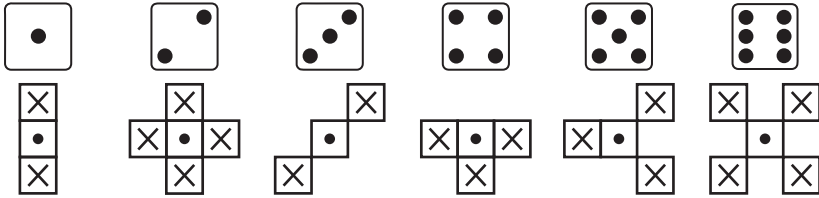




# Foxy Feast

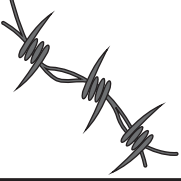
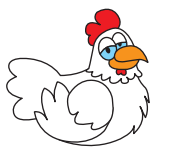


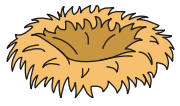
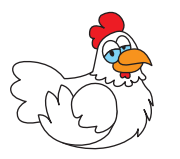

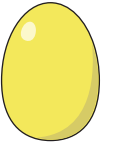

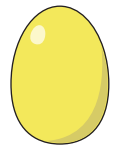
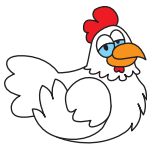
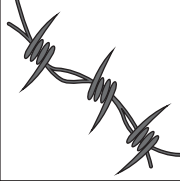


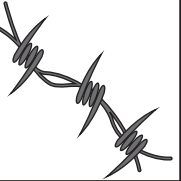
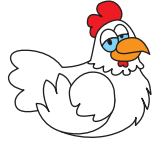
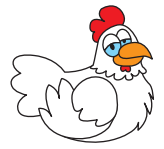


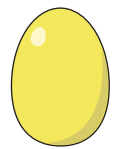
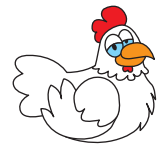
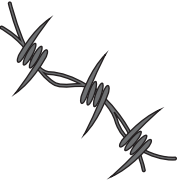
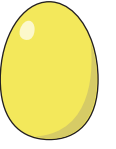

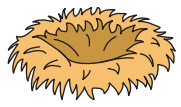
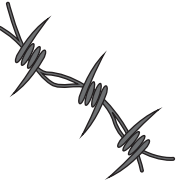
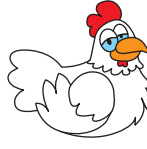



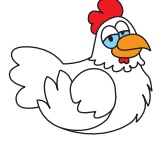

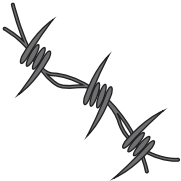

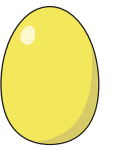
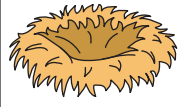

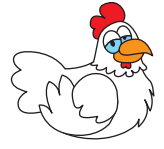
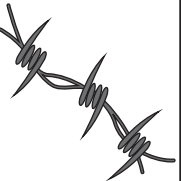


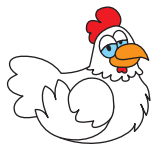
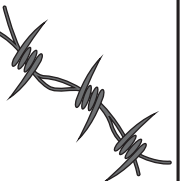
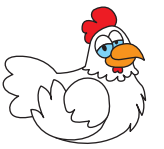

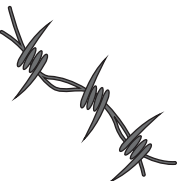

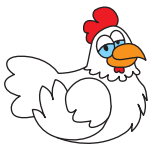


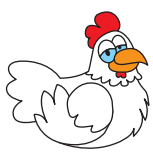
You're a fox looking for a quick meal. Roll 2 dice. Pick one. Use the legend to determine which pattern to use. The center dot in the pattern needs to be placed on a chicken. Circle that chicken and any others in the pattern. X out the remaining squares in that pattern. You can use the same chicken as a center twice but it still counts as one circle. Same goes for X's.

Patterns may be rotated 90 degrees in either direction. If any part of the pattern lands off the board, you may only score the part that is on the board. After 6 turns, count all your chickens and X's. 2 points for a chicken. 1 point for an X.



Turn			Scoring		
1	2	3			
4	5	6			Total

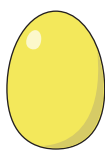
							
							
							
							
							
							



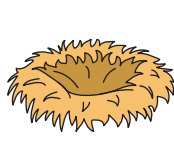
Chicken



Angry Farmer



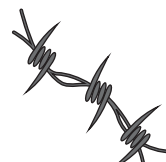
Rotten Egg



Empty Nest



Electric Fence



Barbed Wire



Paufler Family Games™

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