



This game was designed by the 2024-2025, S4-S6 Employability Ambassadors, Chryston High School, North Lanarkshire.

## Hochland-Wildtierjagd - How to Play

**Downloads required** – Hochland-Wildtierjagd gameboard; set back cards; counters

**Other requirements** – dice

**Players:** 2-4

**Goal:** The first player to move all four of your counters from your starting area to your home area.

### Setting up the Game:

1. Choose your colour – Each colour represents a habitat.

Wald und Feuchtgebiete – Forest and Wetlands; Baumkronen – Treetops;

Tundra und Graslands – Tundra and Grassland; Berge – Mountains

2. Place your animal counters in the starting areas – the white circles on the relevant habitat.

### How to Play:

On your turn, roll the die.

- You need to roll a 6 to get an animal out of your starting area and onto the board.
- If you roll a 6, you can either put a new animal counter on the board or move one of your animal counters forward 6 spaces.
- If you roll a number other than 6, move one of your animal counters which are already on the board that many spaces.

### Moving your animal counters:

- When starting an animal counter, it is moved onto the appropriate corner light coloured square.
- When travelling around the board, follow the thin arrows - e.g. ➡ You will have to travel around the full board before returning to your coloured area.
- If you land on a space where another player has an animal counter, that animal counter goes back to their habitat! However, you do get to roll again to try for a 6 to get back on the board.
- On return to your coloured area, follow the short arrow – e.g. ➡ and move along the appropriate coloured squares towards the centre circle. You will need to roll the exact number needed to land on the circle. You can only move onto this circle if you have all four of your animals in play.

### Setback squares:

**IMPORTANT** - If you land on any of the setback squares, the squares marked with an X, **even if it is not your coloured setback**, pick up the top setback card and follow the instructions. If the card you happen to pick up, the one on the top of the pile, is **not** your habitat (not your coloured setback card), you can try to roll a 6 to prevent the action to be taken. If it is your habitat (your coloured setback card) then you must take the action.

Shuffle the setback cards well after each time someone takes one.

## Some game vocabulary

Jetzt bist du dran!	It's your turn now.
Lass die Würfel rollen.	Roll the dice.
Ich habe gewonnen.	I won.
Geh zurück.	Go back.
Geh vorwärts.	Go forwards
Zieh eine Karte!	Pick a card.
Nochmal, bitte.	Say it again.
Schummler!	Cheater!
Oh nein!	Oh no!
Hier kommt XX!	Here comes XX!
Vorsicht	Careful
Gut gemacht!	Well done!