Master Fox
Rules

2-4

7+

20min

❧ Contents ❧

- 1 rule booklet
- 4 **Fox** masks (blindfolds)
- 8 **Mission** cards
- 24 **Loot** pawns
- 5 **Ruse** pawns
- 30 **Egg** tokens

❧ Goal of the Game ❧

Master Fox, that famous vulpine fellow, wants to take a vacation from his domain of *Maupertuis* for a while. Before he leaves, he must choose a replacement from among the most intrepid foxes in the forest.

To prove your worth, capture loot from the neighboring farm, while completing missions that the illustrious sly fox sets for you.

The first to collect 10 **Egg** tokens wins and becomes the new **Master Fox**. For experienced players, the goal is 15 **Egg** tokens.

❧ Setup ❧

- Place the box bottom in the center of the table where everyone can reach it.
Place the **Egg** tokens in a pile nearby.
- Choose a **Fox** mask and place it on your forehead.
- Shuffle the 8 **Mission** cards to form a deck. Place it face-down beside the box.
- Place the 24 **Loot** pawns in the box bottom. This represents the farmyard. Set the **Ruse** pawns (*Fox*, *Snake*, and *Hammer*) aside. Now put the lid on the box, so no one can see its contents.

❧ How to Play ❧

- **Draw 3 Mission cards**, and place them face-up on the table. These are the **objectives** for your nocturnal pillaging, so everyone must see and understand them. You will try to claim one **Loot** pawn per card. Put the lid on the box. The oldest player shakes the box to mix the pawns. After shaking, all players cover their eyes with their Fox masks so no one can see anything. Then the player who shook the box removes the lid and counts to three to start the round.

- **Grab the loot:** Using only one hand (called the "**looting**" hand), **grab the loot** that matches this round's missions. You can only grab one pawn at a time. When you have the loot you want, stash it in your other hand (your "sack"). You can put a grabbed Loot pawn back in the box. You cannot have more than four **Loot** and/or **Ruse** pawns in your sack.

- **End the mission:** As soon as a player has at least 3 Loot pawns in his sack, he can say, "STOP!" Everyone stops and lifts their masks. If you have a pawn in your looting hand, put it back in the box.

Count your points:
- **Gain 1 point** for each Loot pawn in your sack that matches the mission.
- **Lose 1 point** for each Loot pawn in your sack **that does not match the mission**.
- **Lose 1 point for each excess Loot pawn** in your sack (if you have too many).
- **Lose 1 point if you have more than one Ruse pawn** in your sack.

Track your score by taking 1-point and 3-point **Egg** tokens equal to the points you earned during the round. (Your score can never be negative. If you scored negative points, take no **Egg** tokens.) Then put the **Loot** pawns back in the box, and start a new round.

• With each new round, draw 3 new cards, and cover the 3 old cards with them. Because there are 8 **Mission** cards, you draw only 2 cards on every third round. The youngest player chooses which card to leave uncovered—it is a mission again this round. After this round, shuffle all the cards to create new deck.

• Ruse Pawns

Ruse pawns add tricks to the hunt. They come into play gradually. You may have only one **Ruse** pawn in your sack each round. If you have more than one in your sack, none of your **Ruse** pawns have any effect.

• Adding Ruse Pawns

Begin adding **Ruse** pawns on the second round. Added **Ruse** pawns stay in play until the end of the game.
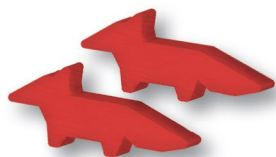
Round 2: Add 2 *Fox* **Ruse** pawns to the box.
During scoring, you gain 1 point for a *Fox* in your sack.

Round 3: Add 2 *Snake* **Ruse** pawns to the box.
During scoring, a *Snake* allows you to steal a Loot pawn of your choice from an opponent's sack before points are counted. If two players have *Snakes*, the one with a higher score steals first. If the players have the same score, the older player steals first. You cannot steal a **Ruse** pawn.

Round 4: Add 1 *Hammer* **Ruse** pawn to the box.
During scoring, the *Hammer* protects you from players with a *Snake*. No one can steal from you.

End of the Game

The game ends when one player collects at least 10 eggs (or 15 for experienced players). Then, the player who collected the most eggs wins the game. In case of a tie, the youngest tied player wins.

Credits

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