

RUSE

INSTINCTS OF THE DEN



PROTOTYPE / IN DEVELOPMENT

The fox-themed strategy game

RUSE
Rulebook



25 min.



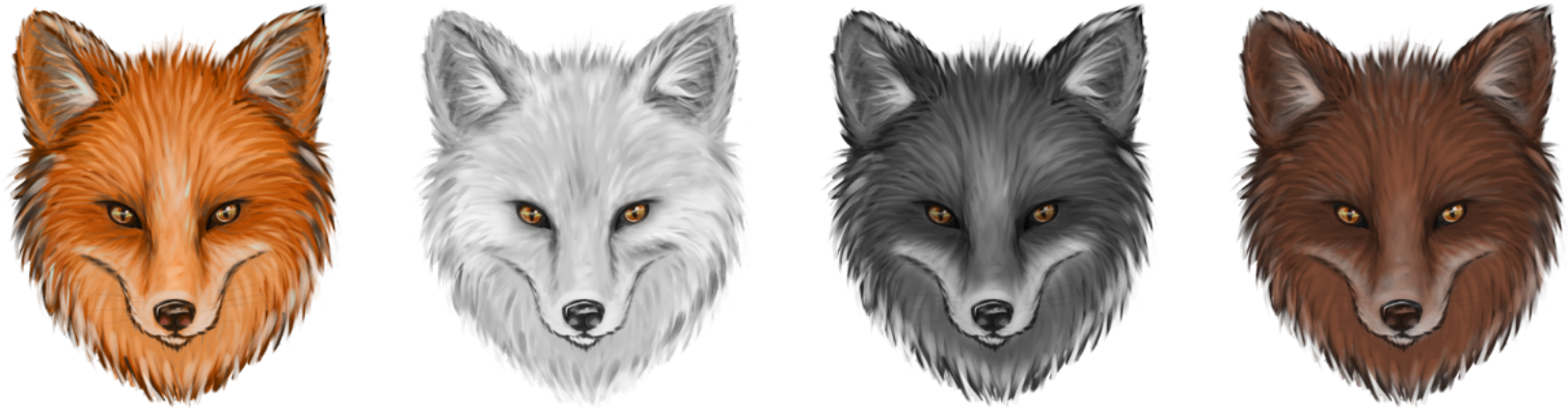
+14



1-4



Presentation



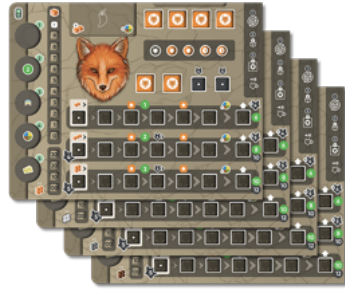
The foxes are busy gathering the resources they need to raise their kits, while the curious little ones explore the tunnels of their den in search of fabulous discoveries. The foxes will encounter many obstacles that will complicate their journey. Can you accumulate the necessary resources to ensure the survival of your pack?

Over four rounds, you must collect the necessary resources in vital territories, fulfill objectives, and raise as many kits as possible while developing their instincts. The player who accumulates the most victory points (VP) wins the game.

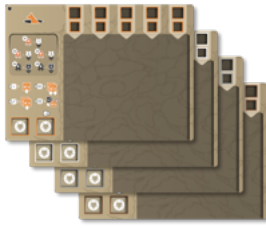
Components



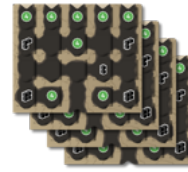
1 territories board



4 personal boards



4 den boards



4 den tiles



1 board - instincts and bonus den paths tiles



1 Destiny board



88 den paths tiles



12 bonus den paths tiles



10 instincts tiles



4 bags



40 private objectives cards



4 standing foxes



16 territories markers



1 day and night marker



16 actions dice (16 mm)



20 kits dice (12 mm)



1 destiny die (16 mm)



9 destiny tiles



4 sitting foxes



7 Ruses tiles



8 turn order tiles



120 territories resources tiles



24 hunting tiles



48 territories tiles



14 territories tracks tiles



4 foxes heads



68 cubes



4 obstacles tiles



18 exploration tiles



Scoring tile



4 actions dice placement tiles



9 common objectives tiles



16 empty dice tiles



Hunter



Photographer



Lucky star



Cheese

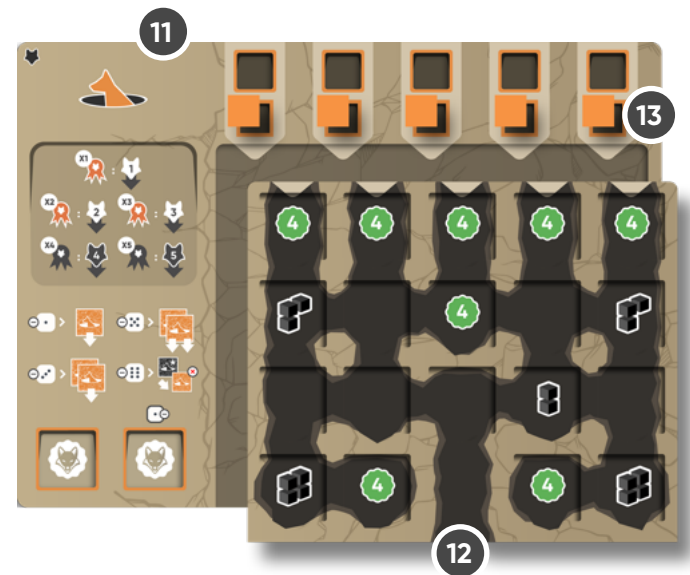
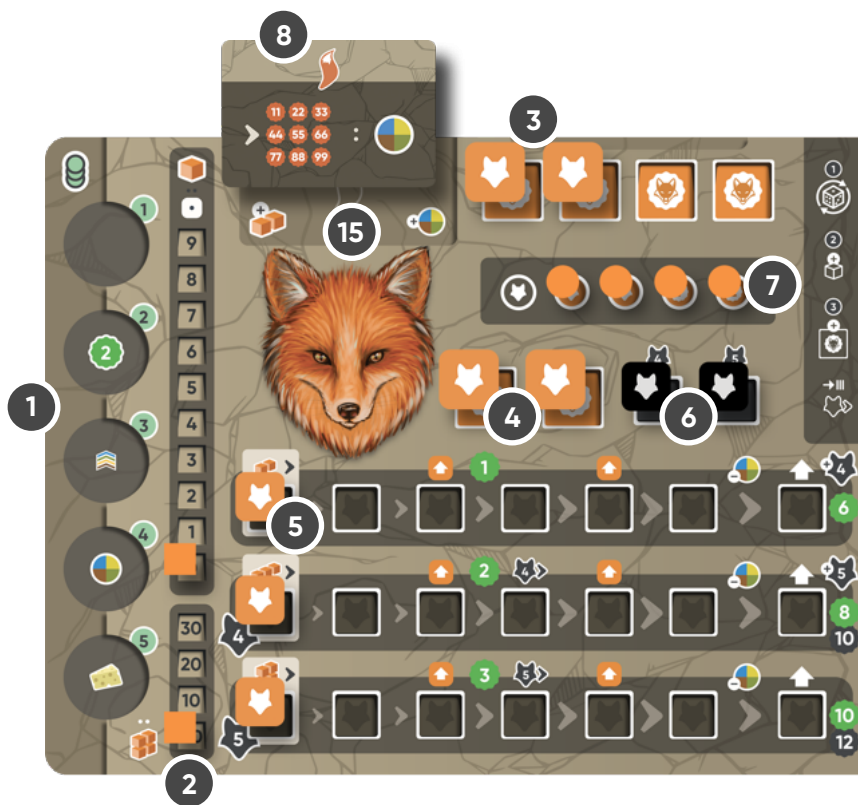


Beaver



General Game Setup

- Place the **(main) vital territories board** in the center of the table
- Place the **destiny board** on the main board (cover the fox head)
- Place the **instincts board** near the vital territories board
- Randomly place the **exploration tiles** on the main board according to their color
- Place **10 hunting tiles** on the exploration tiles and make a pile with the remaining tiles on the collection value indicator
- Place 3 randomly drawn **common objectives tiles**
- Randomly place **the hunter** on a hunter space.
- Shuffle and place the **territory tiles** face down in their respective corners
- Place **3 bonus den path tiles** randomly on the 3 left spaces, then form a pile with the remaining tiles on the last right location
- Randomly form a pile with the **destiny tiles**
- place the **destiny die** on the 1st of the rounds track space.
- Place the **day and night marker** in the designated location on the destiny board
- Randomly place **2 turn order tiles** on the spaces at positions 3 and 4 of the turn order track
- Randomly place the **territory track tiles** on their designated spaces on the 4 territory tracks on the main board
- Place one **cube** for each player at the base of the territories tracks
- Make a pile with **Ruse tiles** near the vital territories board
- Place the **VP tile** at the corner of the board, between 99 and 0 PV spaces
- Place the **obstacles/star/cheese/beaver/empty dice tiles/territories tiles** near the board
- Place the **fox heads meeples** on the zero box of the VP track
- Place the **standing foxes** in the center and the **sitting foxes** on the turn order track
- Place the **action die placement tiles** near the board
- Randomly place **5 instinct tiles** on the slots of the instinct board



Players Setup

1. Place the **personal board** of your color in front of you
2. Place 2 cubes on the **growth point tracks**, 1 on units and the other for tens
3. Place **2 action dice** on the leftmost spaces of the board
4. Place **2 additional action dice** on the extra dice spaces
5. Place **1 kit dice** cubs on each of the first spaces of the growth tracks, with a value of 1
6. Place **2 additional kits dice** (black) on the extra fox cubs dice spaces
7. Place your **4 territory markers** in their spaces on your personal board
8. Randomly draw a **Ruse tile** and place it face up at the top of your personal board
9. Shuffle the **private objective cards**, draw 3 of them, and place the rest of the deck face down near your personal board

10. Form a deck of **private objective cards** near your board, face down
11. Place the **den board** to the right of your personal board
12. Place **1 (basic) den tile** in the bottom right space
13. Place **5 cubes** on the top spaces of the board
14. Place the **22 den path tiles** of your colour in your bag
15. Players collect the bonuses indicated on their personal boards



Firefox: Remove all components with this symbole to remove the Firefox Mini-Expansion

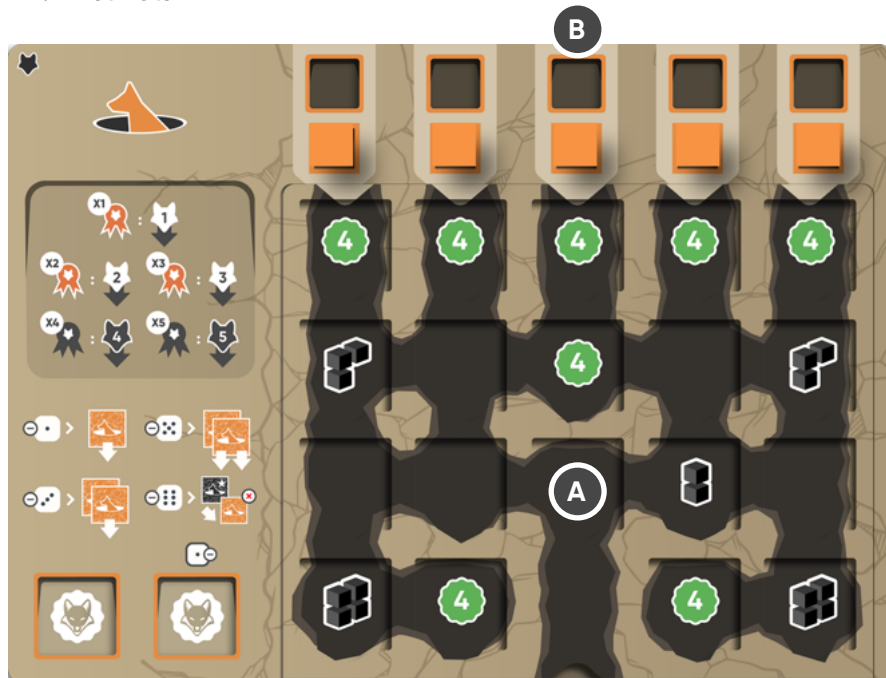


BASIC: a basic mode is in development
SOLO: a solo mode is in development

Den Boards

Your den board allows your kits to explore the tunnels, make discoveries and develop their instincts

- A. Den path tiles
- B. Instincts



Ruse Tiles

Ruses are asymmetrical powers and give you a different ability from your opponents that can be used throughout the game



Instincts and bonus path tiles board

The board presents the different instincts available and the additional den path tiles.

- A. Additional Den Paths Tiles
- B. Instinct tiles

Private Objectives Cards

Your cards are personal objectives that only you can complete to get extra VPs and bonuses. You can declare your objectives at any time during your turn. You can always add an objective card to your hand by visiting the mountain territory



- A. Required to complete the objective
- B. Instant Bonus
- C. Victory Points (VP)
- D. Penalty



Vital Territories Board

The vital territories board allows you to explore territories, accumulate resources, mark territories and win bonuses.

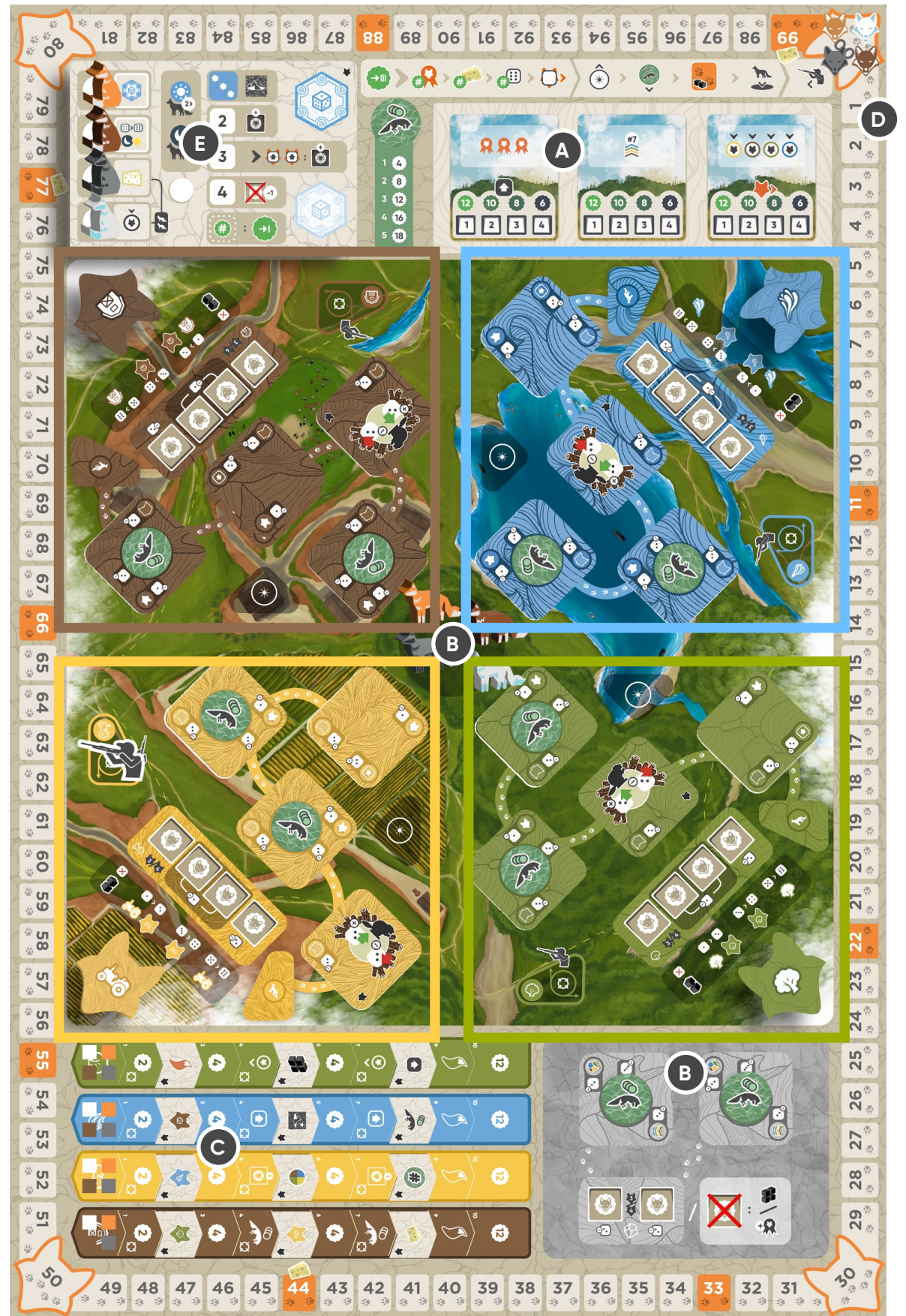
- A.** Common objectives
- B.** Vital territories
 - The river 
 - The forest 
 - The farm 
 - The field 
- C.** Territory tracks
- D.** Victory Point (VP) Track
- E.** Destiny Zone (described below)

Destiny Zone

The destiny zone determines whether the round will take place during the day or at night, what dice value will influence the destiny of the players and what will be the turn order of the players.

Victory point tile

The victory point tile allows you to indicate when you cross the hundreds. Then place a cube on the tile to indicate your mark.



FACT: Coming soon



How to make victory points (VP)

Complete **private and common goals**
 Progress on **Vital Territory Tracks**
Hunt and collect preys
Mark territories

Develop your kits' **instincts**
 Increase the **experience of your kits** (dice)
 Keep values on your **action dice**

Game Play

1. Phase: destiny – at the start of the round

For rounds 2 to 4, the turn order of the players is determined by their position on the victory point track. For example, the player in the lead places his fox on space 1 of the turn order track.

Players order

Players take turns playing according to the turn order track.



1st player:

Reveal the destiny tile

2nd player:

Roll and place the dice of destiny on the current round and collect the lucky star

3rd and 4th players:

Collect the bonuses indicated on the order tiles

In a 2-player game, only spaces 3 and 4 are used by players to indicate turn order

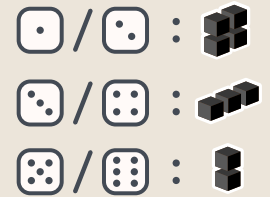
2. Phase: collecte – Each turn

On your turn

- Roll 1 action die
- Collect the corresponding growth points (GP)

GP = Growth points

Growth points



3. Phase: action – Each turn

Choose an action



Explore Vital Territories

Collect bonuses according to the value of your action die



Explore your den

Draw path tiles according to the value of



Explore the mountains



Other actions

Territories Bonuses



Round indicators

The instant effect of the current round affects all players.

1st round:

Draw and place a den path tile

2nd run:

Get an additional action die

3rd round:

Starting from this round, if you have sent two kits to your den board to develop their instincts, you can recover an additional action die.

4th round:

Add the action dice tiles to the territories Number of spaces are now limited



2 players game

In a 2-player game, only spaces 3 and 4 are used by players to indicate turn order

La tuile de destin est tout de même révélée, le dé de destin est lancé, mais l'étoile n'est pas collectée

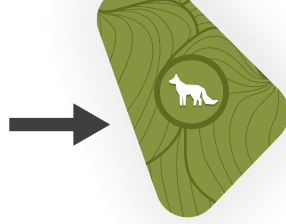
Exploration

Explore Vital Territories




Choose a territory

- Place your die in an action dice space
 - Pay the cost if applicable
 - You can compensate for the value by spending VP
 - If the value of your die drops to zero, place an empty die tile on top of it
- If the value of your die drops to zero when you place it, gain 2 VP

Move your fox

- Up to 2 movements during the day and up to 3 movements at night
- Start your movements at the base of the territory and move towards the center 
- You cannot move backward during your movements
- You can't perform actions on multiple tiles on your turn
- You can continue moving in the same territory during your next turn
- **Spend the desired value** from your action dice to obtain the bonuses available on the tile where you end your move
 - 2 to progress on a territory track
 - 2 to increase of a kit dice
 - 2 to hunt a prey
 - 1 to mark territory

It is only possible to perform each bonus once during your turn.

-  • If you cross a marked territory during your move / the player owning the territory collects 1 GP
- If you stop your movement on a territory already marked, lose 2 GP / the player owning the territory collects 2 GP
-  • If an obstacle is present in a territory, certain actions and certain bonuses are not available (See Obstacles P.14)
-  • If you cross the beaver (tile/meeple), lose 2 value on one of your action dice in play (lose GP if you have no more dice available) / the player with the beaver collects 2 value on an action die that is already in play (the player gains 2 GP if none of his dice are in play)
- If another player draws a territory tile with the beaver, that player takes possession of the beaver and places it in the territory where he drew his tile.

Spend Value

At different times during the game, you will have to choose between **keeping the value** of your action die and earning VP at the end of the round, or **spending the value** to perform actions. **You can then perform as many actions as your die value allows.** You can then compensate for the value with VP, but **your die must first be at 0.**



If your die reaches a value of 0, add an **empty die tile** on top of this die.

Progress on a Territory Track

- Advance your cube on the corresponding track and collect the indicated bonus

Increase a Kits' dice

- Increase the value of one of your kit dice on your personal board
Ex: A value of 1 increase to a value of 2

Hunting

- Collect the hunting tile present on the exploration tile you're exploring, turn it over and place it in your cache on your personal board
- Collect the bonuses if the hunt is successful
- Leave the tile in the cache even if the mole is unsuccessful
- If there is no tile present, you cannot perform a hunt
- If the hunter is present in the territory, you cannot perform a hunt in that territory.
- Put new tiles back when resetting at the end of the round

Mark a territory

- Spend the value on your die and place one of your markers on the exploration tile. Always use the leftmost marker on your personal board. Check if you release VP under your marker
 - You can always mark an already marked territory by paying the die value cost
 - Discard the opponent's marker for the rest of the game
- You cannot mark a territory that you already own



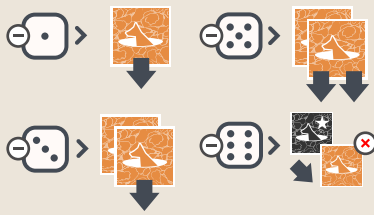
You can move multiple times in the same territory, but if your move forces you to move up to the center, your turn stops in the center.

Exploration

Explore your den

- Place your die in an action die space
 - Pay the cost if applicable
 - You can offset the value by spending GP
- If your dice is empty, place an empty dice tile on the dice
- **Spend the desired value** on your die to draw lair path tiles
 - You can offset the value by spending GP (after your dice is empty)

Tuiles de tanière



- Pay 1 / Draw 1 / Place 1
- Pay 3 / Draw 2 / Place 1
- Pay 5 / Draw 2 / Place 2
- Pay 6 / Select an instinct tile on the instincts board (Face up or in the draw pile) and place your tiles or replace another tile

- Place the path tile(s) in the den
 - Create a continuous path from the base
 - Collect bonuses if applicable
 - You can put the drawn tile back in your bag, but your turn ends
- Develop an instinct (See instincts P.12)

Drawing a den tile action can only be performed once per turn.

End of round


When the last player completes their turn, proceed to end-of-round scoring

Calculate points

- Collect VPs for completed private objectives
- Trade cheese for GP
- Collect points for the sum of your actions dice (not empty dice) Ex: actions dice with a value of 4 = 3 VP

Growth & instincts

Kits Growth

- Pay the required GP on the growth track to advance your kit die or a resource when you reach the end of the track.
 - Growth points or resources.
- Collect victory points or upgrades when you pass the icons  above the tracks.
- When you reach the end of one of the first two tracks, collect the associated VP and retrieve an additional die and place it in the first space to the left on the corresponding growth track. If the starting space of the die is not free, wait before adding the extra die.
 - If you have the requirements (for the die at the end of the track), send your die to develop an instinct on the lair board. (required: # of objectives completed)
- Develop an instinct (see Instincts p.12).

Reset the setup

Do the game reset

- Remove Obstacles from Territories
- Replace hunt tiles in the territories
- Catch-up mechanic
 - Add up the orange squares separating the leader from the other players. Players behind the leader collect 2 CP for each orange square
- The foxes return to the center
- The beaver is discarded
- Discard used bonus territory tiles
- Advance the hunter by 1 territory

End of game

After the the 4th round scoring, perform the end of game scoring.

- Collect VP for Hunt Collections
- Collect VP for Common Objectives
- Collect VP for Kit Dice Values
- Deduct VPs for uncompleted Private Objectives

Mountain territory



All-purpose area, it allows you to obtain various bonuses and exclusive actions.

- Obtain a new objective card
- You can empty an action dice to get 4 GP or a new objective card. You can also replace an objective card from your hand
 - The card is returned to your deck
- You cannot move into the mountains afterwards.
- Explore the territory of the mountains
 - Choose the desired territory and place your die in an available die space
 - Pay the cost if applicable
- You can offset the value by spending GP
- If the dice is empty, place an empty dice tile on top of your dice
- Make a single move to one of the two montage exploration tiles.
- Spend the desired value on your dice to obtain the bonuses available on the tile
 - 2 to progress on a territory track of your choice
 - 2 to collect a resource of your choice
 - 3 to hunt
- You can't mark this territory

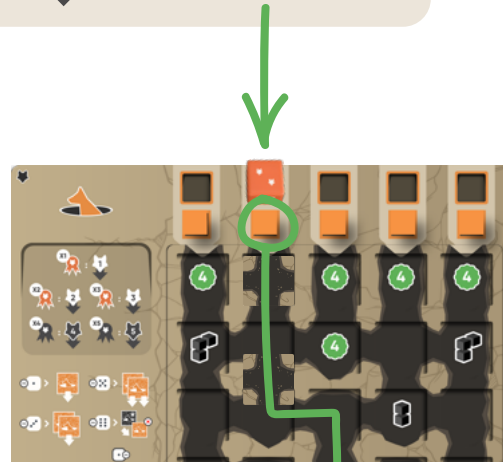
Instincts



To develop the instincts of your kits; complete paths in your den, complete objectives and transfer your kits. Send foxes to develop instincts by meet with the requirements and complete a number of objectives corresponding to the levels of the foxes.

Kit dice can only be transferred to the den when the objectives are completed. Once the constraints have been met:

- › Collect the cube connected to a dice and a continuous path in the den
- › Place it in one of the four areas of the desired instinct on the instinct board.



Ruses



- Use your Ruse on your turn or when instructed
- Some Ruse can only be played once
- Some bonuses will allow you to exchange your Ruse, discard the old one if this is the case

Destiny Board



The Destiny board has several elements that can influence the course of the game.

The Dice of Fate

The Dice of Destiny will determine whether the round will take place during the night or during the day. It will also indicate which action die value will activate the destiny tile.

Day and night

When the round moves in the territories are 2 during the day and 3 during the night.

Destiny tiles

Destiny tiles are activated when player rolls a dice of the same value as the fate die.

Extra rounds and dice

At the start of each round an effect is activated.

Round 1: Players draw a denpath tile

Round 2: Players get an extra action dice

Round 3: Players who sent 2 kits to develop their instincts in the den get an additional action dice that adds to the dice area of the personal board. After meeting the required conditions, the dice will become available for play.

Round 4: The action spaces in the territories are restricted and tiles are added to the corresponding territories spaces.

Private Objective Cards



Your cards are personal objectives that only you can complete to get extra VPs and bonuses.

- You can always add an objective card to your hand by visiting the mountain territory on your turn.
- Bonuses are collected when the objective is completed and VPs will be collected at the end of round.
- At the end of the game, points will be deducted for uncompleted personal objective cards.

Vital territories



Explore vital territories and collect resources, mark territories and get bonuses. There are 5 vital territories.



The River



The Field



The farm



The Forest



The Mountains

Vital territories Bonuses (tiles)



Territories allow you to gain instant bonuses, actions to keep in hand, and obstacles that trigger when drawn.

- Actions can only be used once
- Once used, bonuses are discarded
- If a pile is empty, shuffle and replace the discarded tiles to form a new one.
- Each stack of tiles is linked to a vital territory

Vital Territory Tracks



Vital territory tracks allow you to accumulate bonuses. Each track is linked to a vital territory.



The River



The Field



The Forest



The Farm

The mountain does not have a specific track.



When you encounter this symbol on a track, the hunter moves to the next territory, clockwise.

Common goals



Common objectives allow you to earn victory points and bonuses.

- You can declare your common objectives at any time during your turn
- Present the evidence to your opponents
- As soon as you complete a common objective during your turn, declare it, then add one of your cubes to the space corresponding to the level of VP you can benefit from
- Instantly Win bonuses (VPs at the end of the game)
- You can only complete each objective once during the game.

Den paths



Den paths allow you to collect bonuses as you explore the den and develop your kits' instincts to enhance your abilities. You can draw tiles during the exploration action of your den.

Bonus Den Paths



With bonus den paths, you can either pursue a new path or replace an existing one in your den.

- When placing your bonus path, collect its bonus
- As soon as you take a bonus path, replace it with a new tile in the instincts board.



FACT: Coming soon

Hunter



The hunter moves through the hunting areas in a clockwise direction. It advances one zone at the end of each round during the reset. The movement of the hunter can be caused by certain territory bonuses.

When the hunter is present in a territory:

- Hunting prey is not possible
- Territory marking is not possible

Cheese



The player with the cheese can exchange it for 4 GP during his turn, or at the end of a round.

- Some territory bonuses allow cheese to be stolen
- There is only 1 cheese

Obstacles



Obstacles are events triggered when drawing territory bonus tiles. They are present in different territories. The player who draws the obstacle can place it in territories of his choice.



Wolf

When the wolf is present in a territory:

- Hunting prey is not possible
- Track progression are not possible
- The wolf is discarded at the end of a round



Bear

When the bear is present in an area:

- Each collected resource gives an additional resource of your choice
- The bear is discarded at the end of a round

Lucky Star



The player with the lucky star is not affected by movement limits in territories, caused by night and day.

- Some territory bonuses allow you to obtain the lucky star
- There is only 1 luck star
- A player can steal the lucky star from you
- The lucky star is discarded at the end of the round

Beaver



The player with the beaver has a dam on a corresponding territory.

- The beaver is available in the territory bonuses
- The player with the beaver places the bonus tile in front of him and the beaver in the territory corresponding to the drawn bonus tile
- If a player crosses the beaver, he loses 2 value on one of his action dice in is turn (2 GP if no dice is in play) / the player with the beaver collects 2 value on an action die that is already in play (2 GP if no dice are in play)
- The beaver is discarded at the end of the round



Storm

When the storm is present in a territory:

- Day moves are restricted to 1 and night moves to 2
- The storm is discarded at the end of a round



Camp

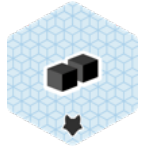
When the camp is present in a territory:

- At the end of the round all players get 2 GP
- The camp is discarded at the end of a round

Destiny tiles



The hunter advances



2 GP



Draw 1 hunting tile in the pile



Draw 1 den path



Increase a kit dice by 1



Progress on a territory track of your choice



Draw a resource of your choice

Hunting prey



Failed hunting



2 GP + 1 resource



2 GP + 1 resource



2 GP + 1 resource



2 GP



2 GP



2 GP

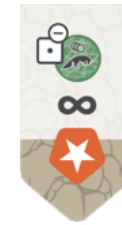


3 GP

Instincts tiles

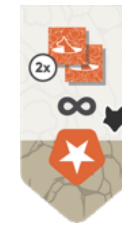


Instincts are in effect until the end of the game ∞



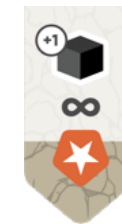
The cost of hunting is decreases by 1

You can double your mulotage collection



Always draw 2 den tiles at a time when using this action

The beaver pays you 1 additional value



Add 1 GP when collecting GP

Choose the desired resource when you are collecting a resource



1 more movement when exploring

Territories give you 1 extra GP



The cost of growing fox kits is reduced by 1 GP

Ruse tiles



Ruse tiles are asymmetrical abilities that you get randomly at the start of the game.



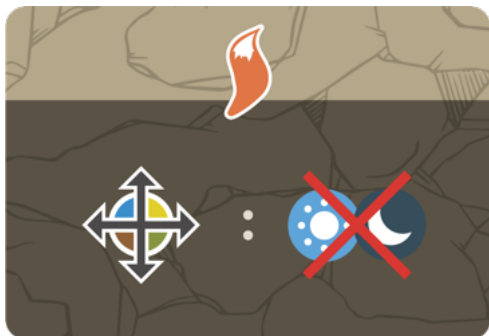
When you progress on a territory track, progress on the track of your choice.



For each hunting, automatically gain 2 additional GP, even if it is failed



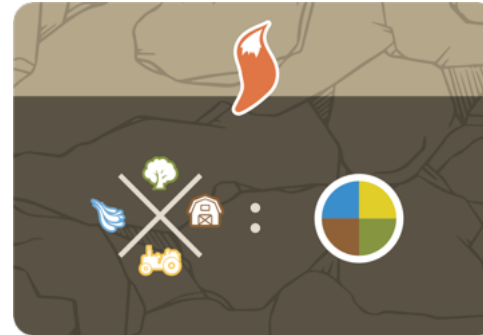
Gain 2 GP each time you roll a 6 with an action dice



Day and night have no influence on your movements in the territories



Gain a resource of your choice each time you cross an orange box on the VP track (victory points)



Each time you collect a resource, gain the resource of your choice



You can play an action in the territories even if the spaces are closed (once per round)



FACT: Coming soon

Turn order tiles



Gain the cheese



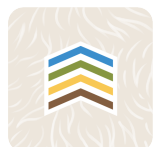
Collect a resource of your choice



Gain 2 GP

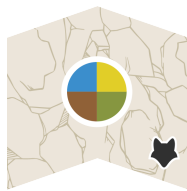


Place a marker in a territory of your choice



Progress on a territory track of your choice

Territory Track Tiles



Gain a resource of your choice



Progress on the farm track



Progress on the river track



Progress on the forest track



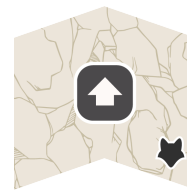
Progress on the field track



Draw an hunting tile from the pile



Draw a private objective card and add it to your hand



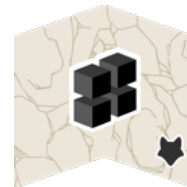
Increase a kit dice



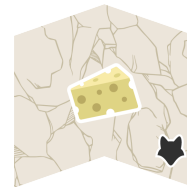
Draw a bonus den tile



Draw and trade your Ruse tile



Gain 4 GP



Gain the cheese



Collect the VPs for your hunting collection

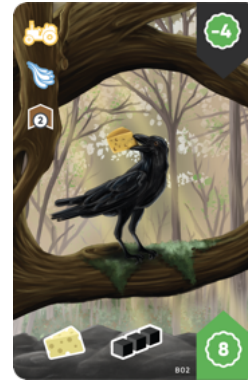
Private Objective Cards



Objective:
1 field, 1 farm, 1 private objective completed.

Bonus:
The lucky star, 3 GP
8 VP at the end of the round

Penalty:
- 4 VP



Objective:
1 field, 1 river, reach level 1 on the farm track

Objective:
Cheese, 3 GP
8 VP at the end of the round

Penalty:
- 4 VP



Objective:
2 champs, atteindre le niveau 4 sur la piste de champ

Bonus:
Field bonus tile, 3 GP
8 VP at the end of the round

Pénalité:
- 4 VP



Objective:
2 farms, 2 mulotage tiles in his cache (collection)

Bonus:
Farm bonus tile, 3 GP
8 VP at the end of the round

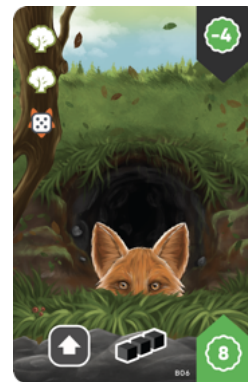
Pénalité:
- 4 VP



Objective:
2 rivers, reach level 2 on the river track

Bonus:
Mulotage (from the pile), 3 GP
8 VP at the end of the round

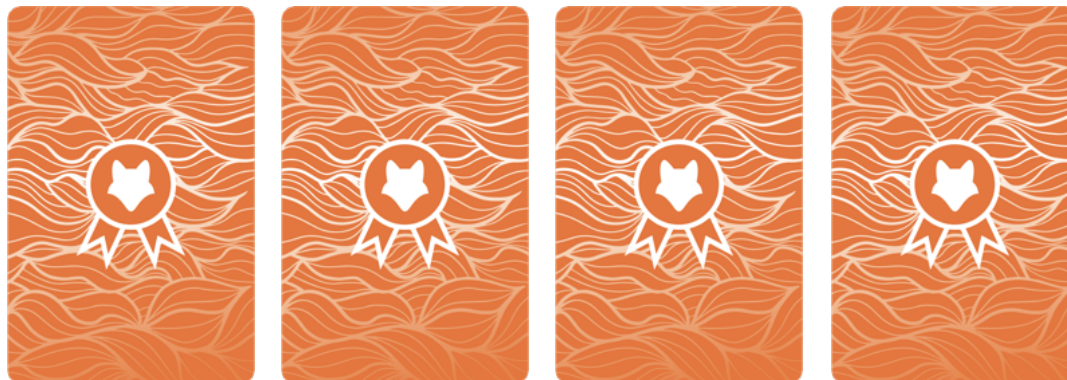
Pénalité:
- 4 VP



Objective:
2 forests, a kit dice with a value of 5

Bonus:
1 Kit boost, 3 GP
8 VP at the end of the round

Pénalité:
- 4 VP



Several other **objective cards** are in development.

Objectifs communs



Objective:
3 private objectives completed

Bonus:
1 Kit Boost
VP and the end of the game



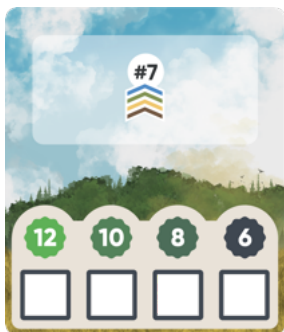
Objective:
Completed a 3-tile path in his den

Bonus:
1 additional objective
VP and the end of the game



Objective:
Have marked 4 different territories

Bonus:
1 kit growth
VP and the end of the game



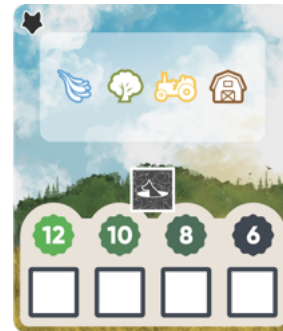
Objective:
Reached level 7 on a territory track

Bonus:
VP and the end of the game



Objective:
3 unlocked instincts

Bonus:
1 fox growth
VP and the end of the game



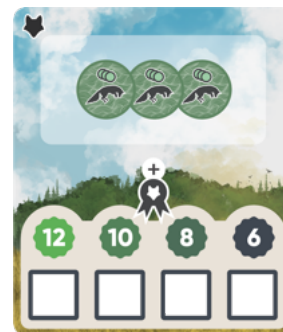
Objective:
1 river, 1 forest, 1 field, 1 ferme

Objective:
1 bonus den tile
VP and the end of the game



Objective:
4 private objectives completed

Objective:
1 Kit Boost
VP and the end of the game



Objective:
Have 3 hunting tiles in your collection

Objective:
1 additional Private Objective Card
VP and the end of the game

Territories tiles



Card to keep in hand
Type: Action
 During your turn, place an action dice on the tile to gain a **placement of a marker in the territory** of your choice. Your actions dice is now empty



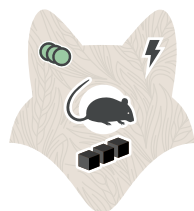
Card to keep in hand
Type: Action
 Place an action die on the tile to gain an **additional private objective card** during your turn. Your actions die is now empty



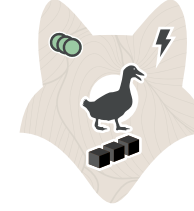
Card to keep in hand
Type: Action
 During your turn, place an action dice on the tile, pay 1 resource, and **increase a kit dice**. Your actions dice is now empty



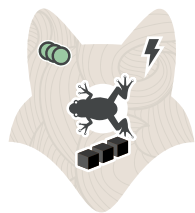
Card to keep in hand
Type: Beaver
 Place the **beaver** token in the beaver space of the territory where you picked up this territory tile. You now have the beaver power



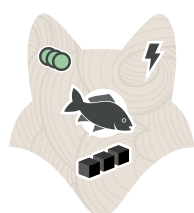
Card to discard
Type: Instant
 Gain 3 growth points



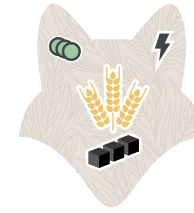
Card to discard
Type: Instant
 Gain 3 growth points



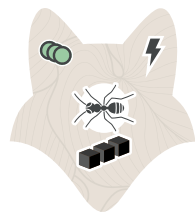
Card to discard
Type: Instant
 Gain 3 growth points



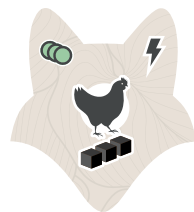
Card to discard
Type: Instant
 Gain 3 growth points



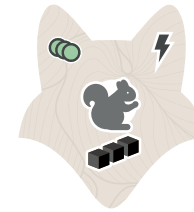
Card to discard
Type: Instant
 Gain 3 growth points



Card to discard
Type: Instant
 Gain 3 growth points



Card to discard
Type: Instant
 Gain 3 growth points



Card to discard
Type: Instant
 Gain 3 growth points



Card to discard
Type: Instant
 Gain the **lucky star**. If another player has it, steal it



Card to discard
Type: Instant
 Win the **cheese**. If another player has it, steal it



Card to discard
Type: Instant
 Draw a **bonus den path tile**, then place it or replace a tile in your den



Card to discard
Type: Instant
 Place a tile from your hunting collection on this tile and gain **4 VP**. Then, discard 2 tiles



Card to discard
Type: Instant
 The **hunter** advances to the next territory clockwise



Card to keep in hand
Type: Obstacle / The Camp
 Place the **camp** token in a territory of your choice. All players finishing the round in this territory gain 2 VP



Card to keep in hand
Type: Obstacle / The Storm
 Place the **storm** token in a territory of your choice. Day movements in this territory are reduced by 1 until the end of the round



Card to keep in hand
Type: Obstacle / The Bear
 Place the **bear** token in a territory of your choice. Players who finish the round in this territory gain 1 victory point. Place the bear token in a territory of your choice. Players who finish the round in this territory gain 1 victory point



Card to keep in hand
Type: Obstacle / The Wolf
 Place the **wolf** token in a territory of your choice. It is now forbidden to take the actions: hunting or progress on territories tracks of this territory

References / Scoring

End of round scoring



VPs for completed private objectives



4 GP or 4 VPs if you still own the cheese



VP for the sum of action die values



Kits Growth Phase



Obstacles are removed from territories
› Wolf, Storm, Bear, Camp, and Beaver



Hunting tiles are added to empty spaces in territories



Catch-up mechanism:
Players get 2 VP for each space that separates them from the leader.



Foxes are returned to the center of vital territories.



The hunter moves to the next territory, clockwise.

End of gamescoring



Collect VP for hunting collections



Collect VP for the sum of your kits dice values



Collect VP for completed common objectives



Subtract VP for incomplete private objectives



The player with the most victory points wins the game!

Iconography

	Growth Points (GP)		Resources: River, Forest, Field, Farm		End of turn
	Resource		Mountain resource		End of round
	Victory points (PV)		Territories tracks		End of game
	Ruse		Progression on territories tracks		End of round scoring
	Action dice		Territories Tiles		End of game scoring
	Territory marker		Additional private objective card		Sum of PV
	Territory marker placement		Play another action dice		Vital territories
	Kit dice		Keep in hand		Den
	Kit growth		Advance mode		Instincts board
	Kit's den transfer		Instantaneous		Cache & hunting collection
	Additional kit dice		Obstacle		Instinct
	Additional kit dice movement		Hunting		Restricted Space Action Dice Placement Tiles
	Kit dice value increase		Failed hunting		Action dice space not available
	Roll an action dice		Kit dice transfer to the den		For 2 player games
	Fox movement in the territories		Private objective		Increase the value of a action dice
	Cheese		Common objective		Reduce the value of a action dice
	Lucky star		Den path tile		Action Dice Values
	Beaver		Additional Den path tile		Action Dice Values
	Hunter / Photographer		Place a den path tile		Action Dice Values
	Empty dice		Destiny tile		Obstacles: Wolf, Storm, Bear, Camp
	Draw a den path tile		Destiny dice		Catch-up mechanic
			Day / Night		