
TAIGA
Jacques Zeimet
Game rules
FoxMind



A woodland game by Jacques Zeimet

Ages: 5+
Number of players: 2-6
Duration: 15 minutes

WARNING! Not suitable for children under 3 years of age.

Throughout the great northern Taiga, families of red foxes, porcupines, beavers, snowy owls and caribous are hiding. Help our two zoologists Sarah and Jacob to find the different families, to better study them.

Contents

10 cards
10 wooden discs
Wooden tokens
A bag
Rules of the game

Object of the game

The player with the most points at the end of the game wins.

Setup

Mix up the wooden discs and place them in a circle at the centre of the table. Each disc has a different animal on each side - make sure that no four discs show the same type of animal at the beginning of the game.

Shuffle the cards to form a draw pile and place it, face down, outside the circle.

Deal 6 tokens to each player. The remaining tokens are set aside.



Game play

1. Turn up one card

Draw the top card from the draw pile, and place it face up in the center of the circle. The animal shown is the one players will be looking for this round.

2. Find the hidden animals

The first player flips over a wooden disc of their choice.

If the animal is the same as the one shown on the card, the player takes a token from the circle and plays again. If there are no tokens in the circle, the player takes one from another player of its choice. Then, they can play again or pass their turn.

If the animal is different than the one shown on the card, the player must put one token in the circle and their turn is over. It's the next player's turn.

Players continue until all 4 animals are discovered. When a player finds the fourth animal in the family, that player wins all the tokens from the circle as well as the card. If there are no tokens in the circle, the player only takes the card.

Then, the player to their left will start the next round.

New round

After the whole family has been found, a new round of searching starts with: (1) drawing a new card and (2) finding the animals.

If all four members of the family shown on the new card are already visible, the card is placed at the bottom of the deck and a new card is drawn instead. If all cards have been used, the game is over.

End of the game

When there are no cards left to play, the game ends.

To determine a winner, players count the number of tokens and cards they've won.

Each token is worth 1 point and each animal card is worth 2 points.

The player with the highest score wins.



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