

Breadcrumbs



For 2-7 players

Parts needed:

From the game Snipe Hunt:

Deck of Forest cards

The Snipe's pawn

The hunter pawns

A pair of dice

From elsewhere:

30 tokens or coins (these are the breadcrumbs)

Objective:

Collect the most breadcrumbs as the Snipe while preventing others from taking your crumbs.

Setup:

Shuffle the Forest cards and deal a 6 by 6 square grid of cards (or, if desired, another shape). Place the Snipe's pawn at the Snipe Nest, and the hunter pawns at the Ranger Station. Place one breadcrumb on each feather and rotation arrow space, and the remaining tokens randomly throughout the woods.

Roll to see who plays first. Player with the highest roll is the Snipe and moves first. The other players choose which color hunter to start moving .

How to play:

Play proceeds clockwise starting with the player moving the Snipe, then around the table so that all the hunters take a turn.

Roll both dice and move your pawn along the white path spaces the number shown on both dice.

Moving the Snipe:

Try to collect as many breadcrumbs (i.e. Tokens) from the board. To collect breadcrumbs, pick up the tokens as the Snipe's pawn passes over the spaces. Avoid all the hunter pawns. If the Snipe passes a Hunter, the player will lose breadcrumbs and the ability to move the Snipe (see below).

Moving the Hunter:

All hunters try to catch the Snipe. To catch the Snipe, land on or pass the space with the pawn representing the Snipe. Hunters may pass by other spaces with a hunter pawn, but no two hunters may occupy the same space at the end of a turn.

Catching the Snipe:

When a hunter catches the Snipe, the Snipe's pawn stays in the same space it was caught while the hunter's pawn is returned to the Ranger Station. The player catching the snipe takes one half of the total number of breadcrumbs owned by the player moving the Snipe (rounded up).

Ex.: If the Snipe has 7 breadcrumbs when caught, the player moving the Snipe keeps 3 and gives 4 to the player who caught the Snipe.

Now, the player who was moving the Snipe now moves the hunter pawn at the Ranger Station, and the player who was moving the hunter now moves the Snipe. Play resumes with the new Snipe player rolling the dice and taking a new turn.

Specialty Spaces:

Special spaces are marked with either a rotation arrow or a feather. These spaces are non-functional if the spaces is occupied by either a breadcrumb or any pawn.

Rotation Arrow: As a pawn passes this space, any Forest Card may be rotated in either direction.

Feather: A pawn passing this space may move one extra space.

To Win:

The game ends when all breadcrumbs have been collected. The player with the most breadcrumbs at the end of the game wins.