

1 Player  
10-15 Minutes  
Ages: 10+

# The First Hunt

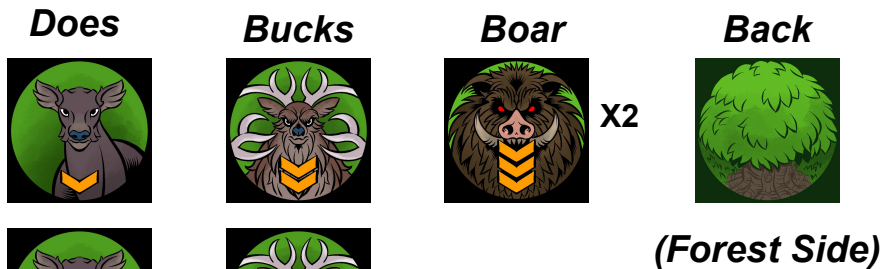
*A Token Terrors Mini-Game*  
*Game Design: Galen McCown*  
*Art: John De Campos*

Backstory: The Elves are renowned for their skill in archery. It is said that they can notch and fire a second arrow before the first finds its target. This skill isn't genetic though, it is hard-earned through decades of practice. Before an Elf may call themselves a Warrior, they must first prove their skill in the Hunt!

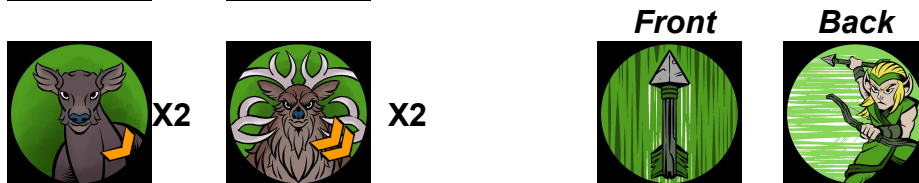
Objective: You are a young Elf setting out to perform a sacred Hunt and prove yourself a worthy archer and Warrior! Each Turn, you will pick your shots before the Elders drive out additional prey. Take down Bucks and feisty Boars while avoiding shooting does or getting knocked over by charging animals!

## Components:

### 12 Animal Tokens:



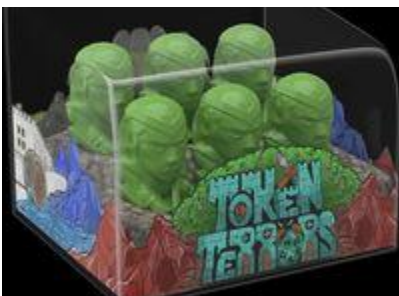
### 2 Arrow Tokens:



### Concentration Shot:



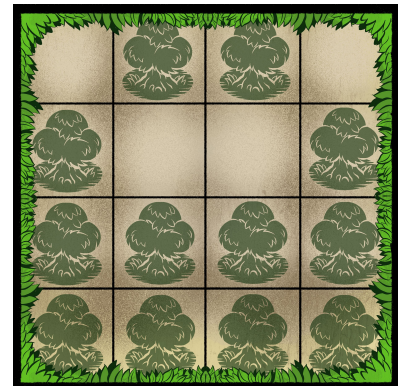
### 6 Elf Token Terrors:



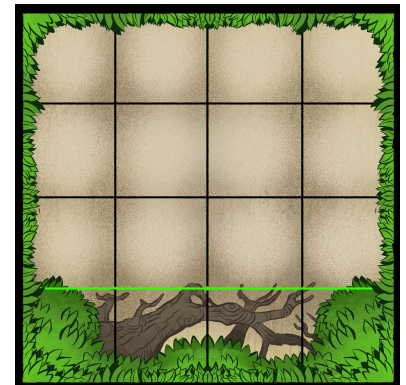
### 1 D6



### Forest Board (Double Sided):



### Hunting Grounds Board:



### Player Reference



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*A Token Terrors Mini-Game*  
By, Galen McCown

## Set-Up:

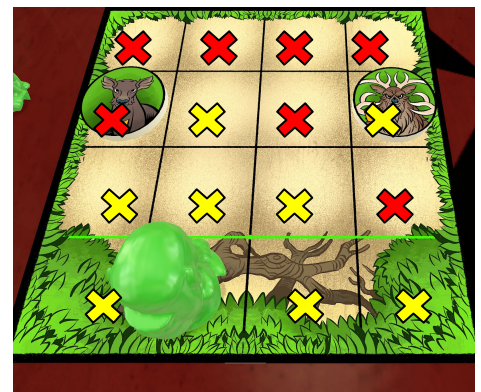
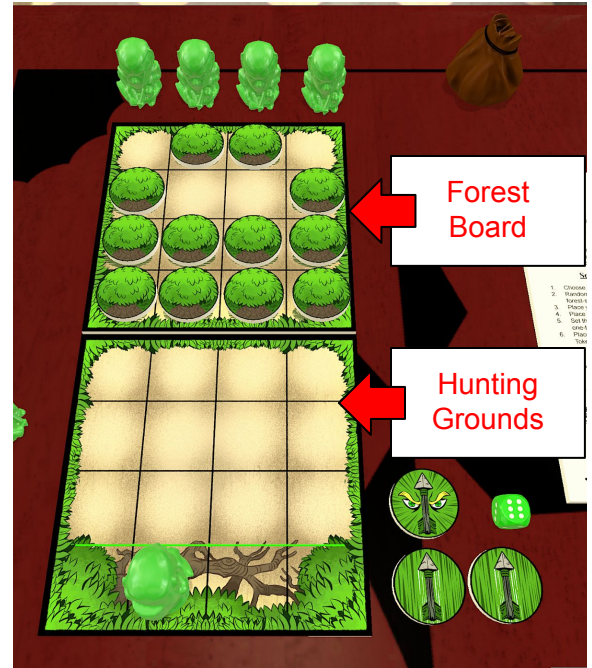
1. Choose a Forest Board Side and Rotation. (8 possible options)
2. Randomize the Animal Tokens and place them, forest-side-up, on the marked spots.
3. Place your Elf anywhere in the bottom row of the Hunting Grounds behind the green line.
4. Place 4 Elves at the top of the board as shown.
5. Set the remaining Elf nearby, they will be your one-time reroll token.
6. Place the D6, the 2 Arrow Tokens, and the Concentration Shot Nearby.

## Playing the Game:

Perform the following 3 Steps to complete a Round. Repeat until the last Buck has left Play.

### Step 1: Picking your Shots:

- You may place your Elf on any spot in the First Row.
- You may place each Arrow within 2 spaces straight or diagonal of your Elf.
- **Concentration Shot:** Instead of placing Normal Arrows, you can place just the Concentration Shot anywhere in the bottom 4 rows. Note that you won't be able to **Dodge** if you do!
- You may place Arrows on top of Animal Tokens and you may place Arrows on top of one another.
- You are trying to predict where the Bucks and Boars will go and take your best shot. On your first turn of the game, you won't have much information to go by. You can skip placing one or both Arrows if you wish.



Red 'X' mark next to a Concentration Shot token.





## Step 2: Driving out The Prey

1. Flip all Forest Tokens in the Row below the Line of Elves to their Animal Side.
2. Starting with the top-most Row, and going from left-to-right, move each revealed Animal according to their Movement Rules. Repeat for each revealed animal in each row from top to bottom.
3. If an Animal's movement ends on one of your Arrow Tokens, you immediately Score a Kill. Remove the Animal and Arrow Token. Add that Animal to your Score Pile.
4. If an Animal's movement starts on or moves through one of your Arrow Tokens, you **may** attempt a **Skill Shot**. Roll the d6 to determine the outcome of your shots accuracy:
  - ❖ **1 or 2-** you missed, chump.
  - ❖ **3 to 6-** nice shot, slick.
  - ❖ **Concentration Shots** score a Kill on 2-6.
  - ❖ **On a Miss**, the Animal continues its movement but the Arrow Token stays on the Board.
  - ❖ Once per Game, you may spend the extra Elf Token to reroll any die roll.

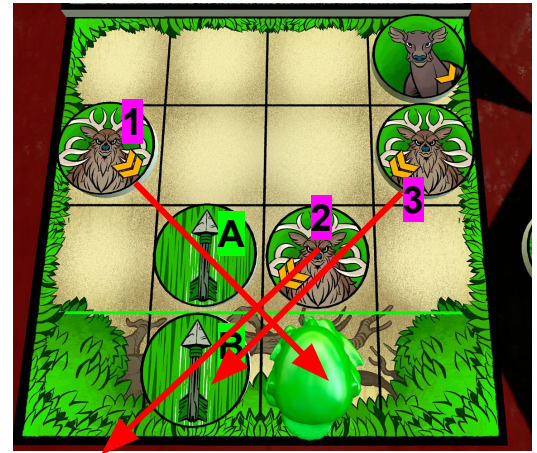
### Deer Movement:



#### When a Deer Moves:

1. Move them the number of Chevrons in the direction the Chevron is pointing.
2. If their movement runs them into a Forest Token or another Animal Token, skip over all Tokens in that direction until you land on an empty space, then end their movement.
3. If their movement takes them to the side edges of the board, including while skipping over other Tokens, continue their movement 90 degrees in the opposite direction.
4. At the end of an Animal's movement, if they aren't killed, flip them over to the forest-side.
5. Animals that move through the bottom of the Board, leave play.
6. If an Animal's Movement would run them into the Player, the Player may **Dodge** by flipping over one of their Arrow Tokens on the Board to the Dodge side and then moving to an empty adjacent space. Otherwise, remove all remaining Arrow Tokens and the Animal skips over the Player's Space.

#### Taking the Shot:



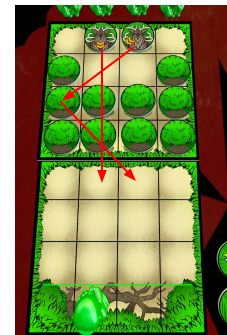
In the picture above, the Player has a chance at Scoring 2 Bucks and setting up a 3rd for the next Round.

**#1** moves first and its movement will go through **Arrow A**. The Player may attempt a **Skill Shot**. If it fails, the Player may then flip either Arrow Token to **Dodge**. Otherwise, they lose all remaining shots.

**#2** Moves next and will move through **Arrow B**. The Player may attempt a **Skill Shot** before it leaves Play. If it is successful, they get the Buck.

If they Miss, the Arrow stays and **#3** will end its movement on top of it: an automatic Kill!

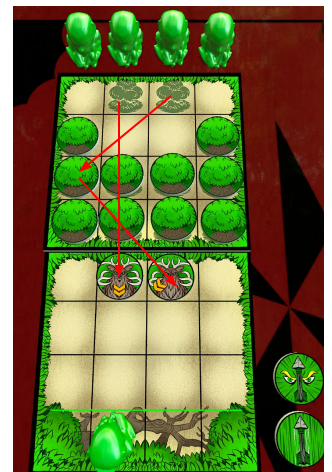
#### Movement Example:



2 Bucks are revealed.

The Red Arrows show their Movement.

The first Buck moves 2 spaces straight. Since his movement would end on an occupied space he continues to an empty space. The 2nd Buck's move ends on a Forest Tile on the edge, forcing him to change directions and move as shown.



**Dodge:** This is on the flip-side of the Normal Arrows.

## Boar Movement:



### **When a Boar Charges:**

- Follow the same Movement Rules as the Deer, **Except:**
- Every time their Movement would run them into another Token:
  - If it is Forest Side -up, flip it.
  - Immediately trigger that Animal's movement, flipping it over at the end.
  - Continue the Boar's Movement and repeat A & B for every Token moved through until it has moved all 3 spaces.

### Step 3: Reset

- Retrieve any remaining Arrows.
- Move all Elves up top forward to form a straight line above the next space(s) with Forest Tokens.
- Flip all Animal Tokens in the Hunting Grounds face-up (Bottom Board).

## Quick Reference:

*Repeat the following 3 Steps until the last Buck has left play.*

### Step 1: Pick your Shots.

- Place your Elf Token on any space in the first Row
- Place your 2 Arrow Markers anywhere within 2 spaces straight or diagonal from your Elf. You may place both on the same space if you wish. Arrows may be placed in the same spots as Animals.
- OR:** Only place the Concentration Shot anywhere in the first 4 Rows.

### Step 2: Drive out the Prey.

- Flip any Forest Tokens directly in front of the line of Elves at the top of the map.
- Starting with the Top Row, move all the revealed animals from left to right according to their movement rules. Repeat for each Row. Flip them face-down at the end of their movement.
- If any Animal ends its movement on your Arrow you remove them and one of the Arrow Tokens on that space and place the Animal in your Score Pile.

### Step 3: Reset

- Retrieve any remaining Arrows
- Move all Elves on the Forest Board down 1 space to form a straight line above the next Row.
- Flip all Animals in the Hunting Grounds face-up (Bottom Board)..

## Scoring:

- Boar in Score Pile:** 4 Points
- Buck in Score Pile:** 2 Points
- Doe in Score Pile:** -1 Point

**0-8:** Well, we need Elf Cooks and Ditch Diggers too!

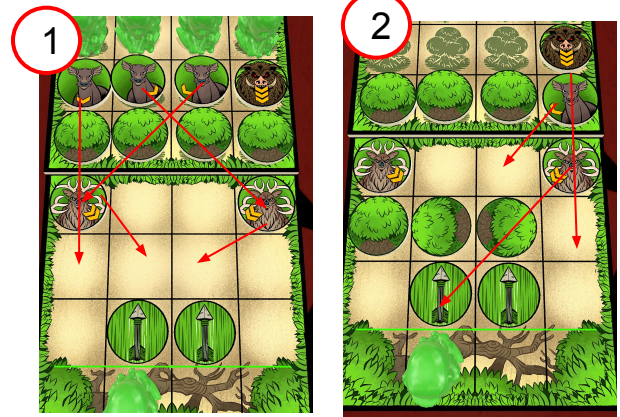
**9-11:** You show promise! Try again next Season.

**12-14:** Congratulations! You may call yourself an Elven Archer!

**15 -17:** Elite!

**18:** Legend!

### **Boar Example:**



- The line of animals are revealed and movement is activated left to right.
- The Boar flips over all face down tiles in its path and activates each animal it moves through. It pushes the Buck right into your shot!.
- All set-up to bag the final Buck.

