Rules of Play:

Contents:
- 10 suspect cards
- 10 face cards
- 12 clue markers
- 6 detective hat markers
- 1 custom dice
- 1 blue marker
- 1 blue decoder
- 1 green board
- 1 game manual
- 1 plastic maze

Object:
A sly fox has stolen Mrs. Pumper’s pot pie and is high-tailing it to the foxhole. Work together as a team of detectives, gathering clues and eliminating possible suspects. Figure out who is the guilty fox before it escapes.

Setup:
1. Place the board in the center of the playing area.
2. Each player takes a detective hat and places it on a space in the center of the board.
3. Place the fox pawn on the start space (box icon) on the edge of the board.
4. Gather the 10 suspect cards face down around the perimeter of the board (4 per side) and then choose any 2 to turn face up.
5. Shuffle the 10 face cards and without looking, insert them into the top of the Clue decoder. The easiest way to do this is to hold the decoder with the window-side down and slider closed. Then slide a face card into the decoder with the red “Cousinight” logo sticking out of the back. Place the Clue decoder within reach.
6. Place the rest of the face cards back in the box.
7. Stack the 12 clue markers in a forehead pile near the board.
8. Place the 3 dice within reach of play.

How to Play:
- The player who has recently ate pie starts the game and play continues to the left.
- On your turn, take the three dice and, before rolling, say out loud whether you will “Search for Clues”, “Search for Suspects”, or “Reveal Suspects”. If you choose Search for Clues, you must roll all three dice to show footprints symbols. If you choose Search for Suspects, you must roll all three dice to show eyes symbols.
- If all three dice show the icons that match your choice by your third roll, take one of the following actions:
  - Roll three dice and, if you have not yet found a suspect, you may go to any suspect card to see if you matched the icons on your third roll.
  - Roll three dice and, if you have not yet found a suspect, you may go to any suspect card to see if you matched the icons on your third roll.

Search for Clues:
- Count up the footprints icons on the dice and free move your detective pawn to the number of spaces on the board. You may move horizontally or vertically, but not diagonally.
- If you land in a space that contains a pie print, draw the top clue marker and place it on the Clue decoder. Then slide open the decoder and look whether the color corresponding to the face on the marker is present or not. If it is red, that means that you have found a clue; that is, the fox is wearing that particular item. If it is green, that means that the fox is not wearing it.
- Then look carefully at all of the face cards around the board. If any are wearing the particular item and it was marked “green”, you can eliminate them from the game. (Place the Suspect card black in the box). If it was marked “red”, note that you may have a possible guilty suspect on your hand. (Remove any suspect that is not wearing the item.)
- Close the sliding doors and then end your turn by placing the Clue marker face up on the space where you landed.

Notes:
- You may move on any space on the board, including the box space.
- You may not move on spaces from a different location than where you started.
- If a suspect card is already face up in the game, you may go to any space that contains it. If you choose Search for Suspects, you then must roll all three dice to show eyes symbols.
- If you roll three dice and find matches on your third roll, you may go to any suspect card to see if you matched the icons on your third roll.
- If you roll three dice and find matches on your third roll, you may go to any suspect card to see if you matched the icons on your third roll.

Reveal Suspects:
- Reveal two face-down Suspect cards that are around the board. Then look at all of the face-up clue markers that are on the board and check whether or not the suspects are wearing any of the items. (Place the “Red” or “Green” button on the Suspect card.) Discard any suspects who are not wearing any item that was marked red. This ends your turn.

Ending the Game:
The game can end one of three ways:
1. You have a strong suspicion of who is the guilty fox. In this case, name the suspect out loud and then reveal the Trail card from the decoder. If the same matches, you win the game. Otherwise, the guilty fox dashes to the foxhole and escapes from your clutches.
2. You eliminate all but one suspect card from around the board. When this happens, remove the “Trail” card from the decoder and make sure they match. (If they do, congratulations, you caught the case and won the game!)
3. The fox reaches the foxhole space on the board. If this happens, that tidy fox also escapes. Better luck next time, detectives.

Variant:
Once you get good at the base game, step up the challenge by moving the fox pawn 4 spaces instead of 3. And for experts, move it 5 spaces.

A Word from Cousinight:
We’ve always been a fan of wholesome, cooperative games and deduction games, so it was no surprise that we fell for Outfoxed! The team at Department of Recreational Games created a game that deftly combines both elements into a wonderful version for having deductive reasoning in a non-competitive environment. As you work together to try and catch the fox, you learn some valuable skills such as evaluating probability and paying attention to details, as well as the important role that collaboration plays towards problem solving. Happy detecting!