

RULEBOOK

FOX Matters



GAME SETUP



If you are not fond of reading, just scan the QR code of go to videolisiesprawny.pl, to watch the video explaining the rules.

1. Place the game board and Separate the decks by type. Shuffle each one and place on the proper spot on the board.
2. Place Cheese Tokens and **Fear Tokens** (blackish monster side up) next to the board.
3. Pick 1 **Nightmare** card and place it on the orange spot on the top of the board. Put 5 **Complicated Problems** face-down on pink spots on the top of the board. You can put other cards of this type to the box.
4. Draw 6 **Common Problem** Cards and place 1 face-up on each violet column on the board.
5. Reveal the first **Complicated Problem** Card on left and place it on top of **Common Problem** Card in the first column.
6. Pick boards and miniatures of your chosen Fox Knights.
In 2-player game each player controls 2 Fox Knights. In 3-player game one player controls 2 Fox Knights, and the others 1 each. In a solo game a player controls all 5 Fox Knights.
7. Draw (but don't reveal) 12 **Relief** Cards (10 cards in 5-player games) and distribute them evenly between players. A player controlling more Fox Knights than others gets the same number of cards.
8. Prepare 2 minute timer or download the Fox Matters app.
9. You are ready to play!

COMPONENTS



40 **Relief**
Cards



10 **Complicated**
Problem Cards

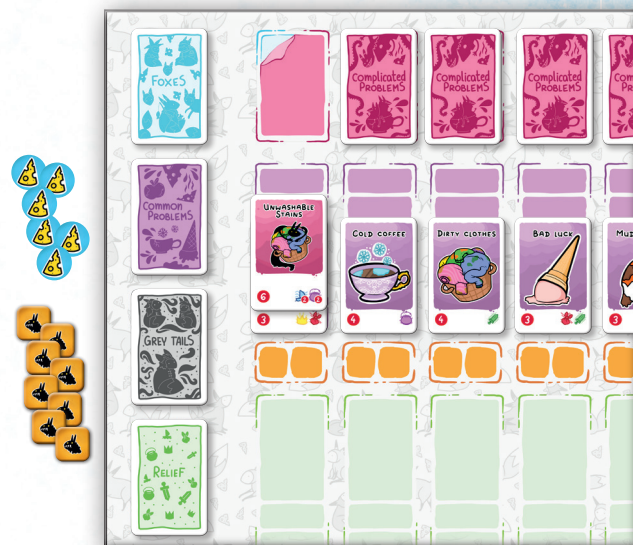


25 **Common**
Problem Cards



6 **Nightmare Cards**

EXAMPLE OF 3 PLAYER SETUP





25 Fox Cards

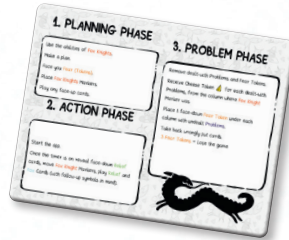
4 Gray Tails
Cards



5 Fox Knight
standees



5 Fox Knight boards



help card

game
board

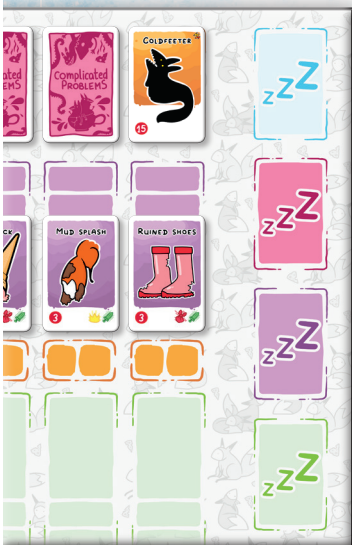
12 cheese tokens



20 fear
tokens



Fox Matters app



GAME DESCRIPTION

Fox Matters is a cooperative board game, in which you pick up mantles of Fox Knights – defenders of the Fox Kingdom. During the game you battle **Common Problems** and **Complicated Problems**, which amass over time, threatening the local **Foxes**. At the game's end you will face the **Nightmare** – the cause of all this commotion.

You win, if you defeat the **Nightmare** at the end of sixth round.

You lose, if the **Nightmare** was not defeated in the sixth round or if you ever have to add third **Fear Token** under any column of **Problems**.

BASIC RULES

There are three types of **Problems** in the game (Common, Complicated and Nightmare). To deal with them you have to gather proper sets of **Relief** symbols.

Problems amass in columns from round to round, forming clusters. When dealing with a cluster you need to deal with all **Problems** in a given column in a single round – you can't deal with them one by one.



To deal with this **Common Problem** you need 3 symbols, including 1 and 1.



To deal with this **Complicated Problem** you need 6 symbols, including 2 and 2.



To deal with this **Nightmare** you need 15 of any symbols.

RELIEF SYMBOLS CAN BE OBTAINED IN 3 WAYS:

1. Fox Knight markers – it is enough to put your Fox Knight marker on the **Problem** column to contribute the symbol depicted on its Fox Knight board.
2. **Relief** Cards, that you draw every round.
3. **Fox** Cards, you can recruit in Planning Phase.



This Fox Knight (Fox King) marker gives 1.



This **Relief** Card gives 1.

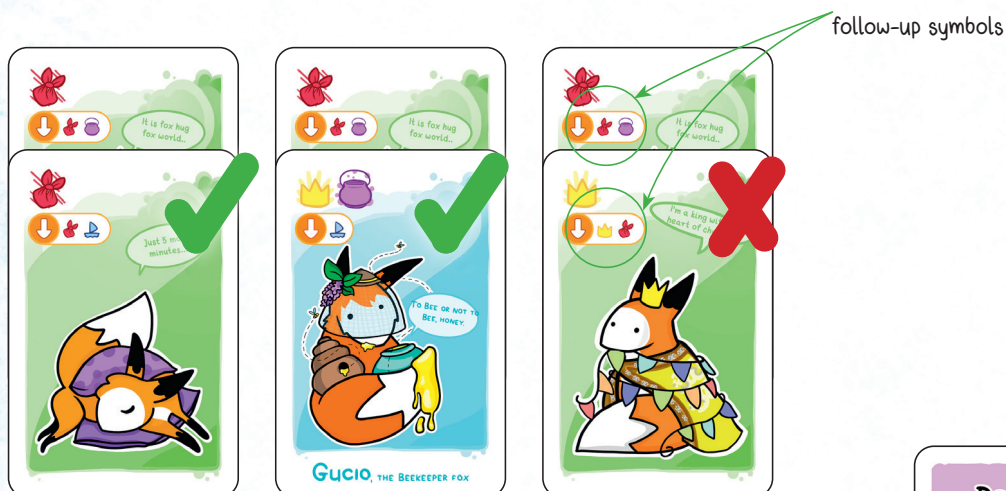


This **Fox** Card gives 1 and 1.

When playing Relief and Fox Cards you need follow one important rule:

At least 1 Relief symbol on a card you add to a column, has to match 1 of the follow-up symbols on a previous cards.

Advice. When some of you runs out of cards to play, they should focus on checking follow-up symbols and whether the cards match requirements.



3 Relief cards fulfill the requirement on "Compulsive Nibbling". There are 3 symbols including 1 and 1 .



Two Fox cards, a Relief card and Fox Knightr marker fulfill the requirement on the "Nightmare Sandwich". There are 6 symbols including 2 and 2 .



This problem cluster calls for a total of 6 symbols including 2 , 1 , and 1 .

GAME PHASES

1. PLANNING PHASE

In this phase you plan out your strategy for the round.

- You can put your Fox Knight markers on **Problem** columns.
- Use special abilities of your Fox Knights (see page 9).
- You may place face-up cards, that you have left from previous Action Phase.
- You may freely move around any **Relief** Cards, **Fox** Cards and **Gray Tail** cards, which you bought or saved from previous rounds.
- You may Face your Fear (see page 8).



Advice. Each Relief Card can be played on a Relief card with the same symbol. Sadly, Fox Cards and Gray Tail Cards do not follow this rule.

You can perform all these actions in any order. Planning phase lasts until you decide together you are ready to start Action Phase.

2. ACTION PHASE

In this phase you start up the app and turn on the timer.

- Once the timer starts, you turn the **Relief** Cards you drew last round face-up.
- You now can play or move any face up **Relief** Cards, as well as obtained **Fox** cards and **Gray Tail** Cards.
- You may also move cards (**Relief**, **Fox**, **GrayTail**) or Fox Knight markers.

Take note! You don't have to play all the cards, you own. You can keep some cards for the next rounds.

The Action Phase ends, when the time runs out on the App or you may also end it sooner, if you all agree, you're done.

3. PROBLEM PHASE

In this phase you check, whether you played your cards correctly in the previous phase.

Start with looking at **Relief** symbols on cards in columns to compare them with requirements. Then check whether follow-up symbols chain up. Remember you may no longer move any cards around.

If you managed to deal with a **Problems**:

- Get 1 Cheese Token for each **Problem** card. Distribute those among the Fox Knights that contributed their markers to this column. If there are none, discard these Cheese Tokens.
- Discard the **Problem** cards (**Common** or **Complicated**) that were dealt with to proper discard piles (marked with "Zzz").
- Discard **Relief** and **Fox** Cards under the column to their proper discard piles (marked with "Zzz").
- Shuffle **Grey Tails** back to the **Grey Tail** deck.
- Discard face-up Fear Tokens from under the column.

If you **didn't manage** to deal with a **Problems**:

- Place 1 face-down Fear Token on the spot under that column. Remember that 3 Fear Tokens under one column mean you lose the game.
- Take back to hand all the cards you played under this column.

Advice. Talk to each other! Communication is the key. Discuss your plans, ask for help, point out dangers. Divide the work: let some people check the left side, while others check the right side. That, what cooperation is. Also works in real life.



4. CLEAN-UP PHASE



In this phase you prepare the board for the next round.

Starting with the first column on the left, add 1 new **Common Problem** Card in each column.

Move leftmost **Complicated Problem** Card to the column below.

(In the sixth round move the **Nightmare** Card instead of **Complicated Problem**).

If there are already 3 problem cards in a column, put it in the next column (circling back to the first column, if necessary).

Place Fox Cards **from the deck onto** the empty spots **where** **Complicated Problems** were.

Draw 12 **Relief** cards (10 in a 5-player game) and distribute them evenly between all players.

OTHER RULES

DECK DEPLETION

Whenever the deck runs out of cards, shuffle cards from a proper discard pile and create new draw pile.

FOX CARDS

Most Fox Cards are basically stronger **Relief** Cards. You can acquire them, using the abilities of your heroes. A recruited **Fox** Card is granted to a player who paid for it and placed beside his Fox Knight board.

Some Fox cards grant 1 universal Relief symbol - it can be interpreted as any of the 5 symbols. When it shows up in the follow-up section it means it can be followed by a card with any Relief symbol.




FACING YOUR FEAR

In the Planning Phase you can turn any number of Fear Tokens face-up. Those will make it more difficult to deal with the problems, but if you manage to deal with them in spite of that, you discard the face-up Fear Tokens. Remember, that abilities of some Fox Knights allow you to remove Fear Tokens from under the column.



The **Relief** symbols on Fear Tokens are added to the requirements on **Problem** Cards in a given column.

Tokens with **2** increase the total amount of Relief symbols required by 2. Tokens with specific symbol (like ) add a specific requirement to the list.

Take note! If after revealing Fear Token the sum of specific symbols is greater than the amount based on **4**, then to deal with that cluster of **problems** you need to face the higher number.



To deal with this **Problem**, you need a total of **4** symbols, including 1  and 2 .

To deal with this **Problem**, you need a total of **4** symbols, including 3  and 1 .

FOX KNIGHTS ABILITIES

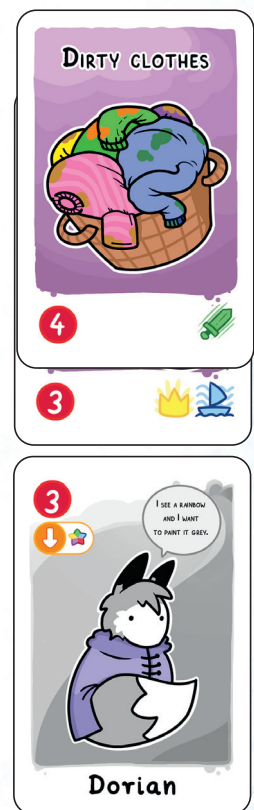
You can activate the abilities of your Fox Knights in the Planning Phase, by paying the Cheese Tokens. Each of you may use any ability as much as you want, as long as you can pay for it. Spent Cheese Token go back to the pile next to the board. Remember that Cheese token cannot be traded – they're assigned to the Fox Knight, that earned them.



GRAY TAIL

Draw one **Gray Tail** card from the deck. Each **Gray Tail** card when played, reduces the number of **Relief** symbols to deal with **problems** required by 3. **Gray Tails** do not contribute any specific symbols and can only be played as the first card in a column. You can play any card on a **Gray Tail** Card.

Gray Tail Cards are puted back into the **Gray Tail** Deck.



Thanks to this card you must only contribute 4 symbols, including 1 Green, 1 Yellow and 1 Blue.

comic book

Our adventure start like all best stories start.

With a book and a cup of coffee...

We will need some help with that!



We will need some help with that!





The team of brave Fox Knights went on to face dangers, make friends and drive the Nightmare away.



CREDITS

Fox Matters web comic author and illustrations: Beata Smugaj

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Rulebook: Piotr Chmielewski and Rafał Cywicki

The game is set in amazing world of medieval foxes - universe created by Beata Smugaj in online webcomic Lisie Sprawy since 2015, that conquered the hearts of readers as Poland is far and wide. Lisie Sprawy gained popularity with their unique setting, uncommon humor and fluffiness, to the point that some catchphrases are used commonly in everyday language of many fans. W W Short comic book at the end of this rulebook will explain, how the catastrophe you are dealing with came to be.

SPECIAL THANKS

TESTING

Beata i Rafał Cywicy, Piotr Purgal, Angelika i Mariusz Sękowie, Monika i Łukasz Januszkowie, Marianna Maśnik, Magdalena Stępień, Hanna Hellmann, Paweł Kurnatowski, Paweł Wilk, Sylwia Skurnóg, Łukasz Machejek, Kamil Jarzyna, Przemek Wójcik, Gabriela Kościelniak, Wojtek Wilk, Justyna Ryba, Kamil Gawlik, Natalia Gruszka, Marek Fus, Dominika Nowak, Wojciech Gorecki, uczestnicy obozów Tol Calen, Wojciech Dębiak, Katarzyna Sutek, Konrad Kalisz, Gabriela Tyńska, Sylwia Dzik, Roksana Krępuszewska, Marcin Sottys, Łukasz Ciupa, Agata Drozd, Mateusz Rabiega, Monika Wójtowicz, Dominika Śliwińska, Grzegorz Biczak, Wiktor Gogolewski, Paulina Gałązka, Rafał Matraszek, Dawid Wierzowiecki, Krystian Łata, Łukasz Gorzkowski, Katarzyna Popielarczyk, Arleta Lemieszek, Paweł Pawlik, Paulina Pawlik, Maciej Pilny, Marek Małagocki, Marta Bilka, Magdalena Nawrocka, Jakub Suchcicki, Martyna Marszałek, Szymon Pagórski and others.

LISIE SPRAWY

 GINDI.PL

OJOJANE MIEJSCA BOLA MNIEJ!

