

## How to Play



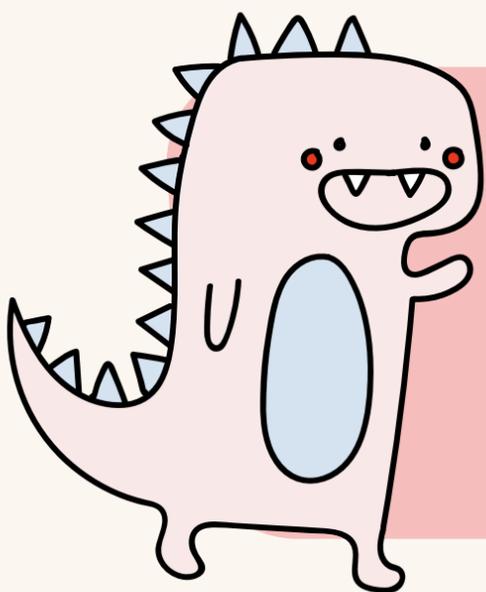
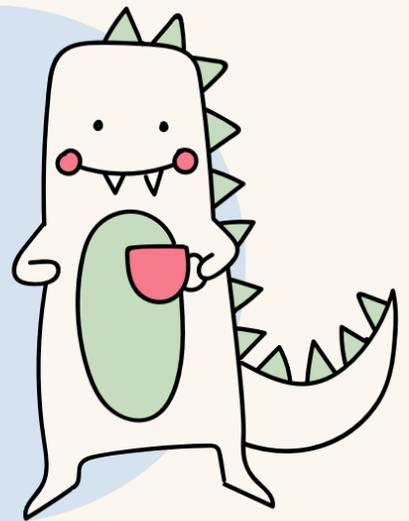
# The Great Hunt

Channel your inner Neanderthal and battle a friend for supremacy of the Ice Age!



When they weren't tracking and hunting their next meal, what did our ancestors do to pass the time? Why, play games about tracking and hunting, of course! **The Great Hunt** is an imaginary prehistoric game where players take on the roles of **hunter** and **hunted**, **battling with dice** to see who comes out on top.

Before starting play, each player should have **six Health Tokens** and **one Offering Token**. Players should decide which player will be playing as Dinosaurs and which will be playing as Hunters; alternatively, have each player roll a die and the player with the higher roll will play as Hunters. **The Hunters go first.**



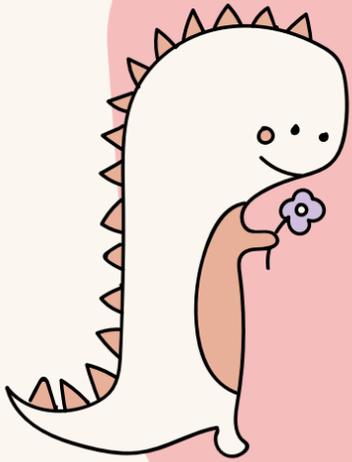
Each turn, players **do battle** by rolling one die each and comparing the results. The player with the **lower number** hands one of their Health Tokens to the player who rolled the **higher number**. Play continues in this way until one player has **no remaining Health Tokens**.

In the event both players roll the **same number**, the battle result is a **stalemate**. Players should each continue battling by **rolling until the stalemate is broken**. Instead of a single Health Token, the losing player now gives the winner Health Tokens equal to the **difference in rolls** (i.e., Player A rolls a three and Player B rolls a five. Player A hands two Health Tokens to Player B.)





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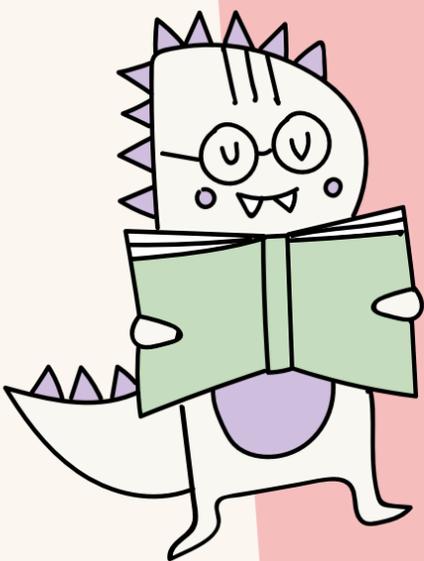
When a player reaches **zero Health Tokens**, their **Offering Token** is presented as a **gift to the gods**, granting the player a second chance at life. The player **remains alive for the next turn** but receives no extra Health Tokens; if they lose their next battle, **the game is over**. If a player reaches zero Health Tokens and has already used their Offering Token, **the game ends and that player loses**.

## Variations

**Sudden Death:** Players start with zero Offering Tokens; the game ends immediately upon a player reaching zero health.

**No Reprieve:** Players simply discard their Health Tokens upon losing a battle; the winning player does not gain any Health Tokens.

**Blessing of the Gods:** Experiment with increasing the number of Health Tokens and/or Offering Tokens to create longer game sessions.



**The Great Hunt** is designed to be played in **short sessions** during the infrequent breaks in the active hunter's daily schedule. Games may be played as simple one-offs or as part of a larger "best of" series. **All parts are placeholders and may be replaced** as needed or desired with appropriate items from the surrounding wilderness.

**Replacement items may include**, but are not limited to: pebbles, beans, numbered knucklebones or throwing sticks and other assorted natural items. **The Great Hunt is suitable for all ages** and may be considered part of a balanced educational regimen for the young hunter, helping to illustrate the dangers of the world in an enjoyable and engaging way.

## Components List

one game box  
two six-sided dice  
two offering tokens  
12 health tokens (six red, six blue)