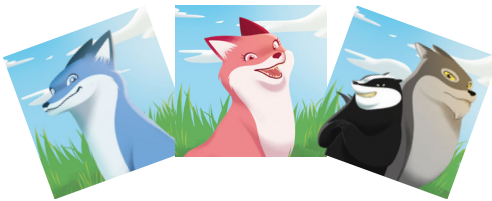




Zev, the great grey wolf, caught little Scarlet with the help of Puffer, the treacherous badger. Will her brother Indigo be able to save her without falling into a trap?

Created by Salvo Guastella

Contents of the box



3 character starting tiles



22 directional tiles,
back and front



4 character tokens



4 character recap cards

Fox on the Run v 2.5

2-4 players / 10-20 minutes game time

Fox on the Run is a competitive game with two factions, each one made of characters with unique traits.

Foxes: Indigo and Scarlet

Guardians: Zev and Puffer

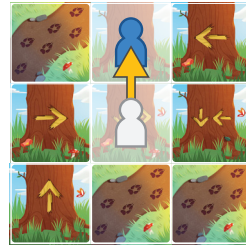
Goal of the game

Each faction has different winning conditions:

Foxes win the game when Indigo accesses the tile Scarlet occupies (not vice versa), but only when Zev doesn't occupy a tile adjacent to it; Indigo frees Scarlet and both run away from the wolf's den.



Guardians can win in **two** ways: when Zev accesses the tile Indigo occupies, catching him; or when all directional tiles have been revealed.



The term “adjacent” in these rules describes any of the eight tiles surrounding the player.

Character Distribution

Depending on the number of players the characters will be distributed as follows:

4 PLAYERS

each player randomly selects ONE character token.

3 PLAYERS

each player randomly selects ONE character token. Whoever doesn't have another in their faction gets to play as both characters of that faction.

2 PLAYERS

the youngest player randomly selects ONE character token, defining both player factions.

Example: Susan selects Zev, so she will play as both Zev and Puffer (Guardians). Mark will play as Indigo and Scarlet (Foxes).

After characters have been assigned to each player, the participants will place their character tile near them. The tiles show each character special ability and its winning condition.

Note: For an optimal game experience, we suggest to play one character per player.



Blue: Indigo



Red: Scarlet



Grey: Zev

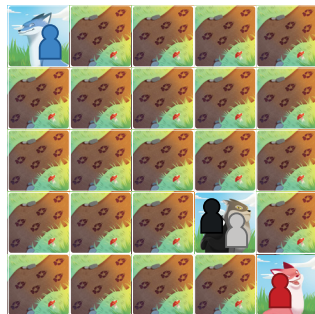


Black: Puffer

Board Setup

All 25 tiles are positioned in a 5x5 grid with the character starting tiles as shown in the diagram to the right. The 22 directional tiles are positioned randomly, face down, and in an upwards direction. Allow some space between the tiles to make it easier to flip them later.

Then place all character tokens on their respective starting tiles.



How to play a turn

Turns are played alternately as shown in the diagram to the right.

At the beginning of their turn every character **has to** move their token by one tile horizontally or vertically in any direction regardless of the arrow indicated on the tile they are on at the moment, unless one or more constraints (see section *Movement constraints*) force them to stay still.

After having moved (or during, for Indigo), a character may use their special ability. All abilities are listed in the *Character abilities* section and on the character tiles.



Tiles and movement

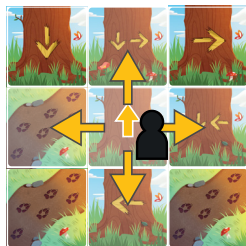
Directional tiles are represented by one or more arrows on a tree trunk.

Movement to a face down tile: Every time a character moves onto a **face down** tile, they flip it over and end their turn on it. When a tile is revealed, it has to keep its original orientation.

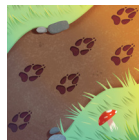
Movement to a revealed tile: Every time a character moves onto a **revealed** tile, they will be forced to continue their movement in one of the directions specified on the tile.

When a character moves onto a **starting tile** of any character, they end their turn on it.

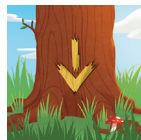
A character can move by even more than one tile per turn, if the arrows form a sequence (i.e. moving from revealed tile to revealed tile, until a face down tile is reached or a constraint stops the movement, as shown in section *Movement constraints*).



The first movement a character makes is not determined by the tile they are on.



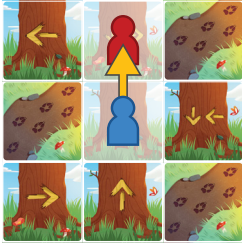
Face down tile



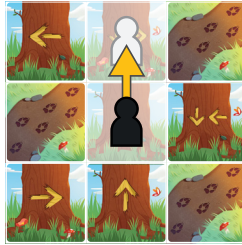
Revealed tile

Movement constraints

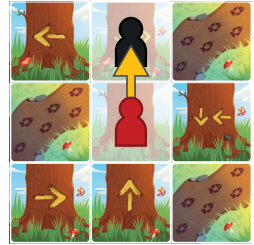
No character can access a tile that is already occupied by another character, except for ending the game (as explained in the **Goal of the game** section) or if explicitly permitted by their own abilities.



Indigo can access the tile that Scarlet occupies to end the game



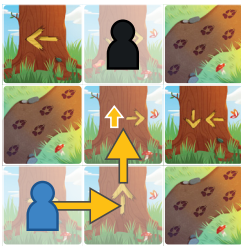
Puffer can access the tile that Zev occupies because of their abilities



In all other cases, no character can access an occupied tile

If an arrow points outside of the boundaries of the board or in a way that violates the first constraint, its direction is ignored. A character can use this limitation strategically to move in one of the directions shown on a tile and ignore its effect on purpose.

The effect of a tile is applied once per turn, even if a character accesses it multiple times.

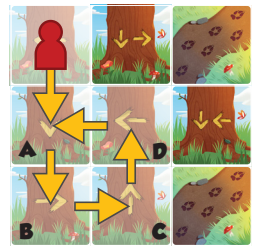


Not being able to access the tile that Puffer occupies, Indigo can choose to move up to end his movement on the central tile.



Not being able to cross the boundaries of the board, Indigo can choose to move to the right to end his movement.

Board Boundary

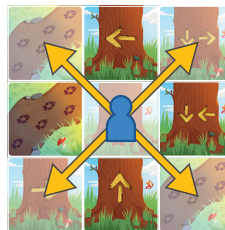


Scarlet ends her movement on tile A

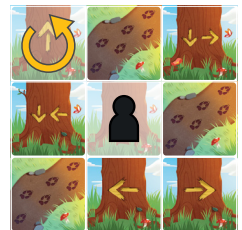
Character abilities

Indigo can also move diagonally. He's the only character that can ensure the **Foxes'** victory, by accessing the tile that Scarlet occupies - but only if Zev does not occupy a tile adjacent to her.

Puffer, after having moved, may rotate a revealed, non-occupied tile that is adjacent to him by 90°/180° to alter its direction. Puffer can access and occupy the tile that Zev occupies.



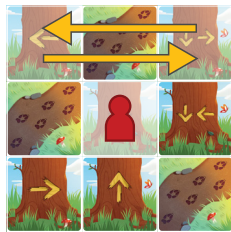
Indigo can move diagonally



Puffer can rotate one tile

Scarlet, after having moved, may swap the position of two revealed, non-occupied tiles that are adjacent to her without changing their rotation (including the starting tiles of any character).

Zev, after having moved, may reveal a face down tile that is adjacent to him. Zev can access and occupy the tile that Puffer occupies. He's the only character that can ensure the **Guardians'** victory by accessing the tile that Indigo occupies.



Scarlet can swap two tiles



Zev can reveal one tile