

Peter
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THE PHRASE FOX

Be as wily as a fox and as fast as the wind!

A fast-paced word game for 3 to 8
phrasemongers aged 14 and over

CONTENTS

300 cards (50 for each of the 6 different
categories), 8 playing figures, 3 point chips
(2x 1 point, 1x 2 points)




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THE JOURNEY IS
THE DESTINATION

AIM OF THE GAME

Phrasemongers and experts in snappy sayings listen up! The aim of this game is to identify well-known sayings—but these have been disguised using six different techniques. Figuring them out is no piece of cake! Who can think the fastest and nab themselves the most points?

SETTING UP THE GAME

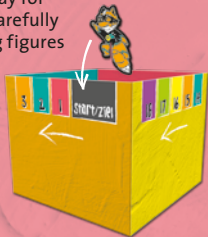
A PLACE FOR EVERYTHING —
EVERYTHING IN ITS PLACE

Take all the materials out of the box and position the empty bottom of the box in the middle of the table. There is a scoreboard along the sides of the box.



Sort the cards into six piles, one for each category. Place these six piles around the edges of the box.

Before you play for the first time, carefully remove the playing figures and point chips from the punchboards. Each player should take a playing figure and place it on the scoreboard's start square.



Return any spare playing figures to the box.

Shuffle the three point chips without looking at them and place them face down next to the cards.



Have a pen and a few sheets of paper ready.

HOW TO PLAY

The last person to have seen a fox

starts. If you're unsure who that is, then decide among yourselves who should start. Play then continues in a clockwise direction.

When it's your turn, you play the role of **quizmaster**. Your fellow players are then the **guessing foxes**. As the quizmaster, you take the top card from the pile for the current category.

REMAIN ALERT AND DON'T
MISS A THING

The current category is determined by the **color of the square** that **your playing figure** is currently on. (Be sure not to confuse the color of the square with the color of your playing figure!) If your playing figure is still on the start, you can choose a category.

On each card, there are three phrases that your fellow players must guess. Careful though: the crafty fox has come up with a different trick to disguise the sayings in each category. See the section on the “six categories” for details.

THREE TASKS

ALL GOOD THINGS COME IN THREES

The quizmaster sets the first task for the guessing foxes to try to work out.

Anyone who thinks they know the right answer calls it out.

If their answer is wrong, the quizmaster says “No” and all players can continue thinking.

If their answer is right, then this player takes one of the point chips. You shouldn't look at the point chips yet though! You don't necessarily have to guess the exact phrase. In cases of doubt, the quizmaster must determine – while remaining entirely fair, of course – whether the answer can be accepted.

*Note: If several guessing foxes call out the correct answer at **the same time** the player who currently has the fewest points receives the chip. In cases of doubt, the quizmaster must decide who gets the point chip.*

The second and third tasks are then played in the same way.

Note: If the guessing foxes are unable to solve a task, the quizmaster simply asks the next task. In this case, not all of the point chips are distributed for this task card.

Scoring

Once all three tasks have been completed, then it's time to **award the points**. If you have won one or more point chips, you should now turn over all of your chips and move your playing figure forward the corresponding number of squares on the scoreboard.



EVERY LITTLE
HELPS

The quizmaster also receives points: they can move their playing figure forward as many squares as the guessing fox who has collected the **most points** for the card.

Put all of the point chips back in the middle and shuffle them again, face down. The card that was read out can be removed from the game. The next player then assumes the role of quizmaster and sets the next three tasks in the **current category** – and so it continues in a clockwise direction.

ALL GOOD THINGS
COME TO AN END

End of the game

Play continues until one of the players reaches or goes beyond the **FINISH** square on the scoreboard. The player with the most points wins and is bestowed the honorable title of “Phrase Fox”. In the event of a points tie, there are several winners.

SIX CATEGORIES

MR. FOX HAS MADE OFF WITH A WORD

The phrase fox has taken a word from each phrase and replaced it with the word “fox” instead. The quizmaster reads the “fox phrase” out loud, exactly as it is written on the card. The first person to shout out the **missing word** takes one of the point chips



SIX AT A
STROKE

TWO CLUES, ONE SAYING

The quizmaster only reads out the **two underlined words** on the card. The first person to name the complete phrase correctly takes one of the point chips.

IN OTHER WORDS

Each card relates to a specific theme – and all three

phrases on the card have something to do with this common theme.

First, the quizmaster reads the card's **theme** out loud. Then, he just reads each of the **underlined words** for the phrase you're looking for.

The first person to correctly name the **complete phrase** takes one of the point chips.

MR. FOX'S LANGUAGE SCHOOL

The phrase fox has translated the phrases into German. Unfortunately, he used a rather crazy dictionary for this and translated each individual word literally.

The quizmaster reads the "German" translation out exactly how it is written on the card. The first person to correctly name the **original English phrase** takes one of the point chips.

DRAWING PHRASES

This time, you must watch very closely. The quizmaster takes a pen and paper and begins **drawing** the phrase you're looking for.

They are not allowed to **speak** or to write any **letters** or **words**. If a wrong answer is given, the

quizmaster should just shake their head.

The first person to correctly name the **complete phrase** takes one of the point chips.

TONGUE TWISTER

In this round, you'll need to listen very carefully. The quizmaster reads the phrase out to you directly. However, there is one small complication:

when they read it out, they must squeeze their cheeks firmly between the thumb and index finger of one hand, with their mouth open. Careful not to bite yourselves on the cheek!

The first person to correctly name the **complete phrase** takes one point chip.

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