BattleGraphs

🦝 Henry's Master Guide to the Animal Interaction Network 🦝

For the Supreme Graph Overlord – Eyes of the Dungeon Master (DM) Only!

Welcome, Henry. This sacred scroll contains the truths of the animal interaction network. The answers to be revealed are for **your eyes only** and in dire moments or when players beg for clarity. You are the sovereign keeper of shortest paths and common neighbors. Use this knowledge wisely to maintain balance and chaos in equal measure. Remember, with great power comes great responsibility.

Graph Basics

- **Total Animals (Nodes):** 16
- **Total Interactions (Edges):** 33

Shortest Path Challenges

These questions test players' path-finding wits.

- **Siena ↔ Kaia:** 2 animals lie on the shortest path
- **Della ↔ Selah:** 3 animals lie on the shortest path
- **Cohen ↔ Otis:** 2 animals lie on the shortest path

Bridging Beasts

- **Animals acting as bridges (i.e., articulation points):** 1
  Only one creature holds the network together like a furry linchpin.

Common Neighbors Quest

Perfect for ego-net analysis and adjacency overlap nerd-outs.

- **John & Rhett:** 2 common neighbors
- **Zoey & Cohen:** 1 common neighbor

- **Hazel & John:** 2 common neighbors

Degree Centrality Showdown

- Animals with the highest number of interactions: 1
- Highest number of interactions: 8
- Animals with the lowest number of interactions: 2
- Lowest number of interactions: 1

The social butterflies and lone wolves alike have their roles in this grand ecosystem.

2-Hop Neighborhood Hunt

- **Eric's 2-hop network:** 8 animals
- **Selah's 2-hop network:** 7 animals
- **Cairo's 2-hop network:** 15 animals
  Spoiler: Cairo's basically the social nucleus. Or loves spreading gossip.

Yes/No Interaction Inquiries

For players who doubt their yarnwork or want to verify their edge accuracy.

- **Della & Zoey:** ✅ Yes
- **Cohen & Cairo:** ❌ No
- **Otis & Naya:** ❌ No

💡 Henry's Pro Tips for Running the Game

- **Encourage guesstimates first.** Let players defend their answers before verifying. *Adds spice.*
- **If players get stuck, offer hints about network roles.** ("Think about who connects the cliques...")
- **If tension is low, invent a lore snippet.** ("Otis and Naya never interacted due to a dramatic falling-out over a pile of trash.")
- **Consider bringing a laser pointer or use sticky arrows** to indicate paths or connections while verifying answers.

Comma-separated score count (CSSC) or however you feel like keeping track.

Player/Team	Score
Player 1 / Team 1	
Player 2 / Team 2	

Expansion pack questions
Coming soon...