their children, when it is their turn the children may use the long course and the parents use the short course.*
5. Position Cockerel Hannes on the start field with the cockerel symbol.
6. Shuffle the 8 clue cards and place them face-down next to the box.
7. Keep the die and the keychain at hand. Off we go!

The objective of the game is to get as many foxes out of the den as possible and, at the end, using the clues provided by the animal friends, to expose the chicken thief.



How to play

The game is played in a clockwise direction. The player amongst you to have most recently been in a chicken coop, starts.

When it is your turn, try to open one of the doors to the fox den. Give the player to your left the die and then pick up the keychain. Put your index finger through the **silver keyring** and let the key dangle on the chain. **Important:** only hold the keychain by the ring. You are not allowed to touch it!

Your turn starts on the command “Catch the thief!” Now, as quick as you can, try to plunge the key into the keyhole of any door you like. Then pull the chain upwards and try to open the door.

Whilst you are trying to open a door, the player to your left casts the die. Whenever they throw the cockerel symbol, they move Cockerel Hannes forward 1 field on the course. They cast the die until either **you open the door** or they land with **Cockerel Hannes on the moon symbol**.

Have you managed to open a door in time?

Well done! Get the suspicious fox out of the den and place it in front of you. You will find out at the end of the game whether this is the chicken thief. Also place the opened door in front of you so that the rear side is visible. Some of the rears of the doors have a task on them, and some of the have a animal friend on them.

If the rear side of the door you have placed down displays a animal friend, then leave it uncovered until the end of the game.



If the rear side displays a task, your hunt for the thief is made more difficult. The task depicted **always applies to the next round**. Take the task out of the game following your attempt in the next round, irrespective of whether you manage to open a door.



Hold the keychain with your left hand. If you are left-handed, hold it with your right hand.



Hold the keychain by the red keyring.



Stand on one leg whilst you try to open a door.



Close one eye whilst you try to open a door.

If you have placed the fox and a door in front of you, your turn ends. Position Cockerel Hannes back on the start field with the cockerel symbol. It is now the next player's turn to try and open a door.

Has Cockerel Hannes reached the field with the moon symbol before you could open a door?

What a pity – night has drawn in and your turn is over. Position Cockerel Hannes back on the field with the cockerel symbol. It is now the next player's turn to try and open a door.

The game is over as soon as **4 animal friends are uncovered**. Now things are getting exciting, since the animal friends let you know what the thief looks like! Any player with an animal friend in front of them picks up a **fitting clue card, face-down**. Uncover the clue cards **one after another**. Once you have turned over the first clue card, check which foxes bear the characteristics depicted and which foxes don't. **Remove all the foxes that don't display the characteristic from the game**, since they cannot be the thief. Check out all 4 clue cards in this way one after another.



The dog saw whether the thief had a **moustache** or not.



The cat tells you whether the thief was wearing **glasses** or not.



The mouse saw whether the thief was wearing a **headdress** or not.



The pig reveals whether the thief was wearing **neckwear** or not.

Example: the cat saw that the thief wasn't wearing glasses. This means that all of the foxes wearing glasses are taken out of the game.

The 4 characteristics on the clue cards always apply to precisely one fox. There are only 2 ways for the game to end: has one of you managed to catch the thief, or has the fox got away?

One of you has won: the player who still has a fox in front of them at the end of the game has caught the thief and won the game! This fox displays all 4 characteristics, which means it has been exposed as the chicken thief.



None of you has won: is nobody left with a fox in front of them at the end of the game? Then the bold chicken thief is still sitting tight with the chicken in the den! This time it has got away and unfortunately you have lost. Don't lose heart – pluck up your courage and try again!



„For every age the right game!“ - that is our motto!

Our joyful games are available in the four colors: **green**, **blue**, **yellow** and **red**. Each color refers to a specific age of your child. This is an overview of our color coding:



3+

3+ Games for the Little Ones



4+

4+ Rules Can Be Fun



5+

5+ I Can Play This on My Own



6+

6+ Even Mom and Dad Can Have Fun with This

Game Design: Inka & Markus Brand • Illustration: Anne Pätzke
 Realization & Design: Claudia Geigenmüller • Engl. Translation: dualis Übersetzungen GmbH
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