

# Golden Ei



Players: 1 to 4 • Ages: 6+ • Playing time: 20 minutes

Illustration box cover: Natasa Kaiser

Illustration playing cards and layout: Christof Tisch

## COMPONENTS

- 28 trail cards • 1 inn card
- 3 bunnies • 1 fox • 1 color dice
- The base game works without the 6 Little Helper cards.

## GOAL OF THE GAME

Let's go to the "Golden Ei" inn!

But a hungry fox is following you! If he catches the bunny at the rear, you all lose. But if the bunny in the lead hits the alarm bell at the inn, you can chase away the fox and win as a team.

## SETUP

Divide the **trail cards** into two piles, but turn over only one pile. Shuffle both piles together again.

Before the first game, repeat this procedure.

Randomly lay out the trail cards to create a route.

Place the **inn card** at the end of the trail.

The **fox** starts at the beginning of the trail.

Create a lead for the bunnies:

For **beginners 10**, for **experienced players 9** and for **experts 8** free trail cards.

Place one **bunny** on each of the next three trail cards.

The fox and the bunnies do not belong to any player.



**Example:** For experienced players, there are 9 free trail cards between the fox and the bunny at the rear.



The oldest player begins.

He or she gets the **color dice**.

## GAME PLAY

You take turns in clockwise order.

Discuss tactics. The active player has the final say.

A turn is divided into 3 phases:

### 1) ROLL THE STARTING BUNNY

Roll the dice and move the bunny of the same color **1 step** forward.



**Example:** 1. You roll **blue**.

2. You move the **blue bunny** by 1 step.

### 2) MOVE THE FOLLOWING BUNNIES WITH TRAIL CARDS

Then flip the **next free** trail card in front of or behind the **bunny last moved**.



**Example:** Flip the first free card in front of or behind the **blue bunny**.

If the flipped card shows **1 egg**, the bunny of the same color moves **1 step**. If it shows **2 eggs**, it moves **2 steps**.



**Example:** 1. You flip the first free card in front of the **blue bunny**. You find 1 **red egg**.

2. You move the **red bunny** by 1 step forward.

Keep on playing. Flip the **next free** trail card in front of or behind the **bunny last moved**.



**Example:** Flip the first free card in front of or behind the **red bunny**.

### 3) THE FOX ALWAYS MOVES LAST

Your bunny-moves only end when you flip over a card with fox paws. The number of paws determines how many steps the fox moves.



**Example:** 1. You flip the first free card behind the **red bunny**. You find **2 fox paws**.  
2. Your bunny-moves end and the fox moves by **2 steps**.

Finally, hand the color dice to your left neighbor.

### GAME END

#### Ouch!

If the fox catches the bunny at the rear, you lose this round together.



(Surplus fox-steps are lost in the catching).

Do you want to keep going? Then try again:

- Leave the trail cards where they are.
- Put the bunnies and the fox back on their starting positions.
- With each failed attempt **increase the lead** for the bunnies by one free trail card.

#### Saved!

When a bunny reaches the alarm bell, you chase away the fox and win as a team.



(Surplus bunny-steps are lost on crossing the finish line).

### GAME WITH LITTLE HELPER CARDS

In the beginning an adult should support the children in using the Little Helpers.

#### SETUP

A coin is displayed above each Little Helper. Select Little Helpers with a total value of **5 coins**.

The remaining Little Helpers are not in the game.

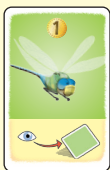
Reduce the lead for the bunnies:

For **beginners** to **8**, for **experienced players** to **7** and for **experts** to **6** free trail cards.

As in the basic game: With each failed attempt increase the lead by one free trail card.

#### THIS IS HOW THE LITTLE HELPERS HELP

Each Little Helper helps you once. You can use them any time. Turn used Little Helper cards over.



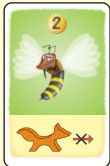
The **Scout Lady** allows you to peek under one trail card of your choice. Then return the trail card unchanged to its original place.



The **Taxi Stork** immediately transports one bunny of your choice three steps forward. He is not allowed to land on the inn card. (For further movement: Flip the next free trail card in front of or behind the transported bunny.)



The **Dice Squirrel** allows you, in addition to the starting roll, to roll the dice 5 times in direct succession. After each roll the bunny of the same color immediately moves 1 step forward. (For further movement: Flip the next free trail card in front of or behind the bunny last moved.)



Send the **Battle Bee** before you reveal a card with fox paws. It stings the fox in the nose. The game continues as usual, until a card with fox paws ends the turn. But this time the fox does not move! (The effect of the stitch ends with this.)

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