

The Most Dangerous Game

(A Game of Chase for 4-7 Players)

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Introduction: *“Here, in my preserve on this island, I hunt the most dangerous game.”* When cape buffalo, Burmese tigers, and elephants no longer provide a thrill, the Hunter must pursue more dangerous game. Game that can think and reason. Game that can react not only instinctively, but emotionally as well. Of course, there is only one animal on Earth with that intellectual capability.

The Most Dangerous Game is a board game based on Richard Connell's short story of the same title about a retired general who lives on his own island. He is an accomplished hunter, but he no longer has an interest in hunting animals. He feels the animals have no chance against him, and he is bored with them. So, instead, he captures unfortunate sailors, crewmen, and passengers from passing boats, sets them loose on the island, and hunts them down. Human wit and will provides him with the challenge he craves.

The game features two opposing forces: the Hunter and the Hunted. The Hunter's goal is to capture the Hunted, while the goal of the Hunted is to survive by any means necessary.

Object: *“It's a game, you see...If my quarry eludes me for three whole days, he wins the game. If I find him...he loses.”* The object of the game is to have the most points when the game has ended. The game ends when there are no Hunted left on the board.

The Hunter can earn points in the following ways:

The successful capture of a Hunted by the Hunter: 2 points

The Hunted can earn points in the following ways:

Successfully escaping capture by the Hunter: 2 points

Being the last Hunted to survive- 4 points

Equipment: *“Instinct is no match for reason.”* The game provides players with:

- 1 d6 (six-sided die)
- 1 d8 (eight-sided die)
- 1 d10 (ten-sided die)
- 1 board
- 6 mini boards
- 6 character tokens
- 6 dry erase markers
- 1 eraser
- 1 deck of Hunter cards (labeled “Hunter”)
- 1 deck of Hunted cards (unlabeled for the purposes of this prototype)

The Board: *“The island is perfect for my purposes...there are jungles with a maze of traits in them,*

hills, swamps...” The board is set up in a grid format. One square of the grid denotes a space. The grid is divided into six zones: Jungle, Meadow, Jungle 2, Mountains, Lagoon, and Cliff.

Terrain: Certain spaces on the grid provide special effects for the Hunter and the Hunted.

Hunter Camp: The Hunter Camp is located in the Meadow Zone. These 4 squares are denoted by a camp fire.

Elevation: Elevation spaces are denoted by yellow squares on the board. These spaces are at the summits of cliffs and mountains. When the Hunter is on one of these spaces, his range of vision increases to an 8-space radius. These spaces have no effect on the Hunted.

Hiding Places: Hiding places are denoted by black squares on the board. These spaces are caves and hollows where the Hunted can hide. When the Hunted are on one of these spaces, they can only be seen within a 2-space radius. These spaces have no effect on the Hunter.

Boats: Boats are denoted by red spaces. The Hunters and the Hunted can both use these spaces. When on this space, a player can travel from here to any ADJACENT boat space. In other words, the player may travel from the west boat space to the north or south boat space, but NOT to the east boat space. A player may only use the boat ONCE PER TURN. Traveling from one boat space to another counts as moving one space.

Water: Both the Hunters and the Hunted can move through the water without penalty.

Preparation: *“I rather think they understand one thing-fear. The fear of pain and the fear of death.”* To begin play, each player selects a unique character token. This will be used to represent the player on the board. Next, each player rolls a d6. The player with the highest roll is the Hunter. All of the other players are the Hunted. They are each given a mini board and a dry erase marker.

Place the Hunter and Hunted decks next to the board, making sure to keep them separated. Be sure to leave space for discard piles for both decks as well.

The Hunter is dealt 3 cards from the Hunter deck. Each Hunted is dealt 3 cards from the Hunted deck. These cards should not be revealed to the other players.

The Hunter places his character token in one of the four spaces that make up the Hunter Camp on the board. These 4 spaces are denoted with a campfire and are located in the Meadow Zone. The Hunted do NOT place their tokens on the board. Instead, they each choose a unique starting location anywhere on the island (not in water), and mark that location with a “1” using the dry erase marker on their individual mini boards. The Hunted should NEVER reveal their location to the Hunter unless a card forces them to.

Gameplay: *“I will not lose my nerve. I will not.”*

Turn Order: The Hunter always goes first. Turns then proceed in a clockwise order.

Movement: The Hunter rolls a d8 (eight-sided die) for movement. The Hunted roll a d6 (six-sided die).

Cycles: A cycle begins when the Hunter takes his turn. It ends when every player has taken his turn and it is the Hunter's turn again.

Turn Phases: Turns should progress in the following order-

Reveal Phase: After the third cycle begins, the Hunted must reveal where they were two cycles before by placing their character tokens on that location on the board.

Draw Phase: The player draws a card from the appropriate deck (Hunted draw from the Hunted deck, Hunters draw from the Hunter deck).

Movement Phase: The player rolls a movement die and moves that number of spaces.

Action Phase: The player plays any cards he may want to play.

Combat Phase: If a Hunter moves within range of the Hunted, or vice versa, combat begins AFTER the previous steps have been completed. The Hunter CAN choose to enter combat more than once per turn if more than one of the Hunted are within his range.

Hunter: The Hunter moves by rolling a d8 and moving his token on the grid in the direction of his choice. He may move horizontally and vertically, but not diagonally.

Range of Vision: The Hunter's range of vision is a 6-space radius around his current location. All Hunted within that range MUST reveal their location by placing their token on the grid at their current location. The Hunter can enter combat with any or all of the Hunted within his range. However, the Hunter may only attack one Hunted at a time.

Hunted: The Hunted moves by rolling a d6 and tracking his movements on his individual mini board. The Hunted's starting location should be indicated on the mini board with a 1. His next location should be marked with a 2, the next with a 3, and so forth. This helps the Hunted keep track of his movements.

Leaving Trails: Starting with the third cycle, the Hunted must reveal where he was 2 cycles before the current one by placing his character token on that location on the board. In other words, on the third cycle, the Hunted must reveal his starting location. On the fourth cycle, he must reveal where he was at the end of the second cycle, and so forth.

Low Profile: The Hunted cannot initiate combat with a Hunter or another Hunted. He may only defend himself in combat.

Combat: Combat begins when the Hunter is within his Range of Vision of one of the Hunted and the Hunter announces he wishes to enter combat. The Hunter does NOT have to enter combat if he doesn't wish to. During combat, the Hunter rolls a d8 and the Hunted rolls a d6. If the Hunter wins, the Hunted is captured. If the Hunted wins, he evades capture.

Capture: When a Hunted is captured, he becomes a Hunter. He immediately discards any cards from the Hunted deck he may be holding and draws 3 Hunter cards from the Hunter deck. He moves his token to one of the four spaces denoting the Hunter Camp and plays as a Hunter until the end of the game.

Betrayal: If there is more than one Hunter on the board, they CAN attack each other. Both Hunters roll a d8. The Hunter with the lower roll is sent back to the Hunter Camp. The winning Hunter receives no benefit.

Cards: Each player begins the game with 3 cards (Hunted have cards from the Hunted Deck, Hunters have cards from the Hunter Deck). PLAYERS DO NOT HAVE TO REVEAL THEIR CARDS TO THE OTHER PLAYERS. At the beginning of his turn, the player draws a card from the appropriate deck. He may use as many cards as he likes during his turn, but by the end of his turn, he must have 3 OR FEWER cards in his hand. If a player has fewer than 3 cards at the beginning of his turn, he should draw until he has 4 cards in his hand.

Using the Cards: To use a card, simply follow the instructions printed on the card.

Instant: Ordinarily, a player may only play cards during the Action Phase of his turn. However, cards marked as “Instant” may be played at any time, including during other players' turns, unless otherwise noted on the card.

Hunted Trap Cards: When the Hunted plays a trap card, he marks the location of the trap on his mini-board. The trap remains in play until a Hunter triggers it. The trap card itself can be discarded as soon as the Hunted plays it.

Bargaining: Bargaining, whining, conspiring, dealing, betrayal, and begging for mercy are all allowed and encouraged.

Victory: