

The Wolf and the Fox

2 - 4 Players 20-35 min

Story

A Wolf and a Fox once lived together. The fox, who was the weaker of the two, had to do all the hard work, which made him anxious to leave his companion. One day, passing through a wood, the wolf said, "Red-fox, get me something to eat, or I shall eat you." The fox answered, "I know a place where there are a couple of nice young lambs; if you like, we will go and fetch one." This pleased the wolf, so they went. The fox stole one, brought it to the wolf, and then ran away, leaving his comrade to devour it. This done, the wolf was not content, but wishing for the other, went himself to fetch it; and being very awkward, the old sheep saw him, and began to cry and bleat so horribly that the farmer's people came running to see what was the matter. Of course they found the wolf there, and beat him so unmercifully, that, howling and limping, he returned to the fox. "You had already shown me how, so I went to fetch the other lamb," said he, "but the farmer's people discovered me, and have nearly killed me." "Why are you such a glutton?" replied the fox.

The next day they went again into the fields. "Red-fox," said the wolf, "get me something quickly to eat, or I shall eat you!" "Well," replied the fox, "I know a farm, where the woman is baking pancakes this evening; let us go and fetch some." They went accordingly, and the fox, slipping round the house, peeped and sniffed so long, that he found out at last where the dish stood, then quietly abstracting six pancakes, he carried them to the wolf. "Here is something for you to eat," said he, and then went away. The wolf had swallowed the six pancakes in a very short space of time, and said, "I should very much like some more." But going to help himself, he pulled the dish down from the shelf; it broke into a thousand pieces, and the noise, in addition, brought out the farmer's wife to discover what was the matter. Upon seeing the wolf, she raised such an alarm, that all the people came with sticks or any weapon they could snatch. The consequence was that the wolf barely escaped with his life; he was beaten so severely that he could scarcely hobble to the wood where the fox was.

"Pretty mischief you have led me into," said the wolf, when he saw him, "the peasants have caught, and nearly flayed me." "Why, then, are you such a glutton?" replied the fox.

Upon a third occasion, being out together, and the wolf only able with difficulty to limp about, he nevertheless said again, "Red-fox, get me something to eat, or I shall eat you!" "Well," said the fox, "I know a man who has been butchering, and has all the meat salted down in a tub in his cellar. We will go and fetch it." "That will do," said the wolf, "but I must go with you, and you can help me to get off, if anything should happen." The fox then showed him all the by-ways, and at last they came to the cellar, where they found meat in abundance, which the wolf instantly greedily attacked, saying at the same time to himself, "Here, there is no occasion to hurry." The fox also showed no hesitation, only, while eating, he looked sharply about him, and ran occasionally to the hole by which they had entered in order to try if he was still small enough to get out by the same way he had come in. "Friend fox," said the wolf, "pray tell me why you are so fidgety, and why you run about in such an odd manner." "I am looking out, lest anyone should come," replied the cunning creature. "Come, are you not eating too much?" "I am not going away," said the wolf, "until the tub is empty; that would be foolish!" In the meantime, the farmer, who had heard the fox running about, came into the cellar to see what was stirring, and upon the first sight of him, the fox with one leap was through the hole and on his way to the wood. But when the wolf attempted to follow, he had so increased his size by his greediness, that he could not succeed, and stuck in the hole, which enabled the farmer to bash him with his cudgel. The fox, however, reached the wood in safety, and rejoiced to be freed from the old glutton.



Overview

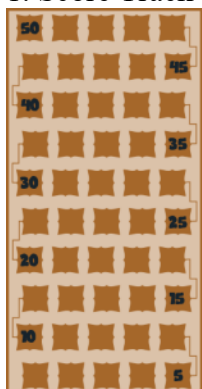
In The Wolf and the Fox, players are working to gather food with both the sly Fox and the gluttonous Wolf. Each turn the start player will roll all the dice and each player will use one die to move either the Wolf or Fox around the edge of the forest collecting Sheep, Pigs, Bacon, Chickens, Forest Friends, Pancakes, and Butter from the farms. Each card type scores victory points in different ways. Players will score the cards they have collected at the end of each day. Most total VP at the end of three days wins!

Set Up

1. Place the forest and score track in the center of the play area.
2. Place the dice in the forest. 2/3p: **Three Dice** 4p: **Four Dice**
3. Set up the farm deck 2/3p: Remove all cards marked "4p". 4p: Use all cards
4. Shuffle each farm deck separately (Blue and Red) and reveal 16 farm cards – one face up from each deck at each farm around the edge of the forest. Use the red farm cards for the inner ring and blue farm cards for the outer ring. Place the remaining cards in separate piles near the play area.
5. Place the wolf and fox across from each other facing clockwise.
6. Shuffle the farmer cards and place them face down in a pile near the play area.
7. Place the bones in a pile near the play area.
8. Each player receives a Wolf/Fox divider and matching player marker. The Wolf/Fox divider is placed in front of them and their player marker at "0" on the score track.
9. Each player receives one bone.
10. Place a bone on "1" on the round track.
11. Randomly select a start player and give them the start player marker



1. Score Track



2. Dice



4.

Start Player Marker

5. Wolf Meeple (black meeple)



3. farm cards



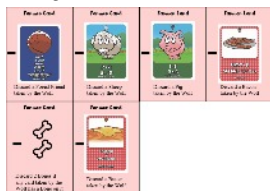
5. Fox Meeple (white meeple)



10. Round Track



6. farmer cards



7. Bones (white cubes)



1. Forest Board



8. Fox/Wolf Divider and Player Marker



Gameplay

The Wolf and the Fox is played over three days. Each day, players will play FOUR rounds collecting eight farm cards (two each round) by moving the fox or wolf around edge of the forest at the farms by using the rolled dice. Players are working to make sets of food (Pigs, Sheep, Pancakes, Butter, Bacon, Chicken) and Forest Friends to score VP and win the game. Each turn, players each select a rolled die and move either the wolf or the fox spaces equal to the selected die and take both farm cards from the farm they land on.

A Day

Each day consists of **FOUR** rounds. Victory points (VP) will be scored at the end of each day and tracked on the score track. The Wolf and The Fox is played over **THREE** days.

Playing a Round

Roll Dice

The start player rolls all dice and places them in the Forest. **4p = four dice. 2/3p = three dice**

Collect Cards

One at a time, beginning with the start player and continuing in clockwise order, players will select one available die and move the fox or the wolf – players may choose either – clockwise around the farms equal to the value of the die they selected then collect the two farm cards from the farm at which the chosen character (Fox or Wolf) ended their movement on.

Players MUST move the Fox or Wolf prior to selecting cards!

Example: Blue player could choose to move the Wolf using a rolled "5" as shown from farm B to farm G



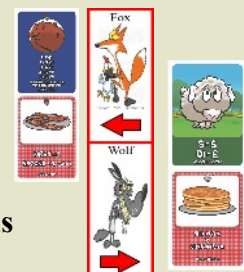
Each die may only be used once per round. Once a player has selected a die and used it for movement, it is removed from the forest and placed in front of the player who selected it until the end of the round.

Players place collected farm cards face up in front of them. **All** collected farm cards are open information.

When players collect farm cards using the Wolf, they go on the Wolf side of their divider.

When players collect farm cards using the Fox, they go on the Fox side.

Fox Side



The Fox and the Wolf may NEVER share the same farm! If movement would cause the character being moved (Fox or Wolf) to end on the same farm as the other, it moves one space further to the next farm and ends movement there instead.

If any movement causes the Wolf or Fox to land at a farm that is empty - no farm cards remain - immediately move the Wolf or Fox to the next farm that has farm cards and take those cards.

Round End

Once each player has moved the Fox or Wolf once each and collected TWO farm cards each, the round is over.

Refresh all empty locations with new farm cards from the farm decks - the inner ring from the red deck, outer ring from the blue deck.

Move the round marker forward one space and pass the start player marker clockwise. The dice are collected by the start player to begin the next round.

Day End occurs after the 4th round of play.

Day End

Farmer Card - Reveal and resolve the top farmer card of the farmer deck. The farmer causes players to lose cards.

Only farm cards collected by the Wolf (and therefore on the Wolf side of player's dividers) are at risk from the farmer!

At the end of day one and day two, players will score the VP from their collected farm cards EXCEPT Forest Friends. (See Scoring)

Players score their mice. (See Mice)

Players then discard all Chicken, Butter, Pigs, and Sheep from the game.

Pancakes, Bacon, and Forest Friends are NOT discarded.

Young Gamer Variant - Remove farmer cards and dividers from the game and ignore that step of day end.

Game End

Game end occurs after the day three has been completed.

Players score all VP on their collected farm cards INCLUDING Forest Friends (finally!) and mice.

Any unused bones players have are worth 1VP each.

The player that has collected the most VP is the winner! If tied, the player with the most bones is the winner. If STILL tied, begrudgingly enjoy your shared victory.

Bones

Whenever players select a farm card with a bone symbol on it, they immediately take a bone from supply and place it in their play area.

Bones allow players to modify the value of a die they selected higher or lower by one (+/- 1) by spending a bone. So when moving the Fox or the Wolf, players may discard a bone(s) back to supply to change the value of the die they selected by ONE per bone.

i.e. "4" to "3" or "5" to "6" or "6" to "7"

Players may use multiple bones to change a die value by more than one. i.e spend two bones to change a "6" to "8" or "5" to "3" etc

Players may NEVER move CCW or change "1" to "0"! Players MAY spend bones to move more than "8".

Bone Symbol



Mice - Brown, Black, and White

At the end of each day, players will score VP from mice they collected on farm cards.

Farm cards may have either a brown, white, or black mouse on them.

Player score VP equal to the number of mouse symbols of the color mouse of which they collected the most. So if a player has collected six farm cards with mice - two brown, three black, one white - that player would score 3VP for the three black mice.

Mouse Symbol



Note: Mice on farm cards that do not discard - Forest Friends, Bacon, and Pancakes - will count at the end of every day after they are collected since those farm cards do not discard.

Scoring

Pigs

Pigs are scored and discarded at the end of each day.

A set of two Pigs is worth 6 VP.

A single Pig is worth 1VP.

Players may collect and score multiple sets of Pigs each day.



Sheep

Sheep are scored and discarded at the end of each day.

A set of three Sheep is worth 12 VP.

A set of two Sheep is worth 5 VP.

A single Sheep is worth 0 VP.

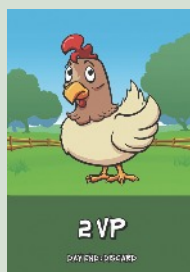
Players may collect and score multiple sets of Sheep each day.



Chickens

Chickens are scored and discarded at the end of each day.

Each collected Chicken is worth 2VP.



Bacon

Bacon is scored at the end of each day, but is NOT discarded.

The player with the most Bacon receives 5VP.

The player with the 2nd most Bacon receives 3VP. **2p: 2nd player receives 0VP, not 3VP.**

If a tie for 1st occurs, all tied players receive 5VP. No players receive 2nd place points.

If a tie for 2nd occurs, the player with the most bacon receives 5VP, and all tied 2nd place players receive 3VP.



Pancakes and Butter

Pancakes and Butter are scored together at the end of each day.

Butter is discarded. Pancakes are NOT discarded.

Each Pancake is worth 1VP plus an additional VP per Butter collected.

0 butter, pancakes = 1VP. One butter, pancakes = 2VP/each. Two butter, pancakes = 3VP/each

Players may score MAX two Butters!

Players may collect more than two, but only TWO will score.

Example: If Red player collects four pancakes and no butter, the pancakes and butter score 4VP. If Red player had collected four pancakes and one butter, each pancake is worth 2VP so the pancakes and butter score 8vp. If the Red player had collected four pancakes and two butter, each pancake is worth 3VP so the pancakes and butter score 12vp.



Forest Friends

Forest Friends are ONLY scored at the end of the game.

Forest Friends are scored based on the total number of unique Forest Friends collected:

1 =1vp, 2=4vp, 3=8vp, 4=12vp, 5=18vp

Players may collect and score multiple sets of Forest Friends.

