

# Foxes & Farmers

Players : 2 to 4  
Goal : Race to the end

## Setup

Each player chooses a side being either a fox or a farmer as long as at least one player is in each category. The farmers then divide the chicks over the board until all chicks are positioned on a grid point on the board.

## Equipment

- o Board
- o Chick markers
- o Fox markers
- o Farmer markers
- o Fence markers
- o Shot markers

## Procedures

Generic	-	Rolling dice and moving over the grid
Fox	-	Jumping over a fence.
Farmer-		Shooting to a point on the grid Setting a fence Killing a fox

## The game

After the setup we have board which outlines a square grid on which chicks are positioned. The position of the chicks is information available to both the foxes and the farmers but the position of the foxes is not known to the farmers and the position of the farmers is not known to the foxes (uncertainty). Rolling the dice determines how many positions someone can move or actions someone can do.

Farmers roll the die and the value on the die indicates the amount of positions the farmer can move over the board but the farmer does not have to spend the entire value on moving over the board. If he doesn't use the entire value to moving a farmer can spend the remaining value on placing a fence with the length of the remaining value or shooting a grid point with a maximum distance of the remaining value. So if he throws a value of 6 and moves 2 places on the grid he can place a fence of four grid points long or shoot a grid point that is 4 places further. A shot grid point cannot be used by farmers and foxes, though foxes can jump over them.

When a fox jumps over a fence that point of the fence is broken which is information available to all player and thus jumping over a fence allows farmers to know in what region a fox

might be. Foxes enter the board on their turn and start from the outer boundaries of the grid. Foxes and farmers can move in all directions and even cut corners in a turn.

#### Wining condition

The farmers win when they kill all foxes. The foxes win when they kill all chicks.

#### Loosing condition

As a fox you loose when you get shot by a farmer. As a farmer you loose when all chicks are dead. The game continues with the remaining foxes and farmers until one team wins.