

Fox Hunt Rules v2

Experience the wilderness with an exhilarating experience of hunt and chase.

Setup:

1. Decide who wants to be the hunter and who wants to be hunted. Maybe try rock paper scissors?
2. Predator gets 150 worth of red token and the prey gets 120 worth of white token (Each chip = 5).
3. Begin auction phase:
 - a. Shuffle the card list.
 - b. Draw one card at a time.
 - i. On the card is a “starting price”.
 - ii. Players may take turn bidding (starting with the prey, then alternate per item). Or, both players may want to skip this card if it's really really bad.
 - iii. Players may voluntarily withdraw or are forced to when they can't afford.
 - c. Auction phase ends when an item causes both players to withdraw.
Even if both players can still afford more cards.
4. Place the predator/prey pieces on their spot. Your money no longer has any use after.

Set Component:

Grid Board x1
Movement Cards x12 (3 specials)
Predator Piece x1
Prey Piece x1
Dice x1
Auction Chips (x30 red, x24 white)

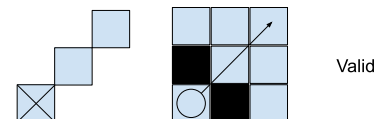
Gameplay:

The goal of the prey is to reach one of the “extraction points” (marked with a star) on the map that will allow them to escape. The predator, on the other hand, will be trying to catch up to the prey and land on the same tile.

For every turn:

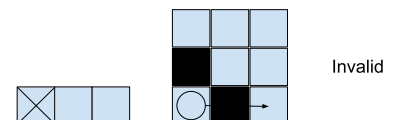
Prey goes first. They may either:

1. Move by **1 tile** in any direction (diagonal included).
2. Consume one of their cards and move by one of the patterns designated.



Then, the predator may either:

1. Move by **2 tiles** in one direction (diagonal included).
No L shaped movement, if you pick a direction, its that direction.
If you are blocked by an obstacle, you may only move 1 block.
2. Consume one of their cards and move by one of the patterns designated.
Note: players **MAY NOT** jump over obstacles unless with a special.
Note: players **MAY NOT** stop halfway when using a movement card.

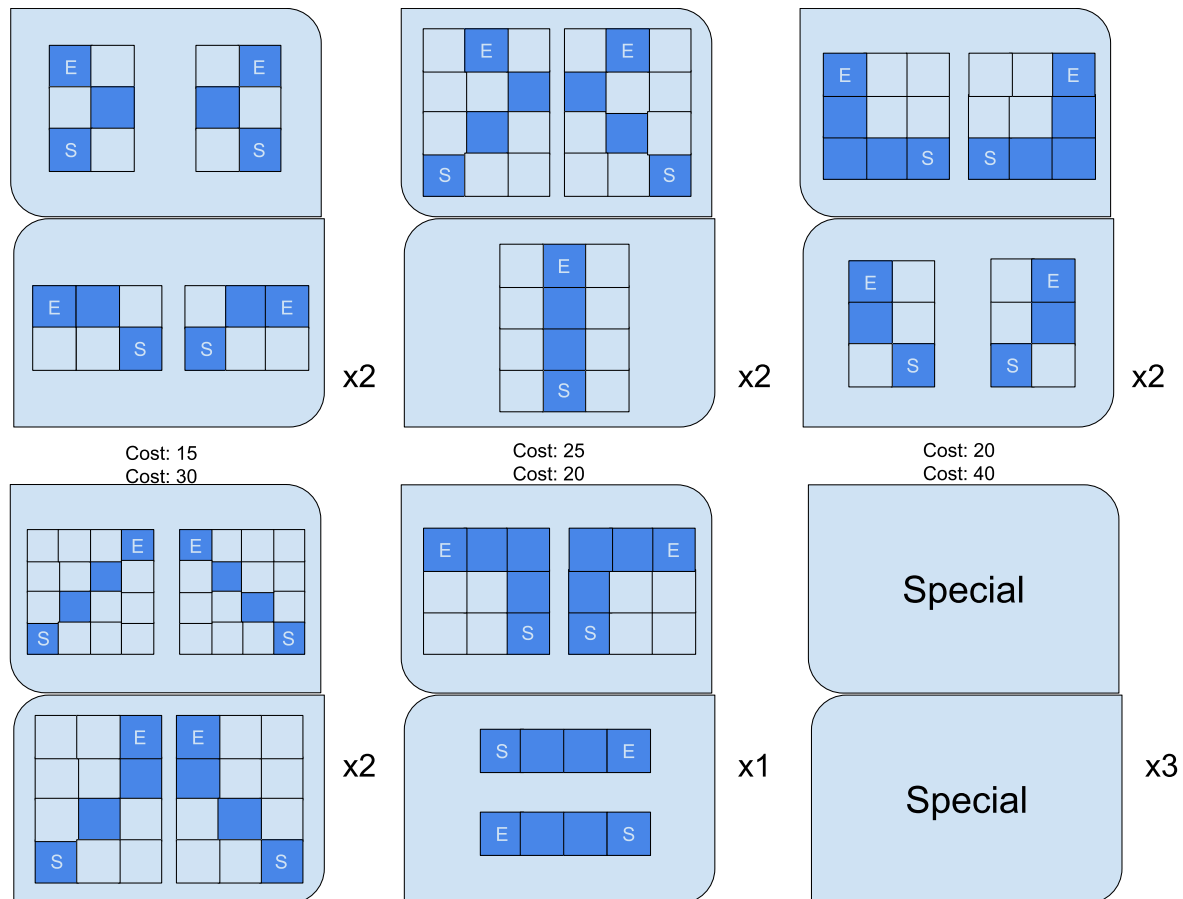


If the predator landed on the prey at the end of the turn, the predator wins.

If the prey successfully made it to the goal without being caught, the prey wins.

Movement Cards:

S = Start, E = End.



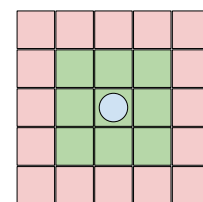
Special Cards:

There are special cards that provide passive effect (That don't go away after use!) or additional help in setup stage to the animal instead of providing them with a movement pattern. These cards will have a minimum bidding cost of 50 and their effects are written on the card. There's a reason they're so expensive, they're really overpowered!!

Special #1:

Predator side: Capture Range Up, the prey may be caught if they are in an 1 block range from the predator.

Prey side: Agile Escape, when caught, can roll a dice check to escape. A roll > 3 will allow the prey to escape 2 tile away in a horizontal/vertical direction of the prey's choice.

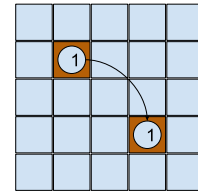


You can capture preys in green, but not red.

Special #2:

Predator side: Improved Leaps, the predator may jump over blue (river) tiles. (They may cross it like solid ground but may not land on it)

Prey side: Rabbit Hole, the prey will gain access to entry of the rabbit holes on the board that can safely transport them to the exit point when they land on it.



Entering a hole #1 and come out the other.

Special #3:

Sleight of hand: The owner of this card may steal a card from the opponent's hands.

The opponent will shuffle and show their hand hiding the face and the owner may pick one to take.