

#### 4 **End of the round**

##### **Mister FoX is at the same station as a detective.**

He's been caught! The detectives may place an X chip on an empty space on their chip board. The detectives get one X chip even if both detectives are at the station with Mister FoX.

##### **Mister FoX is at a station with no detectives.**

He's escaped and can place one **X chip** on his chip board as a reward.

**All of the players** take back their **four tickets** and start the next round **from their current position**.

#### **End of the game**

The game ends immediately when a chip board is completely full of X chips.

The detectives win if they manage to catch Mister FoX three times.

Mister FoX wins as soon as he has successfully escaped nine times.

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#### **Rules for the four-player game**

If you play with four people, Mister FoX has an accomplice: **RoXy**.

Both try to outwit the detectives.

Mister FoX and RoXy should turn their chip board to the side depicting both characters.



Both Mister FoX and RoXy receive a set of tickets and a visor. Place all of the playing pieces on their starting positions.

At the start of each round, both crooks discuss where each of them wants to go. They can also go to stations that are already occupied, as it only matters where they are at the end of the round.

Only one **X chip** is awarded per round – even when there are four players:

- when one or both crooks have been caught
- when both crooks have escaped

Again, the game ends immediately when one of the chip boards is full of X chips.

Try swapping roles in your next game!



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6+



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## 2 A wild pursuit through London

for 2 to 4 players aged 6 and over

### Contents

- 1 playing board
- 4 playing pieces
- 16 tickets
- 12 X chips
- 2 storage(chip) boards
- 1 visor(screen)

### Aim of the game

Where's Mister FoX? Time and time again, the notorious criminal manages to escape – sometimes even together with his accomplice RoXy! But the two clever animal detectives Willy Watson and Milly Marble pick up the hot trail every time.

If the cunning crook can outfox the detectives nine times, he wins the game. If the two animal detectives manage to catch him three times, though, then they win!

## Rules for the two/three-player game

### Setting up the game

Carefully remove the parts from the punchboards. Insert the playing pieces in their stands.

Agree who will be the **criminal**. They receive:

- **Mister FoX** playing piece
- 1 set of **Tickets**, (1 ticket each for the underground, bus, cab, and riverboat)
- **Mister FoX chip board**
- 1 **visor**

The **opponents** always play with the **two detectives**, regardless how many players there are in the team. They receive:

- 2 playing pieces (the **dog Willy Watson** and the **cat Milly Marble**)
- 2 sets of **tickets**
- **detective chip board**

Place your **playing pieces** on the starting places indicated on the **playing board**: Mister FoX on any X square and the two detectives on any light-yellow squares.



- 3 Various means of transport lead to and from each station: underground --- **red line**, bus — **blue line**, cab — **yellow line**, riverboat — **black line**. During the game, you'll need to move your playing pieces along these lines one station at a time.

Put the **X chips** near the board and return any playing materials that you don't need to the box. Now the wild pursuit can begin!

### How to play the game

The game takes place over several rounds. Each begins with Mister FoX escaping, then being chased by the two detectives. At the end of each round, check whether the detectives managed to land on the same station as the crook or if he was able to escape again.

#### Mister FoX decides

The person playing Mister FoX should put on their **visor** to conceal any glances that might give away their next move. Take the **four tickets** in one hand and decide which station you want to move to next. Take the ticket you need for this in the **other hand** and close it so no one can see it. You also have the option of **staying where you are**. In this case, your hand remains empty.

None of the detectives should see what

move you've decided to make, so keep both hands under the table during the change. Then place your closed fist on the table in plain view.

**Important:** You may also choose a station that already has one or more playing pieces on it!

**Example:** Here, Mister FoX has five different options:

- 1 Stop
- 2 — Go by boat
- 3 — Go by bus
- 4 — Take a cab
- 5 --- Take the underground

#### Move the detectives and Mister FoX



Once Mister FoX has decided where to go, the two detectives take their turn. The detectives can decide whether they want to **move to the next station** with their playing piece or to **stay where they are**. Where could Mister FoX be hiding now?

If there are only two players, one of the players moves both of the detectives.

When you want to leave a station, place the ticket featuring your chosen means of transport on the table and move your playing piece along the corresponding line.

As a detective, you may choose stations that already have playing pieces on them.

Now Mister FoX reveals the ticket he has concealed in his hand and moves his playing piece to the corresponding station. If his hand is empty, he stays where he is. Did you catch him?

