

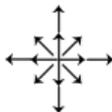
The Hunting Party

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!



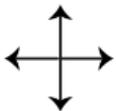
FOXHOUND

- 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