



In Dreaming Avalon

A Hunt

Players

Choose a partner to play with, and other players can freely join.

Turns

Take four turns.

Play to Find Out...

Each turn poses a challenge to the hunters' inventiveness, cleverness, & poetry. Play to find out whether the quarry escapes or is ultimately taken, and if so, by which hunter.



A Hunt



Choose at least one partner to play with. Choose which of you are the hunters and which is the quarry, and decide together how the hunt began.

Other players can join freely as hunters.

What do you notice about each other?

During the hunt, anyone may ask anyone for details about the landscape, what's ahead, what's behind, and what course the hunt might take.

The Object of the Hunt

Each turn poses a challenge to the hunters' inventiveness, cleverness, and poetry. Play to find out whether the quarry escapes or is ultimately taken, and if so, by which hunter.

Conducting the Hunt

The quarry conducts the hunt.

First, say where you are and where you're going, and draw four cards into your hand.

Lead the hunters through a series of four challenges and admissions. Choose freely, except that at least one must be an admission. Each of your hunters must answer each of your challenges and admissions, in turn, in the order you indicate.

After each challenge or admission, judge for yourself which of your hunters has given you the best answer, and give that hunter a card from your hand. Or else declare that none of them have given you an answer good enough, and award none.

Either way, you remain free, or win free again, and the hunt continues.

After a total of four challenges and admissions, end the hunt.

Challenges

- ☞ *I'm a hare, dashing away in a zig-zag course, close to cover and close to the ground. Can you track me? How?*
- ☞ *I'm a deer, staring silently, ready to bound away. How will you approach me?*
- ☞ *I'm a crow, curious, wary, attracted. Can you entice me closer? How?*
- ☞ *I'm a bull, spinning, bellowing, rushing upon you. Can you stand me off? How?*
- ☞ *I'm a cat, circling you, wondering what you are and what you might have for me. Can you draw me out? How?*
- ☞ *I'm a peregrine, soaring high above, invisibly small against the sky. Can you trace my course? How?*
- ☞ *I'm an otter, diving suddenly into the deep water and playing in the rushing currents. Can you follow me? How?*
- ☞ *I'm a wolf, spinning on you, biting, lunging. Can you face me down? How?*
- ☞ *I'm a badger, plunging down through the dim tunnels of the underground. Can you follow me? How?*
- ☞ *I'm a horse, now letting you approach, now snorting and dancing away again. Can you calm me? How?*
- ☞ *I'm a boar, crashing forward, fearless and reckless. Can you stand me off? How?*
- ☞ *I'm lightning, leaping across the sky, crashing into the branches of a storm-tossed tree. Can you leap after me? How?*
- ☞ *I'm a fox, pacing you, sometimes ahead, sometimes behind, disappearing and reappearing at will. Can you outmaneuver me? How?*

Admissions

- ☞ *I don't know this ground well, and at a turning I falter. What can you make of my hesitation?*
- ☞ *I slip on treacherous ground and scramble back to safer footing. What can you make of my retreat?*
- ☞ *I steal a look back at you, and you're nearer than I thought. When I meet your eye, what do I see?*
- ☞ *I've boxed myself inadvertently in, and will have to pass you closely to get away again. What can you make of my mistake?*
- ☞ *I come to a dangerous climb or leap and I hesitate, steeling myself. What can you make of my sudden reluctance?*
- ☞ *There are others ahead, and I must suddenly change my course. Who are they, and what are they to you?*
- ☞ *You catch me watching you closely from hiding. What do you see?*

Ending the Hunt

After a total of four challenges and admissions, compare cards.

If you still hold 3 or 4 cards, you break away and escape. The hunt ends:

☞ *I've escaped and evaded you. I'm at liberty, and you're all left behind.*

Otherwise, the hunter who holds the most cards, catches you. In case of a tie, draw one more card into your hand now and give it to the hunter you prefer.

Choose how the hunt ends:

☞ *I've somehow turned myself around. I blunder into you, and you catch me.*

☞ *I've come to some temporary security: a warren where I can take cover, a tree I can climb, a bramble I can work myself into. Here is where I go to ground.*

☞ *You've outrun me, outmaneuvered me, and now cornered me. You haven't taken hold of me yet, but I know I'm caught.*

☞ *With desperate, final, powerful effort, you reach after me and catch me at last.*

☞ *I'm exhausted, panting, spent, and you overtake me.*

☞ *You've proven yourself and I let you catch me.*

Everyone returns their cards to the deck. Shuffle the deck for the next game.