

Corral



For 2-4 players

Parts needed: The deck of Forest cards from Snipe Hunt.

Setup:

Shuffle the deck of Forest cards. Deal each player 3 cards. Set the remaining cards face down on the table as a draw pile. Flip the top card over and place it in an area where all players can reach. If the first card played is the Ranger Station, Deep Woods, or Spooky Woods, place the card back into the deck and deal a new card to start the corral.

Decide who plays first.

Objective:

Be the first player to collect 30 points by building closed paths of five or more spaces.

How to play:

Each player's turn consists of two steps:

First, draw one card from the deck and place it in your hand of Forest cards.

Next, build onto the corral by aligning a Forest card from your hand onto the cards played on the table.

To close the path, either block an end of the path with a dead-end edge of a new Forest card, or loop the path to itself by connecting two or more ends of the path.

The Ranger Station, Deep Woods, and Spooky Woods cards count as complete blockades. Both segments on all four sides may be used as dead-ends.

Scoring points:

Collect one point for every square in a corral of five or more squares. No points are awarded to corrals of less than five squares. Dead-ends do not count as one of the five spaces.

Add to the score of the player forming a valid corral. Do not remove any cards from the table, and continue with the game.

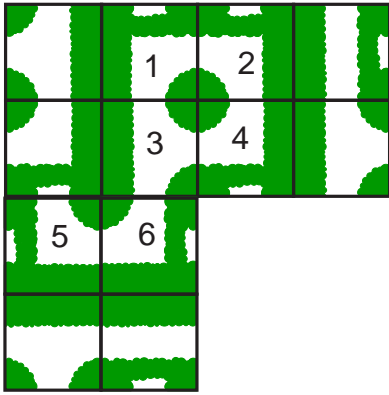
Once all Forest cards are played, and if no player has reached 30 or more points, clear the board, shuffle the cards, deal a new Forest card (according to the Setup rules), and continue the game.

To Win:

The first player to collect 30 or more points by building corrals of five or more spaces wins.

To Lose:

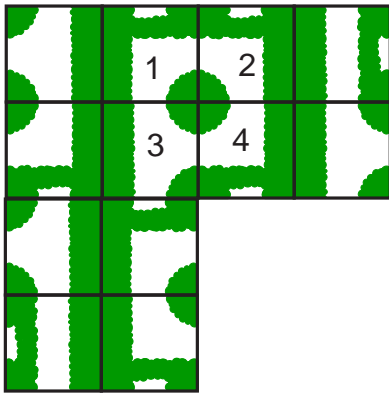
If the last card of the Forest card deck is played and no valid corral is formed, everyone loses.



This is an example of a successfully enclosed path of five or more squares.

Note, the dead-end above the 5th square does not count as one of the squares.

Also note, squares 1 through 4 loop around to help enclose the path.



This is an example of an unsuccessful attempt at an enclosed path. A corral of only four squares was formed. If a player creates a corral of less than five squares, the game proceeds until a larger corral is formed.