

Hunting Fever



Hunting Fever - Rules

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A game for 3 to 5 players, ages 8 and up

Duration: 30 minutes

Overview

Play your cards cleverly to capture precious prey. But beware! Your fellow hunters may be tempted to steal from you, ending the hunt sooner than you might expect. At the end of the day, captured cards score points for you, but hunters who are caught during closed season and cards that remain in your hand will reduce your score.

Material

- 5 sets of cards, one for each player (1 hunter, 2 wolves, 3 rabbits, 3 carrots, 1 closed season/carrot - this card shows two wolves and two carrots)
- 5 hunting lodge cards, one for each player
- 1 card "Hunt Starts Here" - the card shows the box cover on both sides
- Additionally, you will need a pen and paper to keep track of points.

Note: The hunting lodge card helps to organize your card layout during the game. Cards are played face down to the area above the lodge. "Easy Prey" is kept to the right of the lodge and the prey pile is built to its left.

1 x Hunter



2 x Wolf



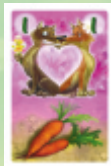
3 x Rabbit



3 x Carrot



1 x Closed Season



Hunt Starts Here

Played Card



Prey pile



"Easy Prey" area

Aim of the game

The player who scores the most points after four days of hunting wins. In case of a tie, the tied player who scored the most points on a single hunting day wins. If there is still a tie, all tied players win.

End of game

The game ends after four days of hunting.

At start of game

Randomly determine who gets the "Hunt Starts Here" card.

At start of a hunting day

Each player takes a set of cards and one lodge card. Place the lodge card with the side showing the "4" face down in front of you. Pick up your cards and start the first round of the hunting day.

Round - Sequence of play

Each player chooses a card from his hand and plays it face down above his lodge card.

When all players have selected a card, reveal the cards simultaneously.

Then, cards are handled as described in "Sequence of card effects" below.

Sequence of card effects

1. Closed Season

If at least one Closed season card and one or more hunter cards are played this round, the hunters are taken as poachers. All players who played a hunter card put it face down in their prey pile (left of the lodge). It counts minus four points at end of the hunting day. Players who played the Closed Season, and have thus protected the wolves during mating season, flip their lodge to the "4" side. The Closed Season cards now count as carrots for the remainder of the round.

2. Hunters

If no "Closed Season" card is played, then hunters that were played get a chance to capture wolves. Hunters are resolved in clockwise order starting with the player that has the "Hunt

Starts Here” card. When it is a player’s turn to resolve his hunter, he takes the first wolf card he comes across in clockwise order starting from himself and places it facedown in his prey pile. If there are two wolves at one lodge (one played wolf and one in the "Easy Prey" area), the wolf in the "Easy Prey" area is considered closer. Having successfully captured a wolf, the hunter suspects more wolves to be around and therefore the player takes his hunter card back into his hand.

If it is a player’s turn to resolve his hunter, but there are no more wolves in play, the hunter returns home and that player must place the hunter card under his hunting lodge. Hunter cards under the hunting lodge do not score points at the end of the hunting day.

3. Wolves

Wolves that remain in play now get a chance to capture rabbits. Wolves are resolved in clockwise order starting with the player that has the “Hunt Starts Here” card. When it is a player’s turn to resolve his wolf, he takes the first rabbit card he comes across in clockwise order starting from himself and places it facedown in his prey pile. If there are two rabbits at one lodge (one played rabbit and one in the "Easy Prey" area), the rabbit in the "Easy Prey" area is considered closer. He then rotates his wolf by 90 degrees, to indicate that it has been resolved.

If it is a player’s turn to resolve his wolf, but there are no more rabbits in play, the wolf stays hungry and that player puts the wolf card back into his hand.

Special case: If all players selected a wolf and no rabbit is caught then the wolves stay where they are – do not put them back into your hand.

4. Rabbits

Rabbits that remain in play now get a chance to capture carrots (closed season/carrot cards are treated just the same as carrot

cards in this step). Rabbits are resolved in clockwise order starting with the player that has the "Hunt Starts Here" card. When it is a player's turn to resolve his rabbit, he takes the first carrot card he comes across in clockwise order starting from himself and places it facedown in his prey pile. If there are two carrots at one lodge (one played carrot and one in the "Easy Prey" area), the carrot in the "Easy Prey" area is considered closer. He then rotates his rabbit card by 90 degrees, to indicate that it has been resolved.

If it is a player's turn to resolve his rabbit, but there are no more carrots in play, the rabbit stays hungry and that player puts the rabbit card back into his hand.

Special case: If all players selected a rabbit and no carrot is eaten, then the rabbits stay where they are – do not put them back into your hand.

Note: Players cannot capture cards from their own "Easy Prey" area.

Example: Michael has played a wolf. There is only one rabbit left, which is in Michael's "Easy Prey" area. The wolf cannot capture the rabbit and therefore goes back into Michael's hand.

5. Carrots

Carrots that remain above the lodge need to grow for one round, before they can be put in the prey pile. They become "Easy Prey" at the end of the round.

At end of a round:

1. Cards in each player's "Easy Prey" area are put face-down into their prey pile.
2. Cards above each player's lodge are moved faceup to the player's "Easy Prey" area.
3. The card "Hunt Starts Here" is given to the left neighbor.
4. If all players still have cards in their hand, then continue to a

new round. If at least one player is out of cards, then the hunting day is over.

At the end of a hunting day:

1. Players move cards from their "Easy Prey" area to their prey pile.
2. Points are scored based on the table illustrated below and noted on a piece of paper.
3. All cards are returned to their owners hand, as in the beginning of the game.
4. If this was the end of the fourth day of hunting, the game is over. Otherwise continue with a new round of the next day of hunting.

End of a hunting day

When at least one player has no cards left in his hand, a hunting day ends and points are scored.

Scoring at end of a hunting day

Carrots, rabbits and wolves in your prey pile score their printed value.

A hunter in your prey pile and cards that remain in your hand score negative.

A hunter that was placed under the lodge card does not score.

Hunters and wolves are worth 4 points, rabbits score 2 points and carrots score 1 point each.

Catching one or more hunters during closed season scores 4 points.

	Prey pile	Card in hand
Hunter	- 4	- 4
Wolf	4	- 4
Rabbit	2	- 2
Carrot	1	- 1
Closed season	1	- 1

Thanks!

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- Smiling Monster Games