

# A GAME of FOX & SQUIRRELS

Winter is fast approaching and you,  
brave squirrel, must prepare!



A GAME BY  
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## WHAT YOU NEED

2-5 players, ages 7 and up

Two standard decks of cards, with Jokers set aside

A few dozen tokens to represent Acorns, such  
as pennies, paper clips, actual acorns, etc.

15-30 minutes

For more information, visit  
[AGameOfFoxAndSquirrels.com](http://AGameOfFoxAndSquirrels.com)

## How to Play

### OBJECTIVE

Play three rounds: spring, summer, and autumn. The winner is the player collecting the most Acorns for winter by the end of the third round. *To play cooperatively, see House Rules.*

### SETUP

- Shuffle the decks. The dealer (chosen randomly) deals ten cards to each player.
- If you are playing with the Fox (*see Advanced Rules*), add them and shuffle again.
- Put the cards facedown in the center of the play area. This is the Harvest Deck.
- Turn one card faceup and put it next to the Harvest Deck. This is the Discard Pile.
- Players can look at their own cards and sort them as they wish.
- The player to the left of the dealer goes first.

### ON YOUR TURN: DRAW, PLAY, DISCARD

#### First, DRAW A CARD

Take the top card of the Harvest Deck *OR* the faceup card from the Discard Pile. *If the Harvest Deck runs out, shuffle the Discard Pile and make a new one.*

#### Next, PLAY (aka plan for winter)

Do ONE of these things:

**1. PLAY A SET** from your hand to the table in front of you. A set is three cards that have the same number, such as three Kings or three 10s.

COLLECT ONE ACORN from the bank as your reward!

**2. PLAY A RUN** from your hand to the table in front of you. A run is three cards of the same suit in consecutive order, like 6♣ 7♣ 8♣. *Aces can count as high cards (after Kings) or low cards (1s) in a single run, but not both.*

COLLECT TWO ACORNS from the bank as your reward!

**3. CLAIM A SET or RUN.** Play a card from your hand onto someone else's pile.

*Claim a set by playing a card of the same number, like a new 9 on a pile of 9s.*

*Claim a run by playing a card that extends the run, like a 5♣ onto 6♣ 7♣ 8♣.*

MOVE THE PILE in front of you.

COLLECT ONE ACORN from the bank as your reward!

*Note: Players keep their Acorns, even if their piles are taken.*

*Note: You can't claim a pile that's already in front of you. Wait for someone else to claim it, then claim it back, if you can!*

**4. PLAN.** If you can't Play or Claim (or don't want to), use this time to think.

### Finally, DISCARD A CARD

Place one of your remaining cards on the Discard Pile. *Be careful not to discard a card that the next player can use!* Your turn is now over, and the next player goes.

### END OF THE ROUND

If you have no cards to discard, or if you discard your last card, then **the round is over!** Collect a bonus from the bank for being such an industrious squirrel:

Round 1 = COLLECT ONE ACORN

Round 2 = COLLECT TWO ACORNS

Round 3 = COLLECT FOUR ACORNS

You will be the dealer for the next round. Shuffle all the cards and get to it!

### FINAL SCORING

The game is over at the end of three rounds, because winter has arrived. Whoever has the most Acorns wins. If it's a tie, how great is that? Even more people win! But if you simply must pick someone, the player with the most piles in front of them at the end of the last round can claim that title. *Well done!*



### ADVANCED RULES: THE FOX

*The Fox demands unwavering loyalty. Do whatever you must to prove it.*

After the first hands are dealt for round 1, add the four Jokers into the Harvest Deck and shuffle to “hide” the foxes. (If you don't have Jokers, you can decide that Aces will be Foxes—just make sure to use the right number and remove the rest! Or leave in all eight Aces for a particularly Fox-y game.)

#### On your turn, if you draw a Fox from the Harvest Deck:

**Lose an Acorn** (return it to the bank) and **Discard the Fox**.

That is your whole turn. Foxes are demanding!

*If you don't have an Acorn to lose, the Fox is disappointed in you but will still leave.*

If you are dealt a Fox to your starting hand for round 2 or 3, before anyone starts their turn:

Take the Fox card (or cards!) from your hand and hide them in the Harvest Deck.

Draw new cards from the Harvest Deck so that you start with ten cards.

Repeat as necessary.

Begin the round once everyone has ten cards and all the Foxes are hidden.

*See House Rules for some other Fox options.*



### THE FOX

If you don't want to lose Acorns when you play, then get creative! A Fox might demand that you sing a song or refill everyone's drinks. Maybe the Fox makes you do ten jumping jacks or offer compliments to all the other players.

But whatever you decide the rule will be, every player must agree to it beforehand. *That's how House Rules work.*

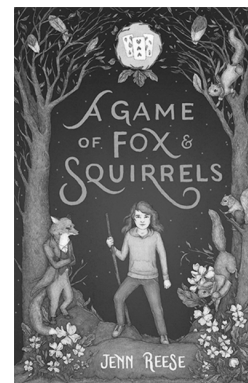
### PLAY TOGETHER / COOPERATE

Instead of keeping separate piles of Acorns, all players put the Acorns they earn into one pile. If you are playing with Fox cards, then the group pays the Fox from this joint pile.

At the end of round 3, count the Acorns and see how you did as a team.

Keep track of your high score and try to beat it in subsequent games. For every Acorn the players accumulate, another forest animal will survive the winter.

Have fun and remember . . .  
stay vigilant, brave squirrels!



This game is a variation of the game described in *A Game of Fox & Squirrels*, written by Jenn Reese with illustrations by Jessica Roux, and published by Henry Holt BYR.

For more information, visit:

**[AGameOfFoxAndSquirrels.com](http://AGameOfFoxAndSquirrels.com)**

If you have suggestions or corrections for this game, please send them to [jenn@jennreese.com](mailto:jenn@jennreese.com) with our thanks!

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