

The Hunting Game

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Ravensburg Games Nr. 11.151

Design of board and game cards by Fritz Gartz, Söcking über Starnberg

The game includes: 1 playing board, 8 hunters, 2 dice, 204 game cards.

The hunters assemble on the village square at the lower left hand corner of the board where the hunt begins. The hunt covers the whole district. The one who brings back most of the game is the winner.

Each player chooses a marker, which is placed at first on the village square. The oldest player who is the Master of the Hunt begins the game. The players dice in turn. Each moves his hunter as many spaces forward as the points cast. If a hunter reaches a space with a number and a line that indicates the possibility of shooting at some game, he gets a shot; that is, he dices again. If he casts a 1, 2, or 3, then he has missed the mark. If he casts a 5 or 6, then he has killed his game and receives from the Master of the Hunt a little card corresponding to the game pictured on the board. If he casts a 4, then he has only wounded the game and must shoot again, that is he must dice a third time. If he again fails to kill (1 - 4) then he must pay a fine, that is he must give up game cards which he has already won, at least equal in value to the value of the wounded game. If he does not yet have any game cards then it must be noted that he has to give up the first game that he shoots. Only when he casts a 5 or 6 has he killed the game and receives the corresponding card.

If a dangerous animal (bear, wolf, or wild boar) is wounded the second time (that is if the player casts 4 again) then the animal is maddened and attacks the hunter. The player is eliminated from the game.

Another danger stands in the hunter's way. In the mountainous country (the right third of the board) 3 spaces are bordered in red. That means: here is danger of falling. One must proceed very carefully and not try to go too quickly. If a hunter lands on one of these spaces, then he must not cast a 6; if he does, he is moving too fast, he falls and is eliminated from the game.

If a hunter lands on a space with a blue border, then he has seen some game which may not be killed as it is protected by the game laws. In order not to disturb these creatures all players must be as still as a mouse for 5 seconds, they dare not even breathe aloud!

If a hunter lands on a space with a yellow border from which he could shoot an eagle, he has to prove that he has a special permit for hunting eagles. For this purpose he makes a preliminary cast; if he gets a 1 or 2 then he has a special permit for eagles and can make his regular cast to see if he hits or misses the mark.

In general the hunters take the wide path to the left; only when a hunter lands on the third or fourth space does he go to the right. The smaller paths can only be used when a hunter lands on a space from which a small path branches off in the forward direction.

The game is ended when all hunters (with exception of those eliminated) have returned to the village square. The one who has gathered the biggest share of points in his game bag is winner.