Welcome to Fox Hollow!

It's a lovely place, but wow, do we have some fox problems. As a farmer here, it's your job to help raise the chickens while avoiding the foxes. The first player to reach **25 POINTS** from their chickens wins the game!

2–8 PLAYERS ● **10-20 MINUTES**

COMPONENTS

4	WHITE DICE	8	PLAYER TOKENS
4	YELLOW DICE	1	CLOTH BOARD
4	ORANGE DICE		

SETUP

● Place the ▱ **CLOTH BOARD** within reach of all players.

● Each player chooses a ● **PLAYER TOKEN** and places it on the ⊳⊳⊳ starting space of the board.

● Any unused ● **PLAYER TOKENS** can be set aside and will not be used in the game.

● Arrange the ▮ **YELLOW DICE** and the ▮ **ORANGE DICE** in rows inside the Coop.

● The player who most recently held a chicken goes first. Otherwise, randomly choose a starting player.

● Give the 4 ▢ **WHITE DICE** to the starting player.

▼ **STARTING SPACE**
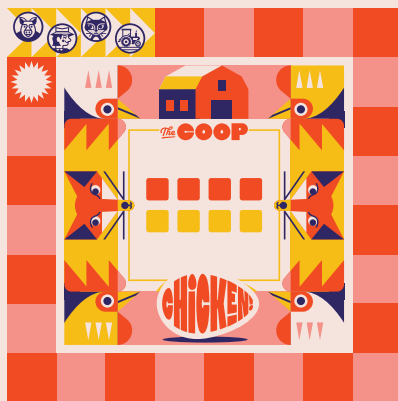
STARTING PLAYER'S DICE ▶ ▢ ▢ ▢ ▢

PLAYING YOUR TURN

At the beginning of your turn, you must choose one of two options:

Go For It!

Take all of the dice passed to you, and roll 'em!

OR

Chicken Out!

Return all **YELLOW & ORANGE DICE** passed to you back to the Coop, and **LOSE 1 POINT** for being a chicken. Now take the 4 remaining **WHITE DICE** and roll 'em.

Note: If you "Chicken Out," while on the ▶▶▶ starting space, you do not lose 1 point.

After your first roll, set any **CHICKENS** you have rolled to the right and **FOXES** to the left. **CHICKENS** will score you points, but if at any point during your turn you have rolled **FOXES** or more across all your dice, then you've busted! Your turn ends, and you score zero points. See more on "You Busted!"

HATCHING DICE

If you did not bust after your first roll, then leave any **BLANK DICE** and **EGGS** in the middle. For each **EGG** symbol rolled, add a die from the Coop to the middle. When adding dice, **YELLOW DICE** are added first, then **ORANGE DICE** if there are no longer any yellow in the Coop. **ORANGE DICE** are riskier but also more rewarding. If no dice are in the Coop, you do not add another die. Any added dice are treated as if they are blank.

Pro Farmer Tip:

It can be helpful to add hatched dice on their blank side to not confuse them with any foxes or chickens rolled.

You now have a choice to **REROLL ALL DICE** in the middle, **OR STOP AND "COUNT YOUR CHICKENS"** (see below).

If you choose to reroll, remember you must **ROLL ALL OF THE DICE** in the middle—this includes your blank dice, dice showing **EGGS**, and any newly added dice in the mix.

You only get **ONE REROLL PER TURN**, so after this reroll, your turn will be done. If you did not bust after this reroll, hatch any new dice and count your chickens!

COUNTING YOUR CHICKENS

When your turn ends with less than **FOXES**, score 1 point for every **CHICKEN** rolled—moving your **PLAYER TOKEN** one space per point around the board. The **DOUBLE CHICKEN** on the **ORANGE DICE** is worth 2 points! Pass all of your dice to the next player clockwise. It is now their turn!

Pro Farmer Tip:

As the dice pool gets bigger, use the tube to help roll all them chickens!

YOU BUSTED!

If **FOXES** or more are showing across all your dice, your turn ends as the foxes break in and snatch all the chickens! Return all **YELLOW & ORANGE DICE** to the Coop and score zero points. Then, pass all 4 **WHITE DICE** to the next player clockwise. It is now their turn.

END OF GAME

When a player ends their turn with **25 OR MORE POINTS**, the game ends immediately and that player has won!