

THE HUNT

Tagline

Are you the hunter, or the hunted?

Team Name

Better Than Nothing Games

Members

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Overview

Elevator Pitch

Play as mighty adventurers and hunt down a powerful dragon in the wilds in a 3-5 player game.

Executive Summary

The Hunt is a cooperative game where a group of 3 to 5 players face off against a dragon that is terrorizing the Hegemony of the Three Ethshars. Explore the area with your fellow hunters as you devise a plan to kill the monster, gather items and weapons until you are strong enough to take on the dragon and free the land from its tyranny.

Story Summary

A dragon has moved into the area near your small town located outside of the Hegemony of the Three Ethshars. It is up to a group of hunters to kill the dragon before it can escape and destroy your town.

Procedures

Goals

The hunters are trying to kill the dragon before it escapes, which will happen after [X] amount of turns.

Set-Up

1. To start the game, each hunter chooses a card from the skill deck for their character to have.

2. Shuffle the skill deck and place it next to the board. Do the same for the event deck and the dragon deck.
3. Place the dragon token on the board on the hex labeled “dragon start”.
4. Each hunter places their token on one of the hexes labeled “hunter start”. You may choose which of the appropriate hexes you place your token on.

Win Condition

The hunters kill the dragon.

Obstacles to Winning

The hunters must kill the dragon before the turn limit is reached and the dragon flees. When the dragon kills a hunter they are returned to the base camp (the tile where they started)..

Mechanics

Map

The map will be a hex tile map divided up into different terrain areas with impassable sections. There are spawn points for both the hunters and the dragon.

Hunters

Hunters try to kill the dragon using various skills or magic. On their turn, each hunter has a movement action and an attack action. On an attack action, a hunter can use a generic attack or one of their skill cards.

Dragon

The dragon is automated and moves and takes action based on the dragon event cards that are pulled at the beginning of each round on the dragon's turn. The dragon will either take a movement action or an attack action. The dragon tries to escape the hunters by surviving a certain number of turns.

Card Drawing

There are two event card decks: the dragon event deck and the world event deck. At the beginning of each round, a player will pull a dragon event card from the deck. At the beginning of each person's individual turn, they will draw a world event card from the world event deck.

Rules

- The dragon will take their turn first, followed by the hunters - who take their turn as a group.
- During the dragon's turn:
 - One player will pull a card from the dragon event card deck.
 - The dragon will then take the action specified on the card.
- During the hunter's turn:
 - Each hunter is free to take their turns simultaneously during the hunter turn period.
 - Each hunter can move X number of spaces and take an action during any part of their turn.
 - For their action, the hunter can choose to either take their generic attack action, the action listed on their card, or one of the actions listed on a card that they have picked up.
- The hunter's goal is to kill the dragon before the dragon can escape.

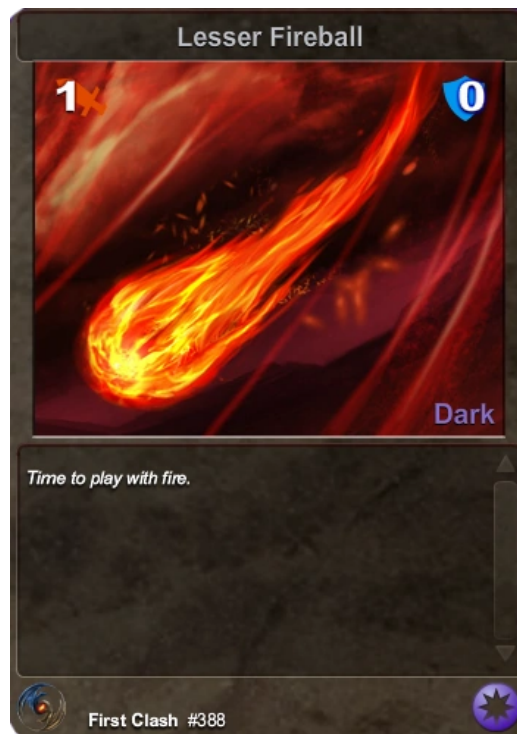
Inspirational Media



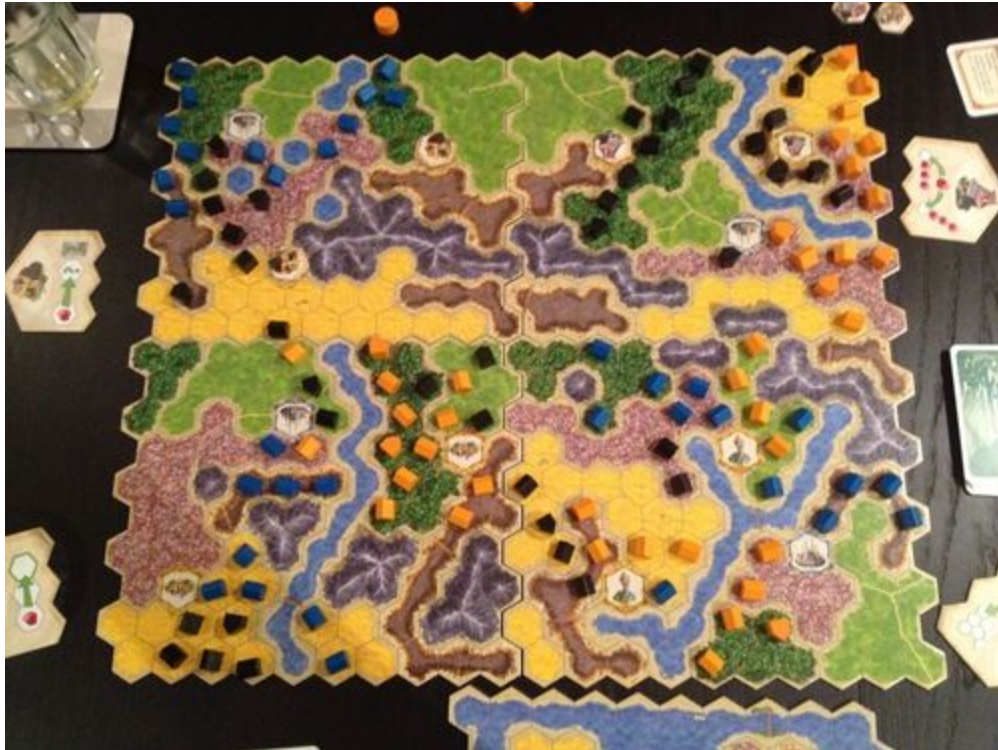
Monster Hunter: Diablos Dragon



Monster Hunter Map Design



Character Skill Card



Hex Tile Board Games