

**A game for clever farmers and bold ravens.
For 2 to 5 players aged 6 and up, by the Brothers Frei.**

Once more, the bold robber ravens are sitting in the old fruit trees of farmer Frank. The ravens pinch the ripe fruits and quickly carry them to their safe nests.

The clever farmer and his wife Mathilda try to catch the impudent gang with their large net. However, the ravens can take good cover in the dense leafage of the fruit trees. Suddenly a strong wind gust blows many leaves off the trees. Now the ravens can be better seen.

Suddenly the ravens spot a fat worm peeking pertly out of the ground. The birds flutter from the trees wanting to snatch the fat tidbit on the meadow.

Nevertheless, there is danger on the ground as well. The farm's red tomcat sneaks about on soft paws. As soon as he turns up the ravens take shelter in the trees. Even Frank and Mathilda walk off. Too often, they have suffered from the sharp claws of their erratic tomcat.

The tomcat is just gone when the greedy ravens fly to their nests again with their beaks full of fruits and farmer Frank briskly sways his net.



Object of the game

The ravens' goal: The raven players try to stuff their nests full of fruits.

The farmer's goal: The farmer player tries to catch all ravens.

Game components and setup

Before you start setting up the game, you must find out who will be allowed to play the farmer. Take 1 farmer and the 6 raven tiles and place them in easy reach of all players. Each player, one after the other, reveals one tile until somebody reveals the farmer tile. This player assumes the role of the farmer. All other players assume the role of ravens.

Components and setup for the farmer

1 fruit tree board – the farmer places this board in front of him.

There are storage spaces for 2 x 3 raven tiles, and for the farmer and his wife, on the board.



Components and setup for the ravens

20 square raven nest cards, showing the 4 different kinds of fruit.



5 x plum



5 x pear



5 x cherry



5 x apple

Depending on the number of raven players, you must sort out some cards. Look carefully at the cards' back sides.



With only 1 raven player, you need 10 cards with this icon.



With 2 raven players, you need 18 cards with this icon.



Take 18 cards with this icon for 3 raven players.



All 20 cards are used for 4 raven players.

Mix all these cards well, the fruits not visible. Now, all raven players take 1 card each, one after the other, until no raven nest cards are left. Each raven player reveals their cards and places them in front of them. These are the players' nests, which they have to fill with the shown fruits.

Put all cards you do not need for this game back into the game box.

Components and setup for both the ravens and the farmer

42 round fruit tree tiles – these are showing:



20 x a fruit (5 x plum, 5 x pear, 5 x cherry, 5 x apple)



6 x a raven



2 x a cat



4 x a worm



2 x the wind



6 x leaves



1 x the farmer and



1 x the farmer's wife

Thoroughly mix all fruit tree tiles and spread them face down on the table. Make sure all players can reach the tiles easily.



Sequence of play and possible actions

The farmer starts and reveals 4 round tiles. Then he performs all possible actions (see below). Take care! If you reveal the cat, your turn ends immediately. After performing your actions, the ravens take their turns one after another.

The farmer's action

The farmer catches 3 ravens



After revealing four tiles the farmer (or the farmer's wife) and not less than three ravens are lying on the table.

You managed to catch 3 ravens!

Collect the **3 ravens and the farmer tile** and place them on their corresponding spaces of your fruit tree board. Put the ravens on their spaces in the tree, the farmer or the farmer's wife is standing under the tree.

If **less than three ravens** are lying open on the table the farmer may **not** catch any raven.

If **more than three ravens** are lying open on the table, because ravens might eat a worm, you take 3 ravens only.

If you take a raven just eating a worm, put the revealed worm tile back into the game box.

The raven's action

The raven collects fruits for its nest



Two of the revealed tiles show 1 raven and 1 fruit.

If the raven player still has a **free nest card** for the revealed fruit, he takes the fruit tile and places it face open on their corresponding nest card. Then, put the raven tile face down back at that spot from where you had taken the fruit tile.
In case you have **no** free nest card for this fruit you may not take it.

If the raven player has revealed two ravens and two fruits, he may perform this action **2x**.
A raven just eating a worm **cannot** collect fruits.

Actions for both the farmer and the ravens

The raven eats a worm



Two of the revealed tiles show 1 raven and 1 worm.

A raven must **always** be placed on an open worm tile first, even if it could pinch a fruit.
Place the raven tile face up on the worm tile.
It remains there until:

- a **cat** is revealed or
- the **farmer** catches that raven.

The cat chases the ravens away



You reveal 1 cat.

Your turn ends **immediately**. Do **not** reveal any more tiles or perform any further actions.

If there are any ravens just eating a worm, place the ravens face down anywhere on the table. Put the worm tile back into the game box.

End of the game

The game ends **immediately** after

- the **farmer player** has caught all **6 ravens**, or
- one **raven player** has **filled its nest completely** with the appropriate fruits.

The player who has achieved their goal is the winner of the game about the bold ravens!

PS. The detailed example on the next page shows the sequence of play.



Two of the revealed tiles show 1 wind and 1 leaf.

Put 1 **revealed leaf tile** back into the game box for each revealed wind tile.

Then, put the wind tile **face down** back at that spot from where you had taken the leaf tile.

Example of a game with 3 players

Ted, Alice and Marco are playing a game of Coraxis & Co.

Before setup, Ted was determined to play the farmer, Alice and Marco playing ravens.

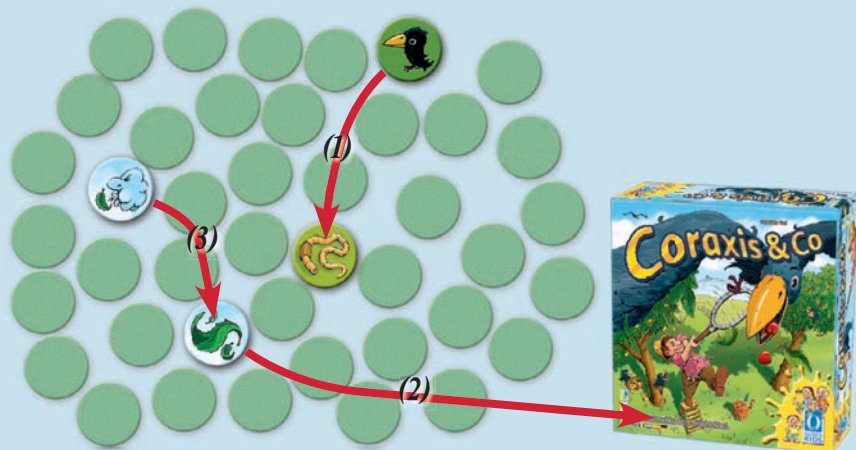
1. Ted begins and reveals 1 leaf, 1 raven, 1 wind and 1 worm.

He performs the following actions:

He places the **raven** face up on the **worm** (1). The wind blows the leaf from the tree; Ted puts the **leaf** back into the game box (2) and places the **wind** face down at that spot from where he had removed the leaf (3).

The raven remains face up on the worm tile.

His turn is finished now.

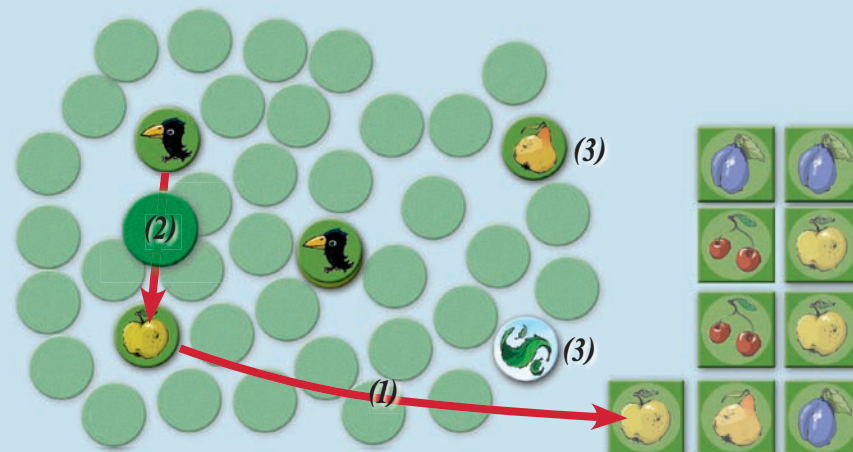


2. Next, Alice performs her turn. She reveals 1 raven, 1 apple, 1 pear, and 1 leaf.

5 tiles are lying face up on the table right now, 2 ravens among them. She performs the following actions:

She takes the apple and stuffs it into her nest (1). Then, she replaces the apple with the raven tile she just had revealed (2), placing the raven face down at that spot from where she had picked up the **apple**. Finally, she turns the **pear** and the **leaf** face down again (3).

This ends her turn; she cannot perform any further actions. The second raven is eating a worm and therefore cannot collect any fruits.

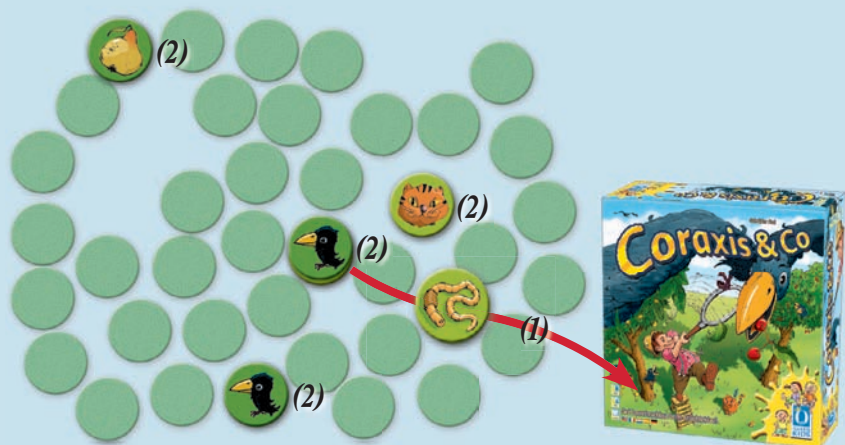


3. During his turn, Marco reveals 1 pear, 1 raven, and 1 cat.

As soon as he reveals the cat, his turn ends **immediately**.

He may not perform any actions, except he must put back the **worm** into the game box, which up to now was being eaten by the raven (1).

He turns all open tiles face down again, including the raven which had been eating the worm (2).



4. It is Ted's turn again. He reveals the farmer's wife and 3 ravens.

Ted places the 3 ravens (1, 2, 3) and the farmer's wife (4) face open on his fruit tree board.

He only needs 3 more ravens and the farmer in order to win the game.

Next, it is Alice's turn again. She reveals another 4 tiles ...

