

Quick Start Instructions

Outfoxed! (2-4 players)

(a co-operative game where you work together!)

How to play:

1. Place the game board in the middle of all players. Each player chooses a **detective hat** and places it in the center of the game board. Place the **orange fox figure** on the fox icon (starting space). Put the **16 SUSPECT cards** face-down around all sides of the game board. Then turn any 2 face-up. Stack the little **12 oval clue markers** facedown in a pile beside the game board.
2. Shuffle the **16 THIEF cards**. Choose one (this is the thief!) and put it in the **clue decoder** with the side with THIEF towards the Gamewright Fox side. The rest of the thief cards can be put back in the box.
3. **On a turn**, a player must first say out loud if they want to “**search for clues**” by rolling **3 footprint sides** OR “**reveal suspects**” by rolling **3 eye sides**. Players can roll up to 3 times and set aside any matching dice on each roll.
4. Oh no! Did you **not roll** the 3 matching dice you wanted? the **fox thief** must be moved **3 spaces** on the grey path!
5. **Did you roll 3 footprints?** Count the number of footprints on all of your dice and move your detective hat forward that number of spaces on the board (horizontally or vertically). You may move on any square on the board, including the fox’ path. **Try to get to a set of 4 squares with a paw print**. If you are already on a paw print square you can exit from anywhere to get to another one.
 - If you land on a space that has a paw print on it, take a clue marker and place it in the matching



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oval spot on the clue decoder (picture side up). Slide open the decoder, and see if under the cut-out dot, you see **green** or **white**. If it's **green**, the thief **is wearing** that item! If it's **white**, the thief is **not wearing** that item.

- With this clue, look at all the face-up **suspect cards** around the game board. If any are wearing a clothing item that had a green dot, you have a possible suspect that you can't get rid of yet. If any suspects are wearing a clothing item that had a white dot, they can't be the thief and you can put those suspects back in the box.
- **Close the slider** and **place the clue marker on the space** where you landed to end your turn.



6. **Did you roll 3 eyes?** Flip over 2 new suspect cards from anywhere around the board. Look around at the clue markers on the board and use your memories together to see if the suspects are wearing items that you remember had a white dot and so the thief wasn't wearing them. Put these suspects back in the box.

The three ways to end the game:

- **Do you all have a strong feeling about who the guilty fox thief is?** Name them out loud, and reveal the thief card from the decoder. If you were right, you found the guilty fox, hooray! If not, try again next game!
- **You have only 1 suspect card left.** Take out the thief card from the decoder to see if they match. If they do, congratulations, you found the guilty fox!
- **The fox reaches the foxhole space on the game board.** Oh no! The thief has escaped! Better luck next time, detectives!