

The Hunt

by Sam Hopkins

The Hunt is a game for two players. One player takes on the role of Dragon, trying to wreak havoc upon the peaceful villagers of this God-fearing settlement. The other player takes on the role of Knight, hunting down the Dragon and defending the land. A game is played over two rounds; after the first round, players switch roles and play again.

First, the Dragon secretly plans his routes on his map:

1. The Dragon draws from each of the five locations on his map two arrows to other locations: one labeled “Walk” and one labeled “Fly”.
2. However, the Dragon *cannot Walk into or out of his Lair*. Thus there will be nine arrows in total: two leading out of each of the Town, the Hills, the Woods, and the Sea, and one leading out of the Lair.
3. Optionally, players may allow the Dragon to have loops on his map. Loops are arrows that lead from a location to itself. Make sure to announce clearly if loops are allowed this game.
4. Once the Dragon has chosen his routes, they remain as chosen for the rest of the round; of course, the Dragon hides his map from the Knight.

Next, the hunt begins. The Dragon begins the hunt in Town. Each turn of the hunt proceeds as follows:

1. On turns 3, 9, or 15, the Knight announces if he wishes to use an Aide. See below for the use of Aides.
2. The Dragon announces if he is in Town. The Knight records whether the Dragon is in town.
3. Then the Dragon announces whether he will Walk or Fly from his current location. The Knight and the Dragon records this. The Dragon secretly records his new location.
4. The Knight announces and records a location to search for the Dragon. The Dragon announces if the Knight successfully encounters the Dragon at that location. The Knight and the Dragon record this.
5. The Knight may mark his map to try to deduce the Dragon’s routes.

At the beginning of the third, ninth, and fifteenth turns of the hunt, the Knight may choose to use an Aide: either the Tracker, the Militia, or the Wizard. He may request each Aide only once during the hunt. The Aides function as follows:

1. When the Knight employs the Tracker, the Dragon immediately reveals his location.
2. When the Knight employs the Militia, he gets to search two locations that turn. If the Dragon is encountered in either location, he must reveal his location.
3. When the Knight employs the Wizard, he chooses two locations and the Dragon must reveal all arrows between these locations (but not their labels of Fly or Walk).

The hunt ends when the Knight encounters the Dragon three turns in a row and thus vanquishes him. Alternatively, the game ends if the Knight fails to vanquish the Dragon after fifteen turns. However, if the Knight encounters the Dragon on turn fifteen, the hunt continues until either the Knight vanquishes the Dragon or the Knight fails to encounter the Dragon on a subsequent turn. At the end of the hunt, score points as follows:

1. The Dragon scores one point for each turn he started in Town.
2. The Dragon scores one point for each Aide the Knight employed.
3. The Dragon scores an additional five points if the Knight failed to vanquish him.

Keep track of the Dragon's score, and then have players switch roles and play again. The player who scored more points as Dragon is the winner.

Dragon's Map

the Woods

the Sea

the Lair

the Hills

the Town

Turn	Use Aide ?	Town?	Walk or Fly	New Dragon Location	Knight Loc. (Militia)	Encounter?
1	X	✓				
2						
3*						
4						
5						
6	X					
7						
8						
9*						
10						
11						
12	X					
13						
14						
15*						
16	X					
17	X					

* The Knight may request an Aide on these turns: either the Tracker (T), Militia (M), or Wizard (W).

Knights' Map

the Woods

the Sea

the Lair

the Hills

the Town

Turn	Use Aide ?	Dragon Loc. (Tracker)	Town?	Walk or Fly	Knight Loc. (Militia)	Encounter?
1	X	X	✓			
2						
3*						
4						
5						
6	X	X				
7						
8						
9*						
10						
11						
12	X	X				
13						
14						
15*						
16	X	X				
17	X	X				

* The Knight may request an Aide on these turns: either the Tracker (T), Militia (M), or Wizard (W).