

Snipe Hunt

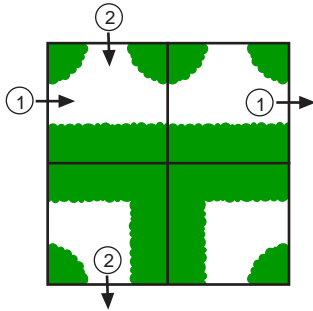
Optional Rules & Rule Variants



· Rude Hiker: When a player pawn moves down a path with a space occupied by another player pawn, the other player's pawn may be passed (like normal), or it may be pushed into another adjacent space. The other pawn may not be pushed through trees or another player pawn. If a player pawn is pushed off the board (out of the forest), the pawn is immediately returned to the Ranger Station, and no turn is lost. The Snipe pawn may not be pushed.

· Clever Bird: The player moving the Snipe pawn has the option to roll for movement, or may choose to rotate the card occupied by the Snipe pawn to another orientation.

· Wrap-Around Woods: Pawns may walk off one side of the board and onto the space on the other side of the board. If the other side of the board is blocked, the move off the board may not be taken.



In the picture to the right, this card represents how a player may move off one side of the board, and onto the other side of the board in the "Wrap-Around Woods" rule.

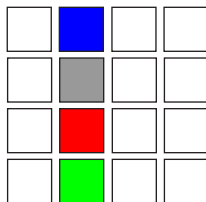
For 1: The player moves off the right side of the board, and enters from the left side.

For 2: The player moves off the bottom side of the board, and enters from the top side.

· Backpack of Unlimited Capacity: The player who carries the Backpack has no limit to the number of Equipment cards they may carry.

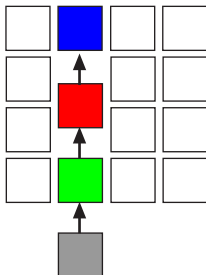
· Pickpocket: In the same fashion that the Snipe may be stolen away from the player who has captured it, Equipment may be stolen when passing the player who carries the Equipment item(s).

· Landslide: Instead of rotating a card, the player may pick up a Forest card, place it at the edge of the Forest grid of the row/column it was removed. All cards are shifted across/down until the hole is filled.



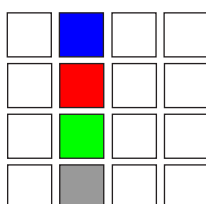
Assume this 4 by 4 grid is the game board, and the gray square represents the card you want to "landslide".

The red, green, and blue squares represent the other cards in the column effected by the slide.



In order to slide the gray square in from the bottom of the column, the red and green squares also need to slide up. The red square fills in the hole left by the gray square, the green square fills the hole left by the red square, and the gray square fills the hole left by the green square.

Note the blue square does not move during this process.



The land slide creates a new order to the grid of cards.

Also, the orientation of the gray square does not matter when it is slid back into the grid. The red, green, and blue squares may change positions, but their orientation remains the same.

· Earthquake: Instead of rotating one card, rotate a cluster of 4 cards (in a 2 by 2 grid) to another orientation.

· No Dice: Instead of rolling dice, pawns are moved in straight lines along valid paths.

· Children's Version: Remove the Snipe Hunt cards from the game. Do not draw Snipe Hunt cards when landing on the Feather spaces.

· Foggy Woods: Start the game with only the Ranger Station Forest card face up. All other Forest cards in the 6 by 6 grid are face down. When a player moves onto an upside-down card, it is flipped over and oriented to allow passage to the new card. If no orientation is available to move onto that card, it must be placed face down again. Cards remain face up as long as: (1) it is occupied by either a player pawn or the Snipe pawn, or (2) the Forest card is adjacent either horizontally or vertically to another card occupied by a pawn. Once a card fails to meet these two conditions, it must be flipped upside down again at the end of the turn. The Snipe pawn begins its movement only after the Forest card with the Snipe Nest is revealed. At the end of the turn, the player revealing the Snipe Nest places the Snipe pawn on the nest, then rolls to move the Snipe pawn. Play continues alternating player pawns and the Snipe pawn.

If you have other Snipe Hunt rule variants you'd like to share, please email them to info@pegamoosegames.com.