

Thematic Overview

You and a group of explorers have been looking for the famous albino moose. Flying over the area you see the moose in the middle of the field. You have decided to make it a game and split up and the first person to see the moose wins.

Object of the Game

In each round the moose will move and then the players will move. After some rounds have passed a player will think that they are on the moose. At which point the actual position of moose will be revealed. If the player is on the moose then they win.

Component List

Board with a 9X9 grid

8 player pieces

1 moose piece

Scratch paper

8 tents

48 movement cards

Tower sheet

Set up

1. Place board on table.
2. Place a player piece for each player evenly around the edge of the board
3. Give each player a scratch paper
4. Give each player a tent to cover the notes they make on the scratch paper
5. Shuffle movement cards and deal 2 to each player
6. Choose someone to be the tower for the first round

Flow of the game

The game has 2 parts per round, the first is to move the moose the second is to ask or move. After the round the tower is passed to the person left of the current tower around the table.

Round Breakdown

All players will simultaneously (including the player that is acting as tower):

1. start by choosing one of their movement cards and placing it in their stack
2. choosing the color that the moose will follow and write it down on their scratch paper marked with the appropriate round number
3. pick another movement card (if there are no more cards to pick the end game is started after the end of the current round)

Each player except the player that is acting as tower will then take their turn by doing the following starting with the person left of the tower

The person taking their turn will choose one of 2 options

- Asking a question
 - Ask any yes no question of another player
 - Did you choose green on the last play?
 - Have you chosen more greens paths?
 - *The person asked answers by passing their color card to the person asking so they can look without anyone else knowing the answer.*
 - Ask the tower a question a yes no question. And move up to one space
 - Did red choose the green path?
 - *The person playing as tower answers aloud so all can hear*
 - Ask the tower a distance question
 - How far is the moose from the letter N
 - How far is the moose from the blue player
 - *The person playing as tower answers aloud so all can hear*
- Moving your piece
 - Move your piece no more than 2 spaces
 - You cannot move diagonally
 - You cannot land on another person's space
 - You can move off the side of the board at each corner and at the letters which takes you to the opposite side

N goes to S	E goes to W
S goes to N	W goes to E

Once every one has taken a turn the player who placed down the first movement card gets to ask a distance question to the tower. They cannot ask at this time the distance from their own piece. Then next round will start.

At any time a player who is not the tower may claim that they are at the location of the moose at which point the round immediately stops and the instructions to end the game are followed.

End of game

When someone claims that they are on the moose, play stops and the moose piece is placed on the board on the large X. Then the first player says the color of the path that they chose for the first round and the moose is moved following that path then this is repeated for each of the players. Then the first player reveals the next round's decision followed by the other players this repeats until all the rounds movements are accounted for and the moose is in its final location. If this location is in the same square as the player who claimed that they were on the moose then they win if not the person next closest wins and the game ends.