

FERRET'S CHASE

A THRILLING CHALLENGE IN THE UNDERGROWTH, FOR 4 PLAYERS AGES 8
AND UP

FERRET'S CHASE IS A GAME OF CHASE, STRATEGY, AND LUCK, IN WHICH A GROUP OF (ALMOST) DEFENSELESS PREY TRIES TO ESCAPE THE FEARSOME FERRET, A RELENTLESS AND EFFECTIVE PREDATOR, BY MAKING THE MOST OF THEIR INNATE ABILITIES AND THE ENVIRONMENT AROUND THEM.

IF ONE OF THE PREY IS UNLUCKY ENOUGH TO FALL VICTIM TO OUR HUNGRY MUSTELID, ITS ROLE IN THE GAME DOESN'T END THERE, INSTEAD, IT BECOMES A WILL-O'-THE-WISP, A HIGHLY UNSTABLE AND CHAOTIC CHARACTER CAPABLE OF RADICALLY FLIPPING THE FORTUNES OF THE MATCH...

COMPONENTS

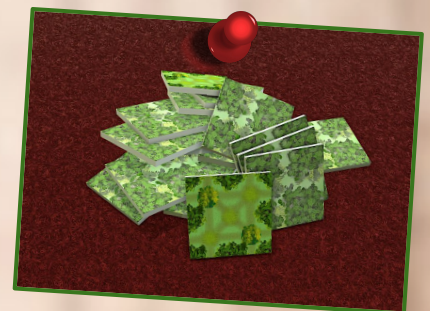
- 7 Character Tokens (Ferret, Mouse, Rooster, Quail, Rabbit, 2x Will-o'-the-Wisp)



- 4 Dice (2 Movement Dice, 1 Event Die, 1 Weather Die)



- 25 Magnetic Tiles (20 face-down, 5 double-sided)



- 7 Item Tokens (Invigorating Berry, Jumping Mushroom, Lucky Four-Leaf Clover, Friendly Mole, Portable Boulder, Instant Bush)



ROLES & OBJECTIVES

Each **Role** has a specific goal:



FERRET: hunt down the Prey, eliminating them as quickly as possible, one snack at a time (or more than one, if the chance arises).



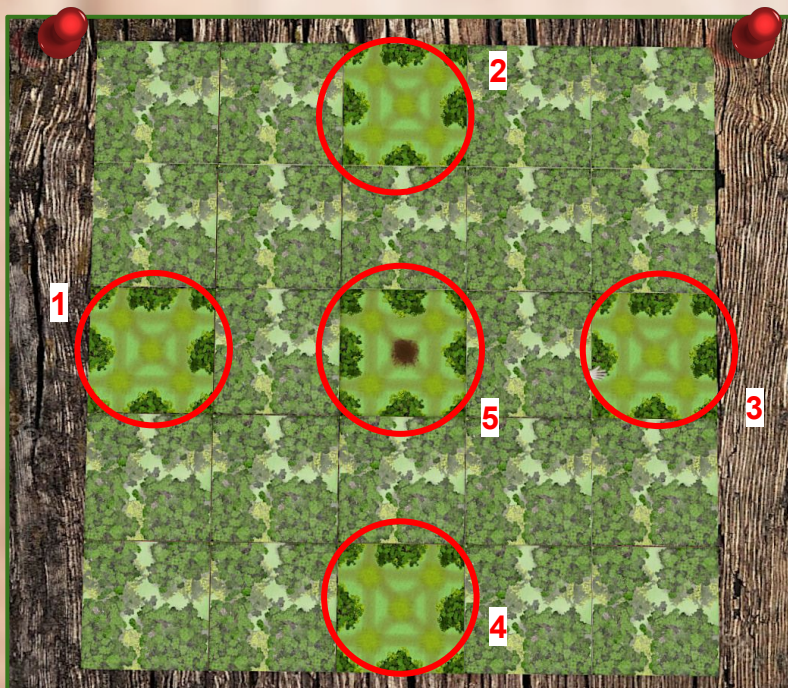
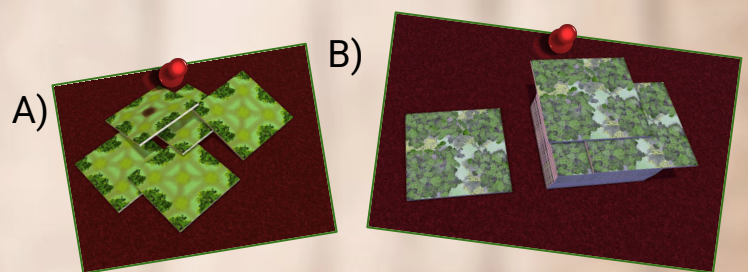
PREY: all the other animals must escape the Ferret and try to survive as long as possible.



WILL-O'-THE-WISP: played by eliminated players, the Will-o'-the-Wisp wants to help the Prey escape the Ferret, but its actions are unpredictable and can sometimes backfire.

SETUP

To set up the game board, start by separating the 5 **double-sided tiles** (figure A) from the other 20, which show tree canopies on one side (figure B). For convenience, we'll call the latter "**face-down tiles**."



Shuffle the "deck" of face-down tiles and arrange them **randomly** to form a 5x5 square, making sure to place the 5 double-sided tiles in the positions marked with **red circles** in the image on the left.

Once setup is complete, the board should look **exactly** like the one shown in the image alongside.

Next, randomly determine (by drawing lots or rolling dice) which player will be the Ferret — the others will be the Prey. Starting with the player to the left of the Ferret, each player chooses a Prey and takes the corresponding **Character Token**.

The Ferret places its Character Token at the center of the tile containing a **Mud 5** space, while the Prey are placed at the centers of quadrants 1, 2, 3, and 4, again starting with the player to the left of the Ferret.

If playing with 4 players, leave one of the Prey-dedicated tiles empty.

HOW TO PLAY

Play proceeds **clockwise**, starting with the player to the left of the Ferret. The Ferret therefore plays last, and once it has played, a Round is considered **complete**. It's very important to **keep track of the number of Rounds** played (we'll see why in the next pages). The game ends at the end of Round 16.

To move, characters use **Movement Points (MP)**, which basically correspond to the number of **spaces** a character can travel. All Prey have **1 MP** per turn, while the Ferret has **2 MP** per turn with 4 players, or **3 MP** per turn with 5 players.

The **Movement Dice** are used to gain bonus MP. Bonus MP gained from the dice can **ONLY** be used during the same turn in which they were obtained.

When a player reaches a face-down tile, they flip it to reveal its contents.

Turn structure varies depending on the **Role**:



FERRET

1. Roll the **Movement Dice** and calculate any bonus MP gained
2. Move the token by as many spaces as the base MP available for the turn



PREY

1. Move the token by **1 MP**
2. Roll the **Movement Dice** and calculate any bonus MP gained
3. **Move** the token again by as many spaces as the bonus MP available



WILL-O'-THE-WISP

1. Within the Round, the Will-o'-the-Wisp plays after the Prey but before the Ferret
2. Roll the **Event Dice** or the **Weather Dice**, depending on the **Round** number
3. Act accordingly based on the dice, if applicable

ROLE ABILITIES

FERRET

- Has 2 base MP with 4 players, or 3 base MP with 5 players
- When it reaches the **same space as one or more** Prey, it eats them. The number of Prey on the space doesn't matter, the Ferret will eat them all at once if given the chance!
- **No Prey** may voluntarily enter the space occupied by the Ferret
- Gains **+1 MP** only for the following turn after eating a Prey
- On **Round 9**, when the Den activates, it gains a fixed **+1 MP**





RABBIT

- When it moves from one Bush to another Bush, it gains **+1 MP** for that turn
- This ability also works with the Instant Bush



ROOSTER

- When on the same space as the Ferret, it starts a fight using the **Movement Dice**. If the Rooster wins, the Ferret is pushed back to the space it came from; if the Ferret wins, the Rooster is eaten. In case of a tie, the **Movement Dice** are rolled again.
- If the Rooster and another Prey are on the same space and are reached by the Ferret, the Ferret **must win** the dice roll against the Rooster in order to **eat both**.



QUAIL

- **Immune** to Mud spaces, it suffers no slowdown from them
- While on a Mud space, it is **invisible** and cannot be eaten



TOPO

- Gains **+1 MP** when the Ferret is within 2 or fewer spaces

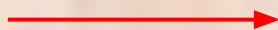


WILL-O'-THE-WISP

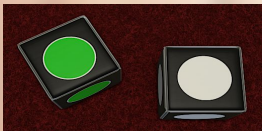
- With 4 players, **only the first** eliminated Prey becomes a Will-o'-the-Wisp
- With 5 players, **the first two** eliminated Prey become Will-o'-the-Wisps
- The Will-o'-the-Wisps roll the **Event Dice** and sometimes the **Weather Die**, depending on the Round number.

DICE

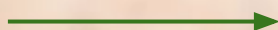
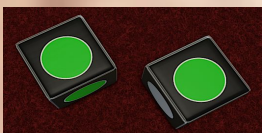
-MOVEMENT DICE



2 White: no bonus MP gained. Better luck next time (maybe)...

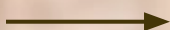


1 White + 1 Green: gain 1 bonus MP for this turn.

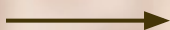
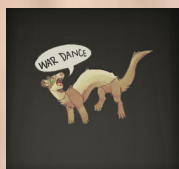


2 Green: gain 2 bonus MP for this turn. Use them wisely!

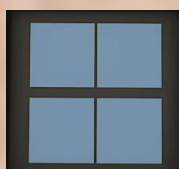
-EVENT DICE



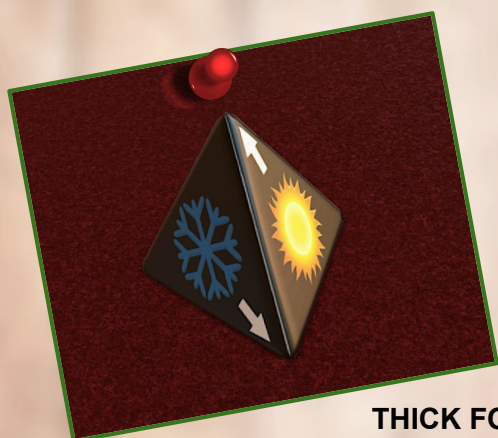
FUNNEL TRUNK: The Ferret gets stuck and has **-1 MP** on its next turn



WAR DANCE: Hunger strikes! The Ferret has **+1 MP** on its next turn

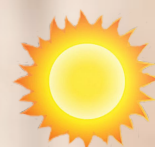


QUADRANT CONTROL: The Will-o'-the-Wisp may either **flip a face-down tile** of its choice, **OR rotate** a revealed tile as it wishes, provided no character is on it.



-WEATHER DICE

SCORCHING SUN: The sun beats down and **dries** out the **Mud** spaces, which become **neutral** for **1 Round**.



THICK FOG: Fog blankets the forest, confusing everything: all Item spaces **"recharge"** with their Items, but **all Prey lose** any Items they're currently holding.



NEVICATA IMPROVVISA
SUDDEN SNOWFALL: A thick blanket of snow covers the ground, allowing **Boulders** to be crossed as if they were **neutral spaces** for **1 Round**. If, at the end of the Round, one or more characters are still on Boulders, they will start from there as if it were a neutral space.



POURING RAIN: A sudden, violent storm floods the undergrowth: **the Tunnel and the Den are flooded and unusable** for **1 Round**.



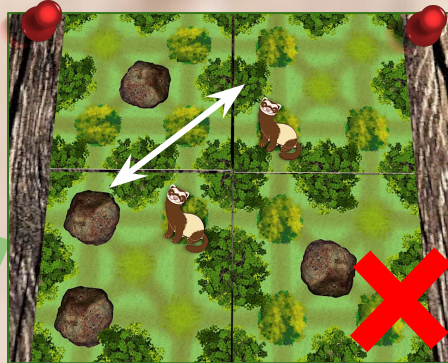
NOTE

The Event Dice is rolled **EVERY ROUND** by the Will-o'-the-Wisp, after all the Prey have played.

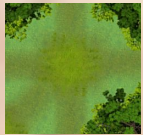
The Weather Dice is rolled **ONCE EVERY 3 ROUNDS**, starting from Round 3, and is rolled by the first Prey of the round until a player is eliminated, after which it is rolled by the first Will-o'-the-Wisp instead.

BOARD, SPACES & TILES

Each Tile represents 5 spaces, connected by **paths** through the forest. Characters can only move along these paths, meaning **diagonal movement** from one Tile to another is **not allowed**, as shown in the **figures below**.



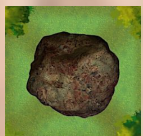
Each space has its own function, and depending on the character, it can represent either an **obstacle** or an **opportunity**. Listed in the right-hand column are the **Item Spaces**, which are particularly rare (and useful). When a Tile containing an Item Space is revealed, place the corresponding Item Token on that space.



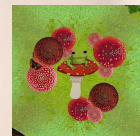
GRASS: a **neutral** space, all characters cross it normally.



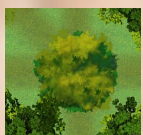
BERRIES: grants the first Prey to reach it an Invigorating Berry.



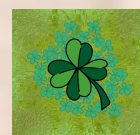
BOULDER: an **impassable** space, normally it cannot be climbed over or onto.



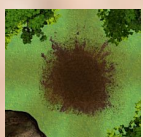
MUSHROOMS: grants the first Prey to reach it a Jumping Mushroom.



BUSH: this space **hinders** the Ferret, requiring **2 MP** to cross, and is neutral for nearly all other characters.



CLOVER PATCH: grants the first Prey to reach it a Lucky Four-Leaf Clover.



MUD: this space **hinders** almost all characters, requiring **2 MP** to cross.



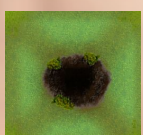
MOLE HOLE: grants the first Prey to reach it a Friendly Mole.



TUNNEL: if at least one other Tunnel has been revealed, allows characters who reach it to **"teleport"** to another end of the Tunnel of their choice (once per turn).



STONES: grants the first Prey to reach it a Portable Boulder.



DEN: the Den activates at the start of **Round 9**, and allows the first Prey to reach it to escape the Ferret and **be saved** permanently.



UNKNOWN SEEDS: grants the first Prey to reach it an Instant Bush.

ITEMS

Items, in the form of Tokens, can be **collected** on the corresponding Item Spaces. They are very **useful tools** for the Prey, who can use them at the most opportune moment to turn around a bad situation.

- Only the Prey can collect Items
- To collect an Item, the Prey must be on the corresponding Item Space
- Each Prey can hold a maximum of **1 Item** at a time
- Each Prey can use a maximum of **1 Item** per turn
- The Item can be used at any point during the turn of the Prey who holds it
- If a Prey holding an Item is eaten, the Item returns to its home space



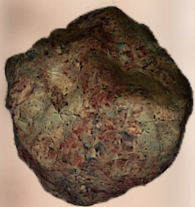
INVIGORATING BERRY

his sweet-tasting, nutritious berry can be eaten for a momentary **boost of +3 MP**, only for the turn in which it is used.



INSTANT BUSH

Apparently, a handful of these strange seeds instantly generates a Bush, which can be placed on any space **adjacent** to the Prey using this item, as long as it's a Grass, Bush, or Mud space. The Instant Bush works exactly like a normal **Bush**, but it's fragile and lasts **only 1 Round**.



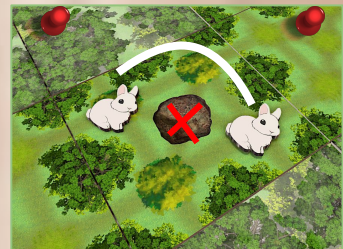
PORTABLE BOULDER

Similar to the Instant Bush, it can be placed to **block** any space **adjacent** to the Prey using it, as long as it's a Grass, Bush, or Mud space, and it also lasts only **1 Round**. It's a real hassle to carry around, but it's probably worth it...



JUMPING MUSHROOM

Allows the Prey using it to move two spaces, **jumping** over anything (including the Ferret) in between the starting and ending space, using only **1 MP**. Was it the many frogs that made the mushrooms jumpy, or the other way around?



FRIENDLY MOLE

The Ferret doesn't seem to like the taste of mole, and the Mole, for its part, doesn't seem to like the Ferret — it's more than happy to help a Prey in trouble. Allows **instant movement** to one of the revealed Tunnels, **without spending any MP**.



LUCKY FOUR-LEAF CLOVER

As the saying goes, "fortune is blind, but bad luck sees just fine." That's exactly why, when few options remain and you're not satisfied with your Movement Dice roll, you can use the Lucky Four-Leaf Clover to **roll the dice again** and hope for a better result, which will **replace** the first attempt.

VICTORY CONDITION

THE FERRET WINS WHEN

Playing with 4 players: it eats at least **2 out of 3 Prey**.

Playing with 5 players: it eats at least **3 out of 4 Prey**.

THE PREY WIN WHEN

At least 2 Prey reach the Den, or survive until the end of **Round 16**.



KICKSTARTER