The Hunting Party

Must move three characters each turn

**MASTER OF HOUNDS**
- Moves one space in any direction, including diagonally.
- If the Fox ends its turn adjacent to the Master of Hounds, the Hunting Party wins!

**FOXHOUND**
- Moves up to two spaces in any direction or one space diagonally.
- Can move through other Hunting Party pieces.

**TERRIER**
- Moves one space in any direction, including diagonally.
- Reveals the tile it ends its turn on.
- May choose not to reveal, or to bury, Dens or Traps it ends its turn on.
- Can pass through shortcuts created by Den Tiles.
- **Look out for Trap Tiles!** Don’t reveal these to the Fox.

**BULLDOG**
- Moves one space, not diagonally.
- End adjacent to the Fox to reduce its movement to two spaces.

**The Fox**
- Moves up to three spaces in any combination of directions, only one of which may be diagonal.
- Only move two spaces if starting next to the Bulldog.
- Can pass through a line of five Hunting Party pieces.
- Reveal all three Time Tiles or all but six tiles to win.
**BROOK**
- **Fox reveals:** Fox chooses indicated number of Hunting Party pieces that may not move on the Hunting Party’s next turn
- **Terrier reveals:** prevents the Fox from using it

**THICKET**
- **Fox reveals:** Fox may move additional number of indicated spaces
- **Terrier reveals:** prevents the Fox from using it

**SCENT**
- **Fox reveals:** prevents the Hunting Party from using it
- **Terrier reveals:** Hunting Party may move indicated number of pieces that haven’t moved yet this turn

**TRAP**
- **Fox reveals:** Hunting Party may move all pieces next turn
- **Terrier** can bury or choose not to reveal

**DEN**
- Shortcut to any other Den Tile
- Only usable by Fox and Terrier
- **Terrier** can bury or choose not to reveal

**TIME**
- If all three are revealed, the Fox wins
- **Terrier must** reveal, as with all tiles other than Dens and Traps

**BABY FOX**
- **Fox reveals:** may instantly reveal any two tiles
- **Terrier reveals:** may bury all unoccupied Den Tiles
  - If no revealed Den Tiles, may move two additional pieces