

Snipe Hunt

Two Player Rules



NOTE: Rules regarding the spaces and cards still apply in the Two Player version of Snipe Hunt.

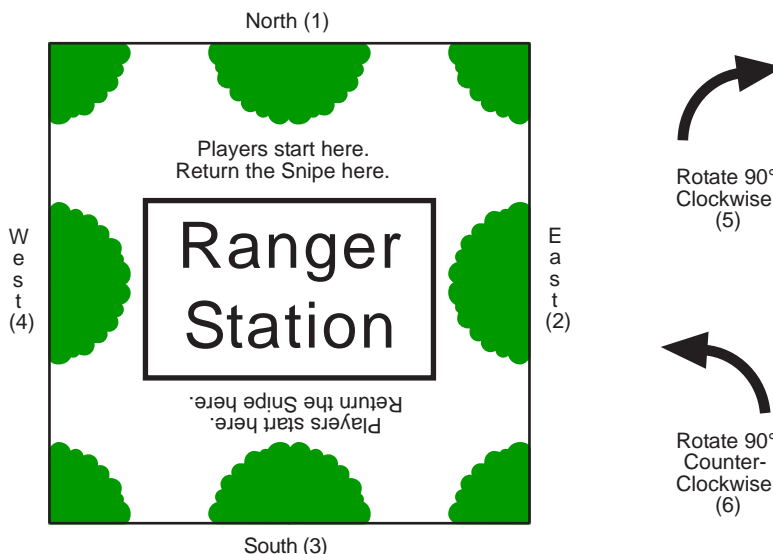
Setup: Place the two player pawns at the Ranger Station, and the Snipe pawn on the Snipe Nest.

Roll both dice to see who moves first. The player with the highest roll moves first.

On your turn, roll both dice. First move the Snipe pawn, then your player pawn in that order. Select one die roll to move the Snipe pawn, and the other die roll to move your player pawn.

The Snipe pawn moves according to the table below. In this version, the Snipe pawn is allowed to move through trees, but may not pass through the player pawns. The orientation of the Ranger Station card determines the direction to move the Snipe pawn:

- If a 1 is rolled, move the Snipe one space to the North.
- If a 2 is rolled, move the Snipe one space to the East.
- If a 3 is rolled, move the Snipe one space to the South.
- If a 4 is rolled, move the Snipe one space to the West.
- If a 5 is rolled, rotate the Forest Card occupied by the Snipe pawn 90-degrees clockwise.
- If a 6 is rolled, rotate the Forest Card occupied by the Snipe pawn 90-degrees counterclockwise.



The Snipe pawn may not move off the board. If one die roll results in the Snipe pawn moving off the board, the other die roll must be played to move the Snipe pawn. If both die rolls result in the Snipe pawn moving off the board, then both dice must be rerolled.

Once the Snipe is caught, both players only roll with one die to move their player pawn.

All other standard rules of Snipe Hunt apply.