








## 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**

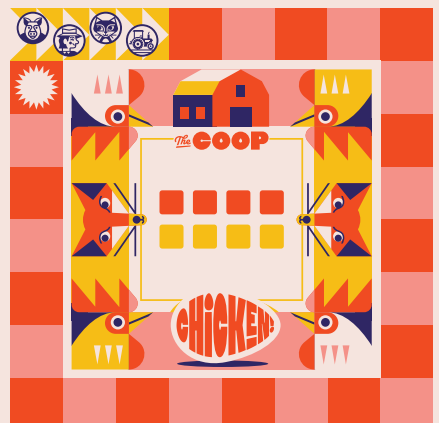
## COMPONENTS


-  **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 



**WATCH HOW  
TO PLAY HERE**  
*Chicken!* by Scott Almes

## 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!

 **Keymaster™**

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(CarpenterCollective.com)

**PUBLISHER:** Keymaster (KeymasterGames.com)

