

Foxy



RULEBOOK

Foxy



COMPONENTS



48 cards in 4 different environments (countryside, savannah, sea and forest)



1 Fox card



1 Comic strip card (not used in the game)



1 Animal Count plasticized board / Summary sheet



5 plasticized boards



5 erasable markers



This rulebook

GAME OBJECTIVE

Foxy is a memory game for everyone. You'll have to pay attention to the various animals that will appear on the revealed cards and try to remember how many of the same type you've seen up to that moment. Will you be as sly as a fox?

SETUP

1. Give an erasable marker and a plasticized board to each player. It's possible to play with more than 5 people, using more than one box or simply by downloading and printing the extra boards available at the link at the end of this rulebook.
2. Shuffle together all 48 cards, setting aside the Fox card. Then take 19 cards without revealing them and put the other 19 back in the box. Add the Fox card, shuffle this deck of 20 cards and put it in the center of the table, still face down.
3. Place the board on the table, showing the Summary sheet side.



ANATOMY OF A CARD: each card depicts up to 2 unique animals of the featured environment, and sometimes also 1 cat (which can appear in all 4 environments).

GAMEPLAY

At the beginning of each turn any one player reveals the first card of the deck, putting it face up in the center of the table so that it's visible to everyone. Using the following method, each player must write the Estimate number on their board in the box corresponding to the current turn, **without being seen by the other players**. Each board contains 20 numbered boxes, corresponding to the 20 turns of the game and therefore to the 20 cards that are going to be revealed. The Estimate number must be written in the leftmost empty box, the one that corresponds to the number of cards revealed up to that moment.

It's recommended to verify the number of the current turn (and of the corresponding box) by saying it aloud along with the other players. This way, you'll be sure that no one has accidentally skipped a box/turn. After all players have written the Estimate number on their boards secretly, the game proceeds by revealing another card from the deck, placing it face up **on top of the previous card**.

Continue this way until you have revealed all 20 cards from the deck.



THE ESTIMATE NUMBER

Each card contains 1 to 3 animals. Each turn you'll have to estimate **how many animals of the same type** as those on the card are present on all cards revealed up to that moment, including the card that has just been drawn.

For example, if the card revealed this turn contains 2 animals, you have to estimate how many animals of both types have appeared until now and add them up. This estimate corresponds to the **Estimate number**, which you'll write in the box of the current turn.

Each Estimate number will grant you points at the end of the game only if the estimate is **equal or less** than the number of animals effectively present among the cards revealed up to that point.

In the case you aren't sure about an estimate, you can choose to be prudent and write a lower value. However, the closer an estimate number is to the exact number, the more points you'll score.



EXAMPLE 1: this turn the revealed card depicts a bear and a cat. You have to remember the total number of bears and cats that have appeared up to this point, including on the card that has just been drawn. If you remember to have seen 3 bears and 2 cats, you can write the number 5 in the corresponding box. If in doubt, you could be prudent and write a lower number.

	7	8
	5	

THE FOX CARD

When the Fox Card is revealed, you have to estimate the number of **different** animals you've seen up to that moment. The fox is **not** included in this count.



EXAMPLE 2: this turn the revealed card depicts the fox. If you remember to have seen 7 different animals up to that point, you could write 7 in this turn's box. You can choose to be prudent and write a lower number in this case too.

	18	19
	7	

FORBIDDEN ACTIONS

- You can't look at the cards under the last revealed one.
- You can't write any information other than the Estimate number. For example, you can't write $5+3$ or add notes that would help you in remembering the number of animals that you've seen that turn.

BETTING ON THE EXACT ESTIMATE NUMBER

Each player, only once per game, can choose to **circle** the Estimate number they have just written. During the final point tally, in the case that this estimate is exactly right, they'll **double** the points gained that turn. If the estimate is wrong, be it higher or lower, that player won't gain any points for that turn.

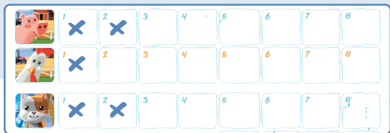
END OF THE GAME

After having revealed all 20 cards from the deck, the game ends. To calculate the score, any one player takes the deck of revealed cards and, without changing its order, flips it.

Revealing one card at a time, check together how many animals depicted on that card you've seen up to that moment, including on that card itself.

Place the board on the table, showing the Summary sheet side: each time you flip a card, for each animal on it write an **X** with the erasable marker on the corresponding track. This way, you'll always have the exact number of animals revealed up to that moment right in front of you.

EXAMPLE 3: the last revealed card depicts a pig, a cat and a hen. Add an **X** to the three corresponding tracks. Then just count the number of **X** on the three tracks to check what is the maximum value for the Estimate number of that turn. In this case, it's **5**.



After each reveal, each player checks the Estimate number they've written on the box

corresponding to the number of cards revealed up to that moment:

- if the Estimate number is **equal** or **less** than the exact number, they gain a number of points **equal** to the Estimate number (the higher the Estimate, the more points they gain);
- if the Estimate number is **circled** and the Estimate is exactly right, they gain **double** that amount of points (this is possible only once per game for each player);
- if the Estimate number is **higher** than the exact number, they gain **no points** and mark the Estimate number with an **X**.

At the end of all checks, each player adds up the total number of points they've gained and the player with the most points wins the game. In case of a tie, the player with the most number of points gained by circling a number is the winner (see "Betting on the exact Estimate number"). If it's still a tie, the player with the least crossed out numbers wins the game.

EXAMPLE 4: continuing after the previous example, the correct Estimate number for that turn is **5**.

- Jack wrote **3** during the game, maybe to be safe. He gains **3** points. His Estimate number is lower than the exact one.
- Margherita wrote **5**, so she gains **5** points. Her Estimate number is equal to the exact number.
- Jo wrote **6**, so her Estimate number is higher than the exact number. She gains **0** points.
- Finally, Mario wrote **4** and circled the number hoping to double his points. However, in this case his Estimate number doesn't equal the exact one. He gains **0** points. If he had written **5**, the correct Estimate number, he would have gained double that number: **10** points.

VARIANTS

At the start of the game you can choose to use one or more of the following variants.

- When a Fox card is revealed, instead of the number of different animals seen up to that point, the players have to guess what type of animal has been seen more times than the others, estimating their total number.
For example: if a player thinks they've seen 6 cats, 6 bears, 4 dolphins and 3 pigs, their Estimate number will be 6.
- When a Fox card is revealed, instead of the number of different animals seen up to that point, the players have to estimate how many times there was just a single animal on all previous cards.
For example: if a player thinks they've seen 5 cards with only 1 animal each before the fox, their Estimate number will be 5.
- When a Fox card is revealed, consider it as it were a single cat. Instead of the number of different animals, you'll have to estimate the number of cats seen up to that moment.
- You gain points only if the Estimate is exactly right. No points are gained if an Estimate number is lower than the exact number (hard mode).
- Each turn, the last player to write down the Estimate number in the turn's box must say that number aloud (easy mode).



PLAYING WITH MORE THAN 5 PLAYERS AND SOLO MODE

Since all players act simultaneously, there isn't a real limit to the maximum number of players, as long as all players can see the revealed card (this can even be done remotely by using a webcam). To **play with 5 or more players** you just have to give each extra player a board to write down their Estimate numbers. You could do it by using two or more boxes, or by downloading the printable pdf of the board using the QR code you see here (or by going to <https://www.gateongames.com/foxy/board>). To win the game in **solo mode**, the total of your Estimate numbers can't deviate by more than **5 points** from the total of the exact numbers.

For example: if you've written 5 but the exact number for that turn was 7, you have deviated by 2 points. So you have only 3 points of deviation left until you fail.



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CREDITS

Edizioni GateOnGames

www.gateongames.com — edizioni@gateongames.com

Author: David Spada

Illustrator: Stefano Tartarotti

Development manager: Christian Giove

Supervisor: Mario Cortese

Graphic design: Margherita Cagnola

Revision: Francesca Gherardi, Giacomo Maltagliati, Sara Gianotto, Sollenda Cacini

International translation: Thomas Mazzantini

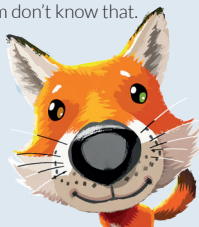
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