

Snipe Hunt

F. A. Q.

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This FAQ is to help settle the quirky rule disputes. Players may use their own house rules to settle disputes instead of referring to this FAQ.

Q: Can I backtrack?

A: Yes. Although this is not spelled out in the rules, backtracking is perfectly acceptable. You may even bounce back and forth between two or more special spaces (rotation or Snipe feather spaces).

Q: Assume the Snipe has been captured by another player. If I have enough movement to exactly land on the space with the captured Snipe, am I allowed to take the Snipe away from that player?

A: No. No two pawns may occupy the same space at the same time (with the exception of the large spaces). You must have a roll great enough to pass the player with the caught Snipe in order to steal it away.

Q: The Matches equipment card says to draw two cards, but many cards say your turn ends after you draw that card. Do I still draw a second card?

A: Draw both cards and follow the two cards in the order they were drawn. If one or both of the cards ends the turn, it ends after both cards are followed. In the case two lose a turn cards are drawn, you lose two turns.

Q: If I have the Loose Gravel card, then I pick up the Walking Stick card, can I use the Walking Stick to discard the Loose Gravel card without returning to the Ranger Station?

A: Yes. You may use equipment to counteract other cards whenever. In this case, the Walking Stick counteracts the Loose Gravel and both cards are discarded.

Q: Do I have to use my Tabloid against the Zamboni Tribe?

A: Using equipment is at the discretion of the holder. If you choose, you may hold onto your Tabloid until you see roll the outcome for the Zamboni Tribe. If you don't like the results, then play your Tabloid to avoid losing a turn in the Deep Woods. Or, hold onto the Tabloid to protect you from other cards like the Werewolf or the Alien Abduction.

Q: Which equipment cards are always available, and which are gone after one use?

A: With the exception of the Backpack, all equipment cards are usable only once. The Backpack is permanent until discarded. For all other equipment cards, when the equipment is used it is discarded.

Q: The Snipe was freed by the "A Squirrel Scout is kind..." card. Does the Snipe start moving again, and if so, who controls the Snipe?

A: Refer to the rules on when the Snipe flees from a player carrying the Snipe into the Spooky Woods.

Q: If the werewolf is in the Spooky Woods and another player enters the Spooky Woods, who becomes the werewolf as part of that move?

A: If the werewolf is in the Spooky Woods and another player is sent there, the effect should be similar to what happens when the Snipe is in the Spooky Woods. For the Snipe, it travels with the first player to leave the Spooky Woods. Since the Werewolf is negative, players should leave it behind for the last person to leave the Woods. However, no player can hold both the Snipe and be the werewolf. If this happens, the Snipe will flee to its nest, and leave the werewolf behind.

Q: The “Fickle Feathered Friend” card sent the Snipe to perch on the head of the werewolf. Won’t the werewolf eat the Snipe?

A: If the Snipe is passed to the werewolf, one of two things should happen. One, the Snipe flees the werewolf and returns to perch on the Snipe Nest. Or, two, since the werewolf cannot hold the Snipe, it is passed to the next eligible player. For example, if you have the Snipe, Cathy is next to you and she is the werewolf, and Bob is next to Cathy, the Snipe would skip Cathy and end up with Bob (since it wouldn't perch itself on the werewolf).

Q: Is “Bigfoot's Big Stomach” a Snipe Hunt card that 'hinders movement' (ala First Aid card)?

A: "Bigfoot's Big Stomach" is not a movement hindering card. This card effects equipment/Snipe carried by the player drawing that card. All movement hindering cards are listed on the First Aid card (Loose Gravel, Muddy Shoes, etc.).

Q: When one is leaving the Deep Woods or Spooky Woods, should they only be leaving via the shortcuts, or should they move on one of the adjacent paths?

A: The shortcut flags in the forest paths lead to the Deep Woods and the Spooky Woods. When you are lost in one of the Woods, you may choose to use the shortcut to leave the Woods, or you may move down a path connecting to the Woods. The flags are mostly a shortcut *into* the woods, but may be used to exit the woods to return to where you left off before getting stuck. Do whichever is more advantageous to your success of capturing the Snipe.

Q: Does "Forest Card" include the special cards (Ranger Station, Deep Woods, Spooky Woods)?

A: Yes. When a Snipe Hunt Card mentions a Forest Card may be rotated, swapped, relocated, etc., this also includes the Ranger Station and either of the Woods. Any of the 36 cards may be moved. This may be useful to relocate the Ranger Station when a player is about to win.

Q: What happens when the horrendously crippling combination of Muddy Shoes and the Bear Trap occur on a single person? Would the final movement be (D6-2)/2 or (D6/2)-2?

A: This “horrendously crippling combination” is the luck of the draw. However, only one movement hindering card should be played on a person at one time. If a player has Muddy Shoes and draws Bear Trap, Muddy Shoes should be discarded and replaced with Bear Trap. The player must still return to the Ranger Station to return to normal movement.

Q: When the “Shrooms!” card is drawn, do special spaces get activated as the other players move the pawn?

A: Yes. It should be treated as normal movement, even though all players are moving another player’s pawn.