

# Snipe Hunt Solitaire

For people who have  
no one to play with.



## Parts Needed:

- One pawn to represent the Hunter.
- One pawn to represent the Snipe.
- One pawn to represent the Wolf.
- All 36 Forest cards of the Snipe Hunt game.

Setup: Construct the 6 by 6 grid of Forest cards (like the standard game of Snipe Hunt). Place the Hunter on the Ranger Station, the Snipe on the Snipe Nest, and the Wolf in the Spooky Woods.

Do not roll any dice to see who moves first, because that would just be ridiculous.

## Objective:

The Hunter must catch the Snipe and return to the Ranger Station before the wolf catches the Snipe.

## To play:

Roll both dice. First move the Snipe, then the Hunter, then the Wolf in that order. Select one die roll to move the Snipe pawn, and the other die roll to move the Hunter.

## Moving the Snipe:

The Snipe 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.

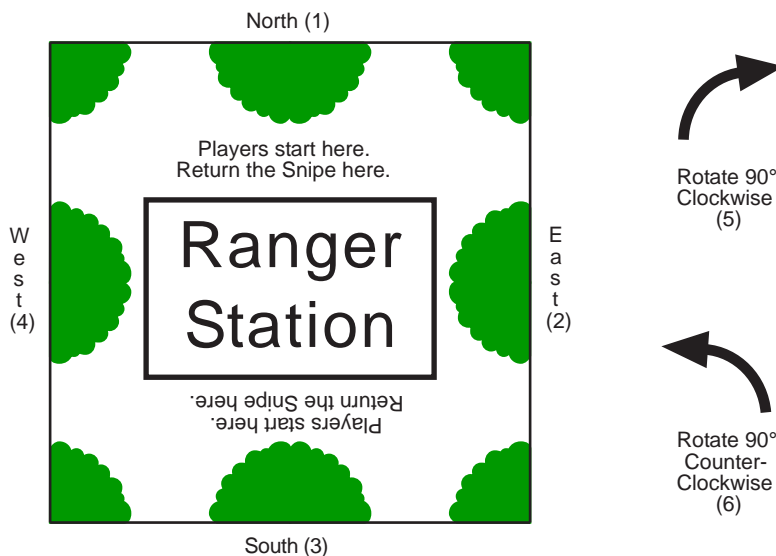
If a 3 is rolled, move the Snipe one space to the South.

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.

(Use the picture below as a reference on how to move the Snipe pawn)



The Snipe pawn may not move off the board, nor into either the Spooky Woods or the Deep Woods. If one die roll results in the Snipe pawn moving off the board or into the Woods, 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.

## Moving the Hunter:

Move the Hunter around the board the total of the other die rolled. The Hunter must stay on the path, may not move through trees, and may not move diagonally.

The Hunter may move through a space occupied by the Wolf, but may not end his movement on a space occupied by the Wolf or on a path within direct sight of the Wolf. If the Hunter is within direct sight of the Hunter, the wolf will attack the Hunter, and the Hunter returns to the Ranger Station.

The Hunter is allowed to walk off the board. When this happens, the Hunter automatically returns to the Ranger Station. If the Hunter walks off the board after the Snipe is caught, the Hunter returns to the Ranger Station and the Snipe returns to its nest. In some cases, this is a good strategy to avoid the Wolf.

If the Hunter lands on a Rotation arrow, any card in the Forest may be rotated either clockwise or counter-clockwise 90 degrees or 180 degrees (according to the Rotation space).

Once the Hunter catches the Snipe, remove the Hunter's pawn from the board and only move the Snipe pawn for movement. Once caught, only one die is rolled to determine the number of squares to move the Hunter/Snipe.

**Moving the Wolf:**

To move the Wolf, count the number of spaces between the Wolf pawn and the Snipe pawn (Large Spaces only count as one space). First, count the number of cards in the row, then count the number of cards in the column. If the number of column cards is greater than the number of row cards, move the Wolf two spaces column-wise in the direction of the Snipe. If the number of row cards is greater than the number of column cards, move the Wolf two spaces row-wise in the direction of the Snipe. If the number of column cards is equal to the number of row cards, move the wolf one space diagonally one space in the direction of the Snipe.

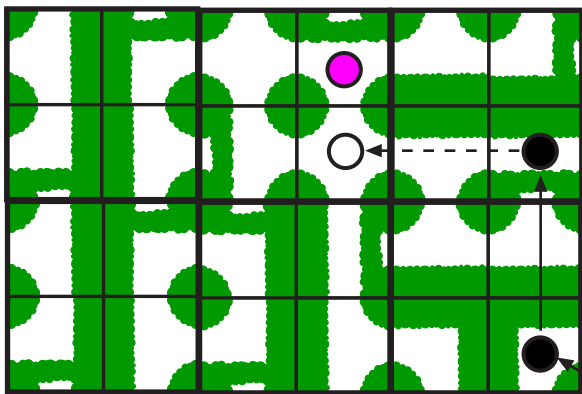
Like to the Snipe, the Wolf may move through trees.

When the Wolf catches the Snipe either by landing on or crossing a space occupied by the Snipe, the game is over and you lose the game.

When the Hunter completes his movement, and/or when the Wolf completes his movement, if the Wolf is in direct sight of the Hunter, the Wolf will attack the Hunter. Move the wolf to the space occupied by the Hunter, and return the Hunter to the Ranger Station. If the Wolf attacks the Hunter after the Snipe is caught, the game is over and you lose the game.

**To Win:**

Catch the Snipe, avoid the Wolf, and return to the Ranger Station.



The example to the left, the Hunter finishes his movement one step away from catching the Snipe. The wolf moves according to the column/row distance to the Snipe. The Wolf is 3 rows and 2 columns away from the Snipe. Since the number of rows is greater than the number of columns, the wolf moves two spaces column-wise towards the Snipe. After the wolf is moved, it will be within direct sight of the Hunter. The Hunter returns to the Ranger Station and the Wolf will take the Hunter's position of one space away from the Snipe.

— The Wolf's starting position.

● Wolf      ○ Hunter      ● Snipe