



“Cock-a-doodle-doo~~!!” The silent night was awoken by the rooster’s cry, warning all animals that the big bad wolf and cunning fox have sneaked in the farm! Run for your lives before they come and get you! But in the dark dark night, can you find the way to survive?

● **Components**

Animal Tile x14

★ Animals used in ALL games
☆ Animals used in specific player numbers
Type of animal
Farm Forest
Forest
Name of the animal
Animal number

Animal Token x14

Animal tokens are used to remind players which animals are used in the current game.

Round Tile x1

Victory Point Token x73

1VP x52
5VP x11
10VP x10

Rooster Token x1

The game is played for a number of rounds until the game end condition is triggered. Except for the initial set-up, players will play through “Round set-up” and “5 phases of the round” in each round.

● **Initial set-up**

- Take Rooster, Wolf, and Fox Tiles. These three Animals are used in ALL games.
- Depending on the number of players, choose a number of Animal Tiles to make the total tiles used equal to “the number of players + 2” for the whole game. For example, choose 3 more Animal Tiles to make it a total of 6 in a 4-player game.
Note: After you get familiar with the rules and the abilities of different Animals, you may choose Animal Tiles disregarding the suggested player numbers.
- Take the corresponding Animal Tokens to be used in the game and place them with "Hidden" side faceup next to the Round Tile (as shown in the illustration).
- Remove all the other Animal Tiles and Tokens to the game box. They won't be used in this game.



● **Round Set-up**

- Put Rooster and Wolf Tiles aside.
- Shuffle all the other Animal Tiles, draw two tiles and place them face down in the center of the table.
- Mix Rooster and Wolf Tiles with the remaining tiles and deal one to each player. Players should secretly look at their own Animal Tiles. These are their identities for the current round.
- You are ready to play!

Phase 1 - Rooster Phase

- The player who gets the Rooster Tile turns over her tile to reveal her identity. She plays as the host for the current round.
- The Rooster player may secretly examine the two tiles in the center of the table, and assign the hiding areas (Farm or Forest) for each of these two Animals. (See “Hiding” below)

Phase 2 - Night Phase

- The Rooster player will guide all players through the Night Phase with the following sentences:
- The night falls, all players please close your eyes, lower your heads, and put both hands on the table. (including the Rooster player)
 - Wolf and Fox, please open your eyes and make a direct eye contact to each other, before my countdown of 3... 2... 1.
 - Wolf and Fox, please close your eyes and lower your heads.
 - Here comes the Wolf! FARM Animals, run! (All players whose Animals belong to the Farm type MUST quickly slap the table with both hands for 3 seconds!)
 - All players open your eyes.

Phase 3 -Escape Phase

- All players cover their Animal Tiles with their hands. Starting from the Rooster and going clockwise, each player announces which area, Farm or Forest, they plan to hide. The announcement is not binding. Players can freely change their hiding areas before revealing.
- After the last player announces her hiding plan, all players reveal their hiding areas simultaneously. **IMPORTANT: Keep your Animal Tile facedown.** (Except for the Rooster)
Note: The edge of your Animal Tile facing towards the center of the table indicates the area you are hiding.

Phase 4 - Voting Phase

- After revealing their hiding areas, the area with more Animals will carry out the voting. And one of the Animals must be driven away to the other area. If both areas have the same number of Animals, the area with the Rooster must carry out the voting.
Note: When counting the number of hiding Animals, the two in the center of the table are also counted.
- After the voting area is decided, ALL players may freely discuss about who should be driven away. The Rooster should help manage the time limit. It's suggested that the discussion should last for about one minute. Once the discussion is closed, the Rooster counts down from 3 and all Animals **in the voting area** must point their index fingers towards one of the three targets:
 - One of the fellow players in the voting area. (You don't want to stay in the same area with that Animal.)
 - Yourself. (You might want to escape from this area.)
 - The sky. (You have no idea what's going on...)

One of the fellow players. Yourself. The sky.

C. The Animal with the most votes must rotate her Animal Tile to the opposite edge to indicate that she has fled away to the other area. If two or more Animals are tied for the most, they are all driven away. However, if ALL animals get the same votes, they all stay where they are.

Voting example

- A voted for B, B voted for C, and C pointed at the sky.
Result: Since A and B are tied for the most, both A and B are driven away.
- A voted for B, B voted for C, and C voted for A.
Result: Since ALL players get the same votes, all players stay where they are.

Note: Although the discussion lasts for merely one minute, it's crucial for you to grab any piece of information other player might release unintentionally.

Phase 5 - Morning Phase

- All players turn over their Animal Tiles to reveal their identities and score accordingly:
- All Farm Animals in the same area as the Wolf will be eaten. For each Animals being eaten, the Wolf scores 1 VP.
 - All Farm Animals NOT in the same area as the Wolf will survive and each of them will score as many VP as there are survivors (excluding the Fox and the Wolfkin). Some Animals have special scoring criteria. See “Animals’ Special Abilities.”

● **Game End**

At the end of each round, players check if the game end condition has been met (see the table below). If yes, the player with the most VP wins the game. If there is a tie for the most, all tied player rejoice the victory. If the game end condition is not met, play a new round (from “Round Set-up”).
Note: For the game with more than 15 players, increase the game end condition by 5 VP for each 3 additional players.

| Player number | 4-5 | 6-8 | 9-12 | 13-15 |
|--------------------|------|------|------|-------|
| Game end condition | 10VP | 15VP | 20VP | 25VP |

Animals’ Special Abilities

Each Animal has its own special ability that can be used at specific Phase in the game. Players may freely choose if they would like to use the ability or not. However, once you have decided to use the special ability, you **MUST** reveal your identity! So, watch closely and use them wisely!

Rooster
The Rooster must reveal its identity at the beginning of the round and serve as the host for the current round.
Special ability: You may secretly look at the two Animal Tiles placed in the center of the table, and decide their hiding areas.
Scoring condition: If you are NOT in the same area as the Wolf in the Day Phase, you score as many VP as there are surviving Animals.

Wolf
The hungry Wolf will eat all Farm Animals that are in the same area with him when the day comes.
Special ability: You **MUST** open your eyes during the Night Phase to make an eye contact with the Fox (and the Sheepdog).
Scoring condition: In the Day Phase, you score as many VP as there are Farm Animals in the same area with you.

Fox
The Wolf's cunning helper who tries to mislead the Animals to be hunted by the Wolf.
Special ability: You **MUST** open your eyes during the Night Phase to make an eye contact with the Wolf (and the Sheepdog).
Scoring condition: If you are NOT in the same area as the Wolf in the Day Phase, you score as many VP as the Wolf does.

Wolfkin
The little cub sneaks out of their cave to look for his father.
Special ability: No.
Scoring condition: If you are in the same area as the Wolf in the Day Phase, you score as many VP as the Wolf does.

Sheepdog
The guardian of the farm who knows the identities of the Wolf and the Fox.
Special ability: You may open your eyes during the Night Phase to make an eye contact with the Wolf and the Fox.
Scoring condition: Same as the Rooster.

Pig
The greedy, lazy fat guy who hates to stay in crowded place.
Special ability: If you are in the area where Voting is NOT carried out in the Voting Phase, you may choose to reveal your identity and call for the Voting in your area (after the normal Voting has been concluded).
Scoring condition: Same as the Rooster.

Cow
The most respected and powerful Animal in the farm. All decisions without his permission is a castle in the sand.
Special ability: When the Voting is being resolved, you may reveal your identity and your vote is counted twice.
Scoring condition: Same as the Rooster.

Donkey
He might look dumb. But don't be fooled, or you might be even dumber.
Special ability: If you are voted to be driven away in the Voting Phase, you may reveal your identity and choose another Animal in the same area to be driven away in your stead.
Scoring condition: Same as the Rooster.

Goose
"Honk..."
Special ability: If you survive, you score one extra VP.
Scoring condition: Same as the Rooster.

Mice
As a speculator who bends with the wind, Rat always sneaks away when things went wrong. But he might not be right every time though.
Special ability: In the beginning of the Day Phase, before any players reveal their identity (except for the Rooster), you may choose to reveal your identity first and immediately move to the other area.
Scoring condition: Same as the Rooster.

Sheep
A suspicious coward who cries for Sheepdog's shelter all the time!
Special ability: During the Day Phase, you may reveal your identity and choose to either (1) move to the Sheepdog's area, or (2) summon the Sheepdog to your area.
Scoring condition: Same as the Rooster.

Owl
The night angel hovering over the farm night after night, safeguarding Animals in their sweet dreams.
Special ability: Once during the round, before Animals revealing their identities (except the Rooster), you may reveal your identity and secretly look at any one player's Animal Tile. After using your ability, you must return to the Farm area in the Day Phase.
Scoring condition: Same as the Rooster.

Taiwan Neofelis (exclusive for the first Edition)
The most elegant and deadly hunter in the forest. No one can escape from her claws.
Special ability: In the beginning of the Day Phase (before Animals revealing their identities), you may reveal your identity first and try to guess other players' identities (those who are still hidden). If you correctly guess a player's identity, that player must reveal his Animal Tile. If you make a wrong guess, nothing happens to that player. You may keep doing so until:
1. you have successfully identified 4 players,
2. you have made 2 wrong guesses,
3. you choose to stop.
Scoring condition: You score 1/3/5/10 VP if 1/2/3/4 Animals have been successfully identified.
Note: Animals that are identified by the Taiwan Neofelis must reveal their identities, but cannot use their own special abilities. They are still in the game and qualified for the scoring though.