EYE OF THE HUNTER

Overview

It's time to go hunting! In Eye of the hunter, players populate the board with delicious Food items to attract Animals into the clearing for their hunters to catch. Get ready to match wits in this tactical tile laying game.
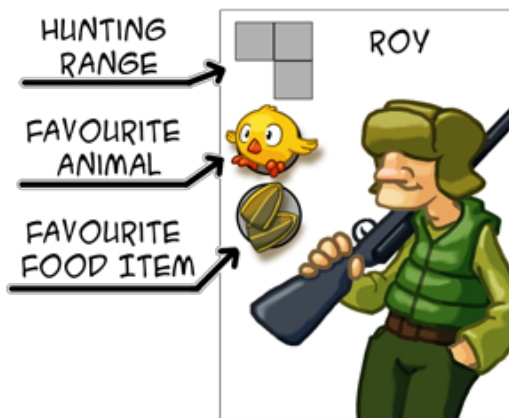
Components

- 9 Hunter Cards with different hunting ranges, and Food and Animal preferences
- 40 Food and Animal tiles
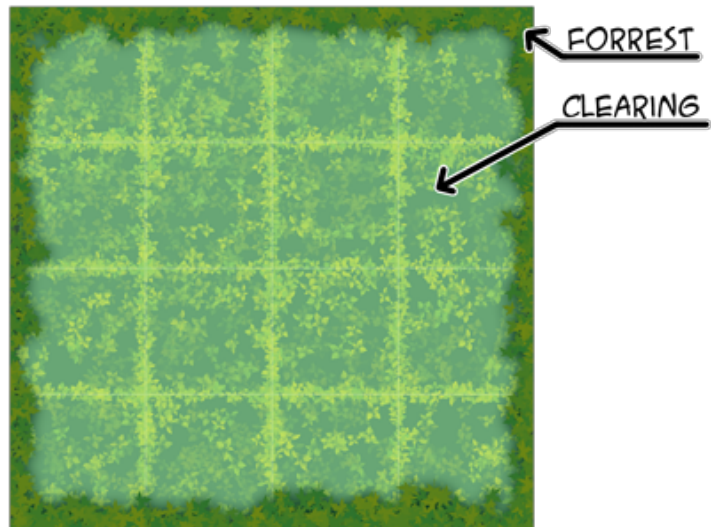- 1 Game Board consisting of the inner Clearing and outer Forrest

FOOD TILES

ANIMAL'S FAVOURITE FOOD

ANIMAL TILES

HUNTING RANGE

FAVOURITE ANIMAL

FAVOURITE FOOD ITEM

ROY

HUNTER CARDS

FORREST

CLEARING

GAME BOARD

Setup

- Place the Game Board between the players.
- Shuffle the Hunter cards and deal 3 to each player.
- Shuffle the Food and Animal tiles together and placed face down to form the Supply and deal 3 to each player.

Gameplay

The game is played clockwise in turns and ends when the tile Supply is exhausted. Each player will, in turn, either play a tile to the board or play a hunter card to score. The game ends when the tile Supply is exhausted and the player who has collected the most tiles wins!

Game Turn

A player may perform one of two actions on his or her turn:

1. Play a Food or Animal tile to the Board
2. Play a Hunter card from his or her hand to collect and score Food and Animals

1. Playing a tile to the board
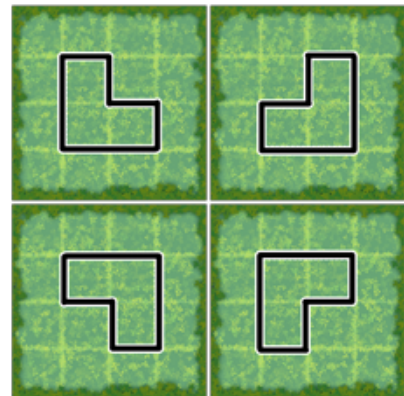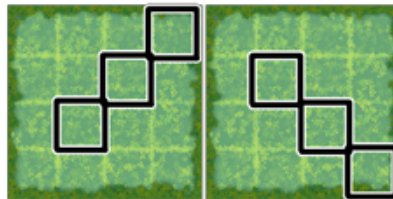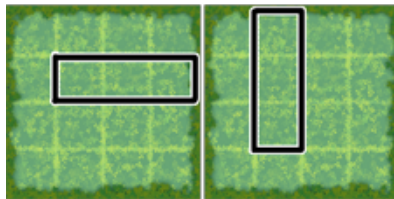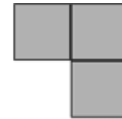- A Food tile may be played onto any empty space of the Clearing.
- An Animal tile has to be played onto one of the outer spaces of the forrest. If there is a Food tile within its line of sight (same row or column) that matches the Animal's prefered food, the Animal is automatically moved on top of that Food tile. If a Food tile can attract two or more Animals, the player chooses which Animal moves on top of the Food tile. An Animal's line of sight is blocked by any other tile. Animal tiles that are in the clearing do not move to eat other Food tiles.
-After playing a tile, the player draws a new one from the Supply.

2. Playing a Hunter card
- A player plays one of his hunter cards, revealing it to the other player(s). He then identifies which section of the Clearing area of the board he wants to use as his hunting range based on the hunter card's hunting range icon. There cannot be any empty spaces in the hunting range. Every space in the range showing either the hunter's prefered Food or Animal will be scored. When a space is scored, the player picks up all the tiles from that space and keeps them to score at the end of the game. If a scored space shows a prefered Animal, then it, and the Food tile below it are picked up and scored, regardless of the Food item on the tile. If a space within the hunter's range is showing a tile that is neither the hunter's favourite Animal or Food item, then the tiles on that space are left on the board and aren't scored.

Berries and Poop

A berry tile is treated as a wild Food tile. Any Animal in range will eat it, and hunters can capture it for points. Poop has to be taken if within hunting range and it counts as a negative point at the end of the game.

End of the Game

The game ends when the Supply of tiles runs out. Every player gets one more turn and points are tallied. Each tile captured is worth one point and each Poop tile is worth negative one point. The player with the most points wins!

Credits

Design and Rules: Daryl Chow
Design and Artwork: Louis-N. Dozois