Fox Grove

Game Components

- **52 Cards**
  in 4 colors (Suits) numbered 1–13
  39 Color cards (blue, purple & orange), 13 Trump cards (yellow)
- **12 Animal Markers**
  3 in one color per player
- **74 Resources:**
  30 Wood (1 = 15x, 3 = 5x),
  22 Nut (1 = 10x, 3 = 4x),
  22 Maple (leaf) (1 = 10x, 3 = 4x)
- **24 Blackberries**
- **1 start marker fox**
- **3 Forest houses**
  double sided: A-side and B-side
- **24 Owls** *6 per player*
- **1 Round track**
- **1 Woodpecker**

Setup – Example for 4 Players

1. Place the **3 forest houses** side-by-side with side A facing up. Place the **round track** next to the forest house on the right.

   Place the **woodpecker** on round 1 of the round track.

2. Shuffle the **24 blackberries** and place them face-up as a supply next to the forest houses.

3. Place the **74 resources** as a supply next to the forest houses.

4. **Each player** takes **3 animal markers** of one color and places 1 marker below each forest house.

5. **Each player** takes **2 owls:** For your first game, we recommend using the 2 owls pictured below. Place them in front of you with the active side *(front)* facing up. The other owls are not needed this game and placed back in the box.

6. The youngest player receives the **start marker fox.**

Meaning of symbols in the rules:

Green arrow: Receive	*Red arrow: Discard*	*Blue arrow: Activate / Deactivate*	*Any one resource:*	*Pay all resources:*

Owl: Double resources

Owl: Discount

The 6 different owls:

Owls for the first game:

Active side

Inactive side

See page 9 for more owl combinations!

Notes on resources (wood, nut, maple):

- *A "3" token is equivalent to three "1" tokens of the same type.*
- *The supply is unlimited: In the unlikely event a resource runs out, please use a suitable substitute.*
- *You may exchange three "1" resources for a corresponding "3" resource at any time.*

Game Concept

It is autumn in Fox Grove, and the animals are beginning to gather supplies for the winter. Every animal must help, and the fox keeps everything organized.

By playing cards, you collect wood, nuts, and maple leaves, which you deliver to the forest houses to prepare for winter step-by-step and earn points.

Gameplay

Fox Grove is played over **4 rounds.** Each round is divided into **2 Phases:**

- **Phase 1: Play 9 tricks and receive rewards**
- **Phase 2: Deliver supplies for the winter**

On your turn, you may use your owl abilities at any time to gain an advantage.

After use, the owls become inactive and must be activated again before they can be used again.

After the 4th round, **final scoring** takes place, where you receive points for resources delivered to the forest houses and for your blackberries.

The player with the most points wins!

A round in Detail

Phase 1: Play 9 tricks and receive rewards

Overview of the cards:

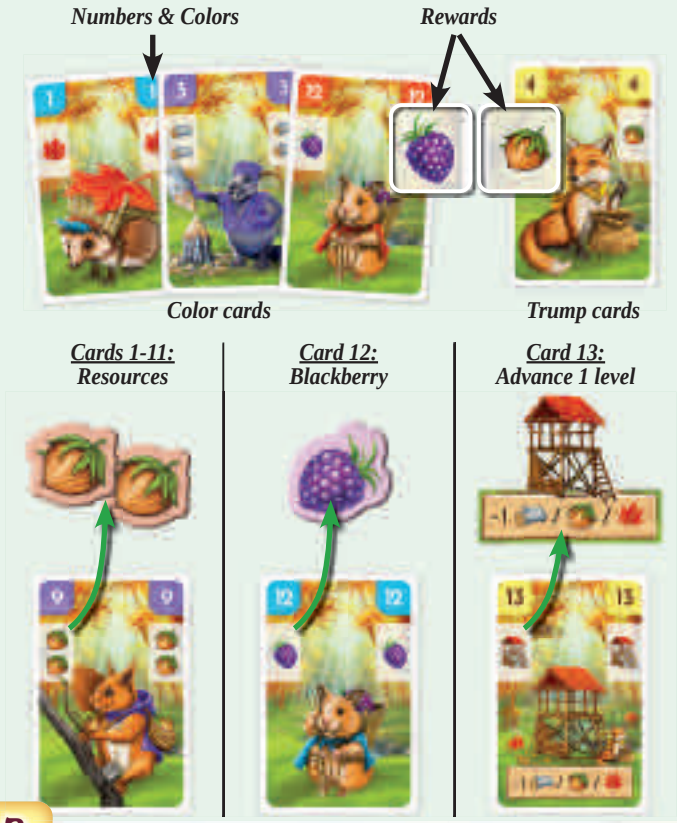
Each card has a **color and a number.** There are **4 colors,** each with **numbers 1–13.**

All cards in **blue, purple, and orange** are **color cards.**

All **Yellow cards** *(Fox cards)* are **trump cards.**

If you win a **Trick** *(see page 4)* **or** if you have **discarded a card,** you receive the following rewards based on the card:

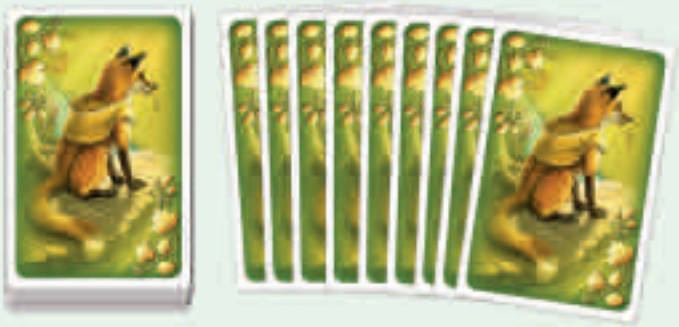
- **Cards 1–11:** Take the depicted **resources** from the supply and place them in front of you. You need resources to climb the levels of the forest houses and earn points.
- **Card 12:** Take **1 blackberry** from the supply. These provide points at the end of the game or can be exchanged for 1 resource during the game.
- **Card 13:** Allows to advance **1 level** in a forest house and pay **1 fewer resource** *(of any type)* than required.



a) Deal cards

Shuffle all cards face-down and deal **9 cards to each player.**

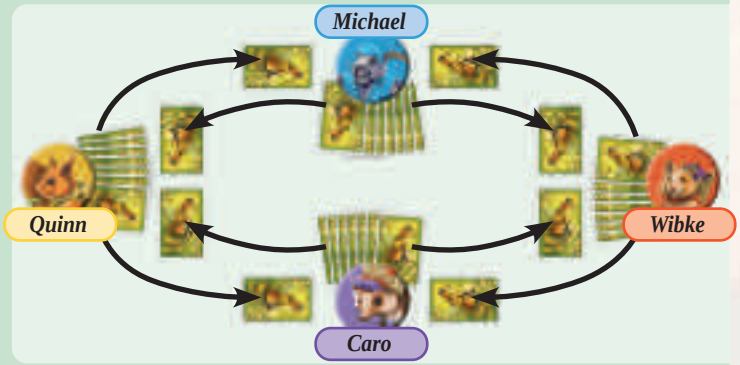
Keep the remaining cards as a face-down draw pile. Leave extra space for a discard pile.



b) Exchange cards

Choose 2 cards from your hand. Pass 1 card face-down to your **left neighbor and** 1 card to your **right neighbor.** Then everyone adds the received cards to their hand, restoring their hand size to 9.

Game Tip: *Try to keep your high cards and try to void a color (have no cards of that color) in your hand.*



c) Play 9 tricks

The player with the **start marker fox leads the first trick.**
When playing cards, the following rules apply:

- **The person leading** the trick may play **any card from their hand** *(color or trump card).*
- **All other players** must follow suit **in clockwise order.** This means:
  - ➔ If the first card is a **color card,** you **must play** a color card of **the same color.**
  - ➔ If the first card is a **trump card,** you **must play** a **trump card.**

Note: *You can NOT play a trump card as long as you can follow the led color card.*

Example: The blue 4 is led.

Wibke must follow suit and play a blue card. She chooses the 8. She cannot play a trump because she has blue cards.

- **If you cannot follow suit,** meaning you have no matching color or trump card, you may do the following:

  ➜ If the first card was a **color card, and you have at least 1 trump card,** you have two options:

  a) Play a trump: Play a yellow card to try to win the trick.

  b) Discard a color card: Play any color card from your hand. You immediately receive the **reward** shown on that card *(see page 5)*.
  Then place the card on the **discard pile.**

  ➜ If the first card was a **color card and** you do **not have any trump cards, you must** discard a color card. Play any color card, receive its reward *(see page 5)*, and place it on the discard pile.

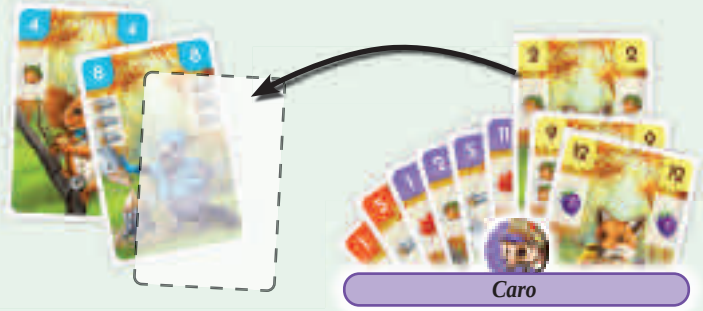
  ➜ If the first card was a **trump card** *(yellow)*, **you must** discard a color card. Play any color card, receive its **reward** *(see page 5)*, and place it on the **discard pile.**

Determining the winner:

Once everyone has played or discarded a card, check the remaining cards on the table to see who won the trick:

- If only **color cards** are on the table, the person who played the **highest number** wins.
- If **color cards and trump cards** *(or only trump cards)* are on the table, the person who played the **highest trump card** wins. A trump wins even if a color card has a higher number.

The winner of the trick chooses 1 card from the table and receives the **reward** shown on it *(see page 5)*. Then, the played cards are moved to the discard pile.



Example: Two blue cards are played. Caro has no blue cards – she plays a trump, the yellow 2.

Example: Three cards are played. Quinn has no blue cards and decides not to play a trump card – he discards a purple 9, places it on the discard pile, and takes 2 nuts from the supply.

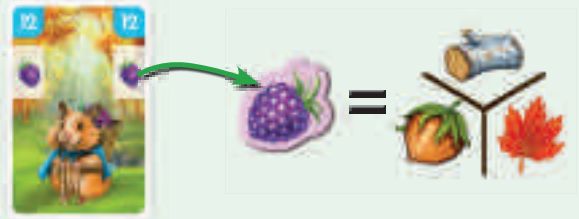
Example: Caro won the trick with the yellow 2. She chooses the Blue 8 (played by Wibke) and receives 3 wood from the supply.

Note: *It is possible that only 1 card remains on the table if everyone else discarded. In this case, the person with the last card on the table wins and receives the reward of their own card.*

Receive rewards:

- **Cards 1–11:** Take the depicted **resources** from the supply.

- **Card 12:** Take **1 blackberry** from the supply.



You may spend a blackberry at any time (■ **Phase 1** or ■ **Phase 2**), to take **1 resource** of your choice *(wood, nut, or maple)* from the supply. Return the blackberry to the box.

You may look at the **points on the back** of your blackberries at any time, but keep them hidden from other players. Blackberries kept until the end of the game score the points shown on the back *(1-4)*.

- **Card 13:** Immediately advance **1 level** in a forest house.

You pay **1 fewer resource** *(of your choice)* than required. If you still do not have enough resources, you cannot advance.

Example: Michael wins a trick and chooses the yellow 13. He immediately moves up 1 level on a forest house and pays only 1 nut instead of 2.

The next trick:

The **winner of the previous trick leads** the first card of the next trick.

Repeat this until **9 tricks** have been played. The winner of the last (9th) trick receives the start marker fox.

All hand cards have now been played. Proceed to ■ **Phase 2**.

Phase 2: Deliver supplies for the winter

a) Advancing in forest houses

Going clockwise, starting with the player owning the start marker fox, deliver your collected resources to the forest houses.

You advance level by level, from bottom to top. **For each level,** you must pay the **required resources** to the supply *(shown on the right of the level)*. Then place your animal marker on a free space on that level.

Bonus Action: If you land on a level with a **bonus action,** perform it immediately. You have 2 options:

1) Take **1 blackberry** from the supply *(see page 5)*

or

2) Reactivate 1 or 2 inactive owls. Flip them back to their front side. You can use their abilities again *(see owls on page 7)*.

You may advance **as many levels as you wish** in all forest houses, provided you can pay the resources.

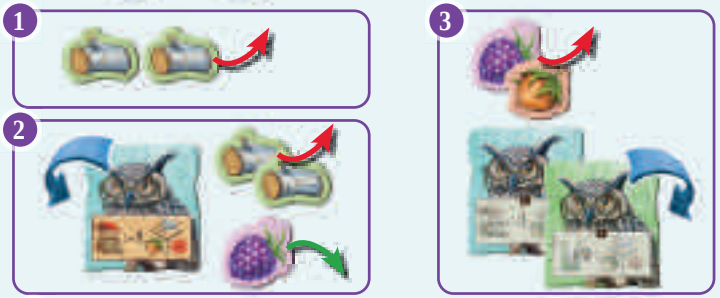
If you are already at the top level, you cannot deliver more resources to that house.

If you cannot or do not want to advance further, it is the next player's turn.

Once everyone has had a turn, proceed to the next step:
b) Prepare next round.

Important: *You must always pay all shown resources for a level!*

Example: Advancing in forest houses for ***:***



1 ***Caro pays 2 wood to move her hedgehog marker up one level on the tree house.***

2 ***Caro spends 2 wood and flips her discount owl to inactive to pay 1 resource less for the next level. She reaches a bonus space and takes 1 blackberry.***

3 ***Caro pays 1 nut and 1 blackberry (exchanging the blackberry for a nut) to move up 1 level on the mushroom house. She reaches a bonus space and reactivates both of her used owls.***

b) Prepare next round

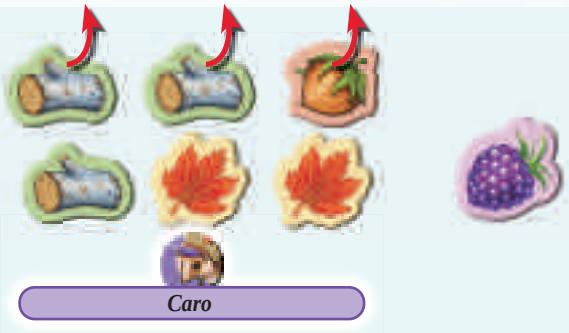
➔ If this is **NOT** the end of **round 4, you prepare the next round:**

- **Keep 3 resources:**
  You may keep up to **3 resources of your own** *(wood, nut, maple)* for the next round. If you have more than 3, choose which 3 to keep and return the rest to the supply. You may keep all blackberries.

- **Move the woodpecker:**
  Advance the **woodpecker** to the next round number.

  Start the next round.

➔ If this **IS** the end of **round 4, proceed immediately to final scoring.**



***Example:** Caro has a total of 6 resources left. She decides to give away 2 wood and 1 nut. This means she keeps 1 wood and 2 maple for the next round. She can also keep the blackberry.*

The owls:

Each owl provides a unique ability that you may use at any time during your turn (**Phase 1** ■ and **2** ■**).**

You may use multiple owl abilities in a single turn. **Once used, flip** the owl tile **to the back** *(inactive)*. You cannot use it again until it is reactivated.

You reactivate owls by reaching a level with a bonus action in the forest houses.

The owl abilities will be explained on the last page.

Active side *Inactive side*

***Note:** Using the reward from card 13 allows you to advance on a forest house during phase 1, potentially triggering a bonus action to reactivate owls mid-phase.*

Final Scoring

After the end of round 4, scoring takes place. Calculate points as follows:

1 ***Reached levels on forest houses:***

For each of the three houses, check the level of your animal marker and score the points printed on the left of that level.

2 ***Collected blackberries:***

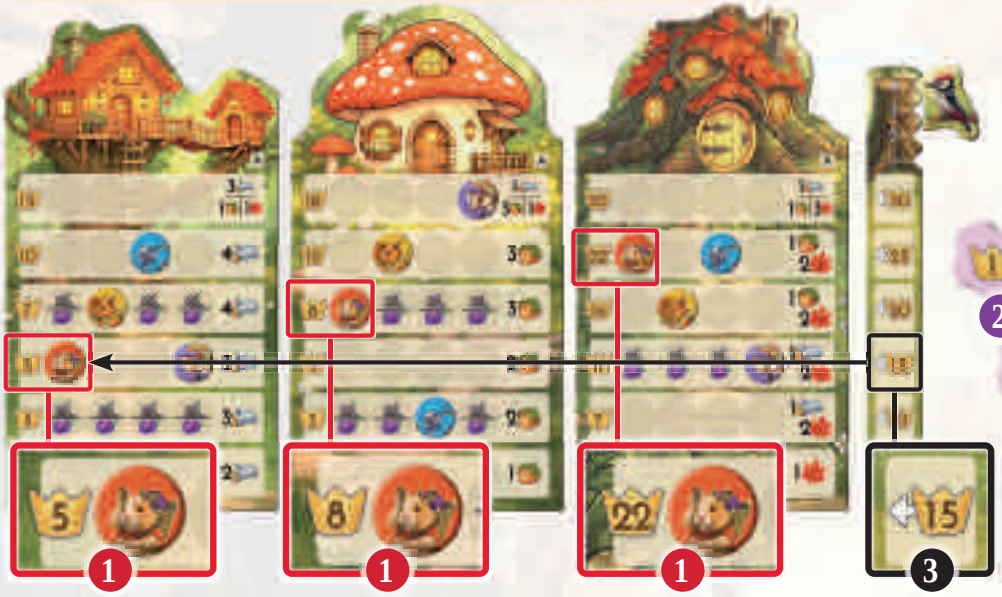
Reveal your blackberries and score the points printed on the back.

3 ***Lowest overall level:***

Check which of your animal markers is on the lowest level across all three houses. You receive bonus points equal to the value of that same level number on the round track.

Sum up all points. The player with the most points wins ***Fox Grove***!

In case of a tie, the player with the most blackberries wins. If still tied, you share the victory.



Example: Final scoring for Wibke ***:***

1) Wibke scores 5 + 8 + 22 points for her hamster markers.

2) She gets 8 points for blackberries.

3) Her lowest marker is on the tree house. This grants her 15 additional points.

Total: 58 Points.

Pro Variant

In this variant, you may own more than 2 owls, but you start the game with **no owls.** Place 1 owl of each type per player as a supply next to the forest houses.

Whenever you reach a forest house level with a bonus action, you now have 3 options *(shown on the right)*.

All other rules remain unchanged.

1) Take **1 blackberry.**

or

2) Take 1 owl from the supply that you do not already own.

or

3) Reactivate all your inactive owls.

2-Player Game

An imaginary third person, Frank, plays with you. Frank plays cards but does not collect resources, deliver to houses, or earn points. Frank creates excitement and a few surprises during the tricks.

Changes in Setup

Place the draw pile between you. The rest of the setup remain unchanged.

Changes in Gameplay

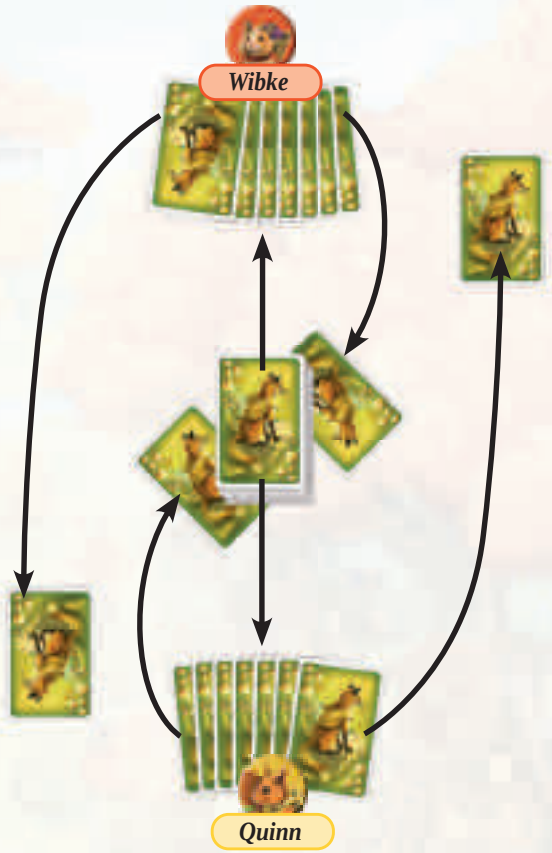
When **exchanging cards** give 1 card to the other player and put 1 card under the draw pile. Then draw 1 card from the pile so you have 9 cards again.

When **playing tricks** one of you always leads. Then, reveal the top card of the draw pile for Frank. Then the other player plays.

Rules for Frank's card:

- Frank **does not follow suit**, he simply discards the card to the discard pile.
- Frank **does not win** the trick: The player who won chooses between the played cards *(including Frank's)*.
- Frank **wins** the trick: All cards go to the discard pile and none of you receives any reward. The player with the **start marker fox** starts the next trick. If Frank wins the 9th trick, the start marker fox goes to the player who does not currently have it.

All other rules remain unchanged.



Owl Combinations

Here are suggestions for owl pairs to use in a normal game. You can also choose your own pairs. Ensure everyone uses the same combination.

The Forest Houses

Forest houses have an A-side and a B-side. Decide before the game which side to use. For the first games all houses should show the same side. When you are more advanced you can mix them.

Owl Abilities

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Draw 2 extra cards:

After exchanging cards in Phase 1 *(see page 3)*, you may draw 2 extra cards from the pile. Then return 2 cards from your hand to place face-down under the pile.

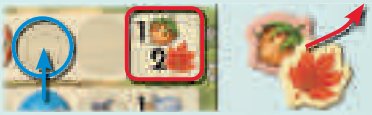
Pick 2 cards:

When you win a trick, you may choose 2 cards instead of 1 from the table and receive both rewards. You choose the order of taking the rewards.

Discount:

When advancing a level in a forest house, pay 1 fewer resource *(Wood, nut, or maple)* **of your choice.**

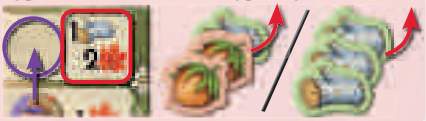
Example: Michael decides to pay 1 maple less.



Switch resources:

When advancing a level in a forest house, you may change 1 required resource type into 1 other resource type **of your choice.**

Example: Caro decides to change the 2 maples, she can pay either 2 nuts or 2 wood for it.



Double resources:

When you choose a card from a trick or discard a card, take double the amount of the resources shown on that card.

Convert resources:

When you choose a card from a trick or discard a card, you may convert the resources shown on the card into any other resource. Take the chosen resource instead.

Note: *You cannot use the owls* ***"Double resources"*** *and* ***"Convert resources"*** *on the same card.*

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