

Hunting with Summoned Snakes

by William Balch

for 2 – 5 Players Time 30 min

To feed the village placed under your care you gather your ingredients to summon snakes that can hunt for food. When someone can provide a feast worth 50 points, all other players get one more turn then the winner is the one with the most points.

Contents

Setup board

Custom die

Mobility cards

Senses cards

Internal Protection cards

External Protection

Food cards

Preparation

Print out setup board, card pages, paper die.

Print all Predator Cards

Print 2 copies of the Food card page

Print 1 copies of the other card pages

Cut out cards and die assemble die

Starting setup

Place cards around setup board matching the cards to the words on the



board.

Deal one card of each type, except Predator to each player , then flip over and place 1 predator card in the center on the pentagram.

The player must keep their cards laid out in front of them , categorized by card type, so that all can see what they have.

Decide who goes first,

On your turn you do the following

1. Roll the die.
2. Take 1 Food and one card determined by the roll of the die. If you draw a Predator decide which player it is placed in front of, if that player already has one swap it with the new Predator and place the swapped one in an open space or Discard it if all players have a Predator in front and there it one in the middle.
3. Trade in cards, you may trade 2 cards of any type to draw one non-Predator card from the face down pile. Or you may trade 3 cards of any type to draw one non-Predator card from the Discard pile of your choice, only the top card maybe drawn this way. You can't trade your last card of a category.
4. Capture a predator, Discard a set of cards that match what is displayed on the Predators card . If after Discarding you do not have you a card of each type draw one for each type you lack.
Note: You need all of the Protection cards Specified but only one each of the Sense or Mobility cards.
Note 2: If there is a Predator in front of you and one on the pentagram you may capture the one on the pentagram as well, after capturing the one in front of you if you do this you get an extra 5 points.

Predator Cards Explained

Predator

Senses Needed

Name of predator

Mobility Needed

Protections Needed

Length Needed

Predator

Vibration Sense

Gorrila

Climb or Glide

Scales level 3 Skeleton level 2

Length needed 20 feet

When someone can provide a feast worth 50 points, all other players get one more turn then the winner is the one with the most points.

Variants

Hidden Card

Unlimited Trades

No drawing to fill empty card types after capturing a Predator.

Predator

Gorrila

Scales level 3 Skeleton level 2

Vibration Sense

Climb or Glide

Length needed 20 feet

Points 25

Predator

Lynx

Scales level 2

Smell, Eyesight,

Infravision, or Vibration Sense

Climb, Glide, Slither, Swim, or Tunnel

Length needed 20 feet

Points 5

Predator

Constrictor Snake

Skeleton Level 1

Eyesight,

Slither

Length needed 20 feet

Points 20

Predator

Eagle

Scales level 2

Smell

Climb

Length needed 20 feet

Points 3

Predator

Lizard

Scales level 1

Smell

Tunnel

Length needed 3 feet

Points 3

Predator

Rat

Scales level 1

Infravision

Climb, or Tunnel

Length needed 20 feet

Points 3

Predator

Badger

Scales level 1

Smell, Eyesight, or Infravision

Climb, or Slither

Length needed 5 feet

Points 5

Predator

Coyote

Scales level 2

Smell or Infravision

Slither or Tunnel

Length needed 7 feet

Points 7

Predator

Big Spider

Scales level 1

Eyesight,

Infravision, or Vibration Sense

Slither

Length needed 2 feet

Points 2

Predator

Fox

Scales level2

Smell, Eyesight, or Infravision

Slither

Length needed 5 feet

Points 5

Predator

Lions

Scales level3

Eyesight

Climb or Glide

Length needed 20 feet

Points 15

Predator

Puma

Scales level 3

Infravision

Glide or Slither

Length needed 20 feet

Points 15

Predator

Owl

Scales level 2

Smell

Climb

Length needed 3 feet

Points 3

Predator

Jaguar

Scales level 3

Infravision

Glide or Slither

Length needed 15 feet

Points 15

Predator

Mongoose

Scales level 1

Infravision, or Vibration Sense

Tunnel

Length needed 4 feet

Points 4

Predator

Wolves

Scales level 3

Infravision

Climb, or Glide

Length needed 15 feet

Points 15

Predator

Wild Boar

Skeleton level 2

Smell, Eyesight, or Vibration Sense

Slither

Length needed 15 feet

Points 3

Predator

Morey Eel

Scales level 3

Eyesight,

Swim, or Tunnel

Length needed 15 feet

Points 15

Predator

King Crab

Scales level 3

Eyesight,

Slither

Length needed 5 feet

Points 5

Predator

Hyena

Scales level 3

Eyesight

Slither

Length needed 15 feet

Points 15

Predator

Raccoon

Scales level 1

Infravision

Slither

Length needed 5 feet

Points 5

Predator

Black Bear

Skeleton level 2

Eyesight

Climb or Tunnel

Length needed 20 feet

Points 20

Predator

Shark

Skeleton level 1

Eyesight

Swim

Length needed 20 feet

Points 20

Predator

Monkey

Scales level 1

Eyesight or Infravision

Climb

Length needed 4 feet

Points 4

Predator

Little Spider

Scales level 1

Eyesight

Slither

Length needed 1 feet

Points 1

Predator

Brown bear

Scales level 3 Skeleton level 2

Eyesight

Swim or Tunnel

Length needed 30 feet

Points 35

Predator

Wolverine

Skeleton level2

Smell

Glide

Length needed 10 feet

Points 10

Predator

Hawk

Scales level 1

Eyesight

Climb

Length needed 4 feet

Points 4

Predator

Salt Water Croc

Skeleton level 1

Eyesight

Swim

Length needed 25 feet

Points 25

Food

Large 5 Foot

Food

Small 1 Foot

Food

Large 5 Foot

Small 1 Foot

Food

Food

Small 1 Foot

Medium 3 Foot

Food

Food

Medium 3 Foot

Medium 3 Foot

Food

Large 5 Foot

Food

Food

Food

Large 5 Foot

Large 5 Foot

Small 1 Foot

Food

Food

Small 1 Foot

Small 1 Foot

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Medium 3 Foot

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Medium 3 Foot

Medium 3 Foot

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Large 5 Foot

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Large 5 Foot

Large 5 Foot

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Small 1 Foot

Food

Food

Small 1 Foot

Small 1 Foot

Food

Medium 3 Foot

Food

Food

Medium 3 Foot

Medium 3 Foot

Food

Smell

Smell

Food

Large 5 Foot

Senses

Senses

Senses

Eyesight

Eyesight

Eyesight

Senses

Senses

Senses

Infravision

Infravision

Infravision

Senses

Senses

Senses

Vibration sense

Vibration sense

Vibration sense

Senses

Senses

Senses

Smell

Smell

Smell

Senses

Senses

Senses

Eyesight

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Eyesight

Senses

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Infravision

Senses

Senses

Senses

Vibration sense

Vibration sense

Vibration sense

Senses

Senses

Senses

Smell

Glide

Glide

Mobility

Mobility

Mobility

Swim

Swim

Swim

Mobility

Mobility

Mobility

Climb

Climb

Climb

Mobility

Mobility

Mobility

Glide

Glide

Glide

Mobility

Mobility

Mobility

Tunnel

Tunnel

Tunnel

Mobility

Mobility

Mobility

Slither

Slither

Slither

Mobility

Mobility

Mobility

Swim

Swim

Swim

Mobility

Mobility

Mobility

Climb

Climb

Climb

Mobility

Mobility

Mobility

Glide

Internal Protection

Level 1

External Protection

Level 2

Internal Protection

Internal Protection

Level 2

Level 2

Internal Protection

Level 3

External Protection

External Protection

Level 1

Level 1

Internal Protection

Level 1

External Protection

External Protection

Level 2

Level 2

Internal Protection

Level 2

Internal Protection

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Internal Protection

Level 3

External Protection

External Protection

Level 1

Level 1

Internal Protection

Level 1

External Protection

Level 2