

Ferret Out™

12+ | 0:45 | 3-7

COMPONENTS:



OVERVIEW:

You and your gang have gotten together to conduct the business of ferrets, but you sense someone doesn't belong. Another ferret, confusing your gang for theirs, is among you! Use your secret code to determine who is unknowingly weaseling into your meeting... and then ferret them out!

When you first open the game, unwrap the card deck and place one set of 6 identical cards into each pouch.

SETUP:

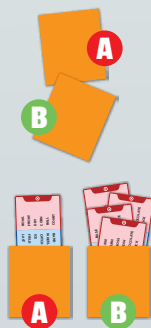
Pick two random pouches.

You will use a number of cards equal to the number of players in the game.

One card will come from one pouch, and the rest from the other pouch.

Try not to look at these cards too closely!

Leave the unused cards in their pouches and set them aside.

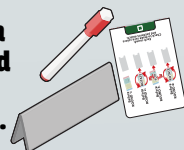


Insert each card into a Secrety Sleeve using the same orientation. Shuffle the sleeves together.

You'll know everything is correct when you see the same colors and shapes in the notch when the Sleeves are face down.



Give each player a Marker, Easel, and a Secrety Sleeve with a Card inside.



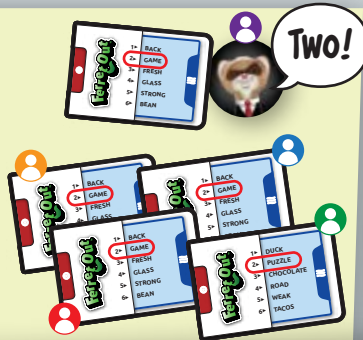
Appoint a Chief Ferret Officer (CFO). This position will pass clockwise each round.

TO PLAY:

The game is played in rounds that follow these steps:

1. PEEK

Each sleeve has six words revealed. The CFO chooses a number or rolls the die. This number indicates everyone's secret word. All players have the same secret word, except one player (the Weasel) who has a different word. But no one will know whether they're a Ferret or the Weasel.



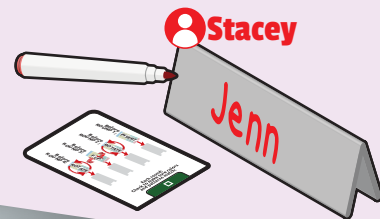
2. HINT

Each player simultaneously writes a one-word clue on their easel. This may be any word*, except a word that appears on your card. Once everyone has written a clue, the CFO says, "Reveal!" Everyone turns their easel around so that all players can see the clues.

Pro Tip: Write a **good** clue, but **NOT** a **great** one. Ideally, Ferrets should write a clue that relates to their word so that the other members of their gang will recognize them. The clue should be vague enough to prevent the Weasel from figuring out the Ferrets' word.

Example: "Dune" can be a give-away for "SAND." A better clue might be "paper" (as in "sandpaper").

Anyone who thinks they're the Weasel should write their own name and their guess of the Ferrets' word.



*We suggest that anything is acceptable as a Clue as long as it relates to your word. If you want, you should decide what kinds of words are acceptable as clues (proper names, acronyms, slang, etc.).



ONCE ALL PLAYERS HAVE WRITTEN THEIR GUESSES, REVEAL THEM SIMULTANEOUSLY AND THEN

4. SCORE

Each Ferret Scores:

+1
if they correctly
guess the Weasel

+1
if ALL Ferrets
correctly guess
the Weasel

+1
if the Weasel did not
guess the Ferret word

SCORE!

Flip over your
Secrecy Sleeves and
reveal the Weasel.

The Weasel Scores:

+1
if ANY Ferret
fails to guess
the Weasel

+1
if they guess that
they are the Weasel

+2
if they guess the
Ferret word

Next Round:



At the end of the round, pass the Sleeves to the next CFO who will flip or turn the cards to a new set of words **without looking at them**. Make sure they all get turned the same way!

Shuffle them and pass them back to the players face down.

Round 1:



Round 2:



Pull out the card
and turn it around.

Round 3:



Pull out the card
and flip it over.

Round 4:



Pull out the card and
turn it around.

**After Round 4, empty the sleeves and put the cards back in their pouches.
Repeat the Setup steps again with two new pouches of cards.**

THE GAME ENDS

After 8 rounds have been played.

(Or play to 15 or 20 points. Your choice. We trust you know what you're doing.)

If there's a tie, keep playing rounds until there's a winner.

VARIANTS

Point-of-Order

Do not simultaneously write and reveal clues.

Instead, each player, starting with the CFO, writes their clue **in turn order**. (No repeat clues allowed).

The mystery as to who may be the Weasel is clarified as each clue is revealed. The later your position, the more information you have in the form of the other players' clues. This positional advantage shifts by one person each round as the CFO role shifts to the left.

Weasel-Brained

Allow Ferrets to guess the Weasel word. If they do, they score 3 points.

Team Weasel

Play with two Weasels by adding two cards from the second packet instead of one.

Paranoia

Add an extra Secrecy Sleeve with a card at the beginning and leave a random Sleeve out each round. Is there or is there ain't a Weasel among us?

Duel

For two players: Play with two cards from one pack, and a third from another. It's possible no one's a Weasel.



Wrinkles

CREDITS:

Game Design: Bob Kamp

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Special Thanks! to the following for contribution:
Chris, Sara, Marion, Nora, and Stella Haviland.

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**THE GAMES
YOU WANT
TO PLAY!**