

piecepack Hyena



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Requirements:

Players: 2-4 (unlimited, in Variants)

Time: 20-30 minutes

Materials: One piecepack

Introduction:

Hyena, the game that piecepack Hyena is 'ported' from, is of unknown age from Africa.

In the 1920s, anthropologists, explorers and adventurers found a curious spiral-tracked game being played by the Baggara Arabs of the Sudan: *Li'b el Merafib*, "The Hyena Game".

The board was often drawn in the sand, with players using any objects available as pawns. It is a fairly basic race game, with an elimination element once the first player has finished.

Villagers head towards a well, camping overnight on the way. Once they have reached the well they return via the same trail. When the first villager has reached the village, hyena begins chasing the remaining villagers, beginning from the well.

Setup:

Place 24 tiles face-up (grid-down) in a spiral configuration (see Setup Diagram). The outermost tile represents the "Village", and the innermost tile represents the "Well". Villagers place a pawn of their choice on the village tile. Players roll for highest, to see who goes first. The first villager rolls, if it is a 'null' then the villager rolls again and moves towards the well, if the roll is 2-5 then the villager remains in the village. If ever the villager rolls a 5 (after the initial 'null') the villager gets a free roll again. The villager then camps on this tile until the next day (turn). Turns continue clockwise.

The Well:

A villager must roll the exact number in order to land on the well. Once a villager arrives at well, the villager again camps for the night. The next day the villager begins returning to the village, via the same path (but they must roll a 'null' prior to leaving the well). All villagers must reach the well before they can begin the return journey to the village. Once the first villager has arrived back at the village (must roll exact), the fun begins!

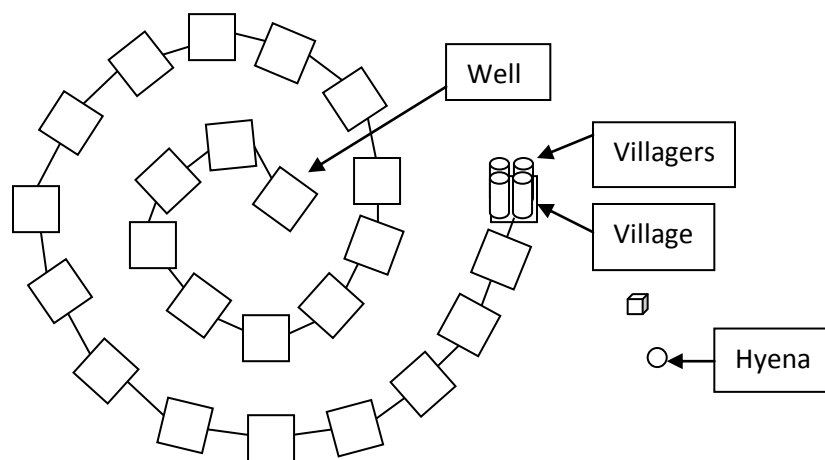
Hyena:

When the first villager has returned home, a hyena (represented by a coin) begins from the village, and begins moving towards the well (a 'null' is required to begin), at double speed. The winning player rolls and moves the hyena. Once the hyena has reached the well (exactly), spent one night, and is returning (at double speed after a 'null') he may eat any villagers in his path. When a hyena lands on the same tile as, or overtakes, a villager, they are eaten! The villager is removed from the board and they are out of the game.

Game End:

The game concludes when all remaining villagers have returned to the village, or eaten by the Hyena. In this game, the player who controls the hyena may be said to be the winner, but there are degrees of defeat. The player whose villager gets eaten by the hyena is rudely mocked by the players who manage to safely make it back to the village.

Setup Diagram: piecepack Hyena



Variants:

1. **Population Explosion:** Any number of players select pawns, coins, money, checkers, chess pieces, other game pieces, dice, glass beads, or anything else they think may work as their pawn.
2. **Pack of Hyenas:** Two or more hyenas (each having their own roll/turn) begin from the well instead of only one.
3. **Drought:** Increase the amount of tiles in the spiral, by also using coins as tiles, prior to commencing the game.

Version History:

[2-Apr-2009] v 1.0 First draft.

Links:

www.boardgamegeek.com/game/13726

www.boardgamegeek.com/game/38153

www.gamesmuseum.uwaterloo.ca/Archives/Davies/hyena.html

Whiter, Barb, "The Encyclopedia of Games", Hinkler Books, 2003.

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