



Game Rules



5+



2~4



20+

Dali the FOX





A fox living in the forest, Dali, is an artist who wants to draw amazing pictures on eggs. One day, Dali decided that he wants to sneak into the egg warehouse and steal eggs.

However, the farmer is working hard to protect his eggs. Will Dali be able to take 10 eggs without the farmer noticing?

I. Contents



1 Egg Warehouse



1 Set of stickers



36 Eggs
(6 Colors, 6 of Each Color)



1 Farmer Dice



2 Egg Dice

II. Overview



Each player will become a fox and has to collect eggs. On each player's turn, they will have to roll the dice. Depending on the result of the dice roll, they choose which color of egg to take. If the player succeeds in choosing an egg, they can try again to get more eggs. But! If the player fails to choose any egg, they will have to leave all the eggs behind and return home empty-handed!

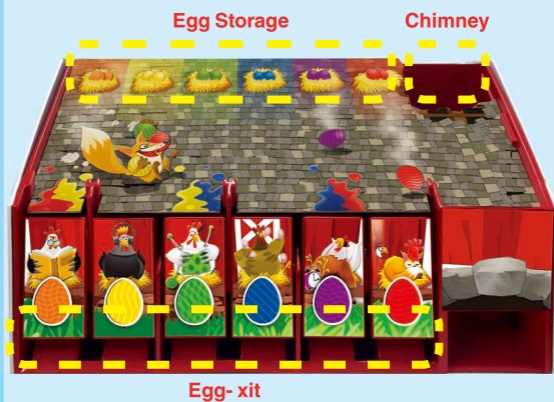
The player who collects 10 eggs first becomes the winner!

III. Overview

- 1** Before the first game, stick the stickers on the front of the egg warehouse. Starting from the left, in the following order : Orange, Yellow, Green, Blue, Purple, Red. Stick the sticker on top of the warehouse and above the dice exit too. (Right side of the warehouse)
- 2** Place the egg warehouse on table so all players can easily see the front of the egg warehouse.



- 3** In the front of the egg warehouse, there are six 'egg-xit' where the eggs would come out. The area on top of the egg warehouse is called the egg storage. And there is a chimney on the right part of the egg warehouse.



- 4** Press the Egg-xit until "Click!" sound.



- 5** Put 6 eggs into each storage according to their colors.

Note The storage can't store 6 eggs if you did not press the Egg-xit at **4**. Please press all Egg-xits then put the eggs.





IV. How to Play

- 1** The player who touched an egg most recently starts the game. After that, the players take turns in clockwise order.
- 2** When a player's turn, proceed the following steps:
 - 1 Roll the dice**
Put the three dice(1 Farmer, 2 Egg dice) together into the chimney.
 - 2 Place the Dice**
Place one farmer and two egg dice in front of the egg warehouse.
Place them on the corresponding color space according to what color shows on each dice.



3 Choice for egg

- 1 The player should choose one egg according to the following rules. Even if more than one egg is choosable, they can only choose one egg at a time.

Rules for choosing egg

You can choose :

1. One of the two colors that came out of the roll.
2. A combined color of the two colors of the rolls.

You cannot choose :

1. The color protected by the Farmer dice roll.
2. The color that has already been chosen this turn.



If there are no egg you can choose, please see the **5**.

Note You can mix the colors from the Eggs dice only. You cannot choose the color from Farmer die to mix.

Tip The area below the egg warehouse roof shows what colors the player can get by mixing different colors.

- 2 Press the bottom of the Egg-xit, and the chosen colored egg will drop down.
Note Press the Egg-xit until the "Click!" sound.
- 3 The player cannot bring the chosen eggs yet. The player can bring the eggs when they have done **2 Stop! and brings the eggs**.

4 Try? or Stop?

If the player successfully chose an egg, the player can proceed one of the following steps:



1 Try!

Repeat 1~3 once again.

2 Stop! and brings the eggs

Press the top of the Egg-xit and take the Eggs the player has successfully chosen this turn, then place the eggs in front of them. So all other players can see how many eggs each player has collected.

Tip Even if no egg came out from egg-xit, because no more egg in storage, it will be considered success. So you may try again, but cannot collect that certain colored egg.

5 Failure in Egg choice!

It may occur that no egg can be chosen by the player!

In this case, the **egg choice has failed**. You have to put the eggs back in the warehouse without bringing any egg you chose during this turn.

If the egg choice is failed, proceed in the following order.

- 1 Press top of the Egg-xit to take out the eggs.
- 2 Put the eggs back to the egg storage of the corresponding color.
- 3 The next player will proceed with their turn.



- A The green and blue eggs are already chosen.
- B The player cannot choose a yellow egg because farmer dice is protecting yellow egg.
- C The player cannot choose a blue egg because the blue egg has already been chosen.
- D There is no egg to choose It's failed!



6 End of Turn

The player's turn ends if :

- ▶ The player has proceeded
 - 2 Stop! and brings the eggs . OR
- ▶ The player failed to choose an egg.

Then, in the clockwise order, the next player starts their turn from **1 Roll the dice.**

V. Game End



The game ends when a player collected **10 eggs first**, and that player wins the game.

Easy Game Rules

The game progresses the same as in a normal game.

However, the players do not use the farmer dice. On the player's turn, they only roll two dice. The end of game condition is the same as in a normal game.



How to store

- 1 Put the eggs and the dice to the chimney together.
- 2 Press the bottom of all Egg-xits.
- 3 Please put the lid on.



- Vincent BONNARD
- Cyril BOUQUET
- Ian PAROVEL

Special thanks to
Dominique BRETON



© 2020 Happy Baobab Co., Ltd.
All rights reserved.