Hunt: Game Rules

* **2-4 players**
* **Age: 10+**

**Objective:**

* **The Player to reach the finish first, wins.**

**Setup:**

* **Hunt is a turn based game.**
* **Youngest Person plays first then it goes clockwise.**
* **Each player chooses their player colour and place it on the board where it says start.**
* **Each player starts with 10 hearts representing their health. Any left over cards must be placed in a separate pile next to the board.**
* **The meat cards must be shuffled and then placed face down into a separate pile next to the game board.**
* **To start the round the encounter spinner needs to be used first, then the action spinner.**
* **Start from the bottom, reach the requirements , play on!**

**Game Play:**



**Each player plays as a fox who needs to feed their pups, in each level it shows how many pups you need to feed before continuing onto the second half of the board. Each pup needs 2x large meat and 1x small meat to let their parent continue. Once the player lands on “Feed pups” the player can convert the meat they collected and feed the pups, when the player has converted all the correct meat the player may continue.**



**1st spinner 2nd spinner**

**There are four main spinners on the board, there’s two on each side, one containing the fox’s encounters during its journey and the other is if the player will attack the encounter or hide from it.**

**On the encounter spinners, there are four different types of encounter, two will be harmful encounters that will attack you and take your hearts. The other two will be prey encounters that will not attack you but you can attack them, meaning you can pick up meat and heart cards from the spare piles.**

**If the player lands on an encounter and spins a "hide from" on the action spinner, the player avoids collecting pickups. If the player spins an attack, the player can collect the selected pickups. If the spinner lands on an harmful encounter and spins an attack the player will lose hearts. if the player spins a "hide from" the player can dodge the attack.**