

BEAR HUNT

roman empire

Bear Hunt is a strategy game rooted in the tactical traditions of the Roman Empire. It channels the strategic discipline of Roman formations and the dramatic tension of arena combat, where control and coordination were key to survival.

The game draws inspiration from venationes, public spectacles where wild beasts faced trained gladiators in brutal contests. These events symbolized imperial power and captivated audiences with their intensity and ritualized violence.

We imagine the game unfolding in the Colosseum: three gladiators working together to trap a powerful bear. One player controls the bear, relying on instinct and agility, while the other commands the gladiators, whose teamwork is their greatest weapon.

We chose Bear Hunt for its elegant asymmetry and thematic strength. It offers a tense, strategic experience that brings Roman spectacle to the tabletop.

Krisztina & Tamas, Lemery Games

The roar of the crowd fills the Colosseum as three skilled gladiators enter the arena, their eyes fixed on their formidable opponent. A massive bear, captured from the wilds, snarls and walks around showing its strength. This ancient Roman contest pits the gladiators' teamwork and skill against the bear's raw power and ferocity.

In this brutal display, will the gladiators corner their prey, or will the bear evade their grasp and defy the arena's deadly challenge?

- Narrative based on the imagination of Lemery Games -

Bear Hunt is a tactical game of asymmetrical strategy, where one player controls a Bear and the other controls 3 Gladiators.

OBJECT OF THE GAME

The Gladiators win by surrounding the Bear so it cannot move. The Bear wins by surviving 40 turns without being trapped.

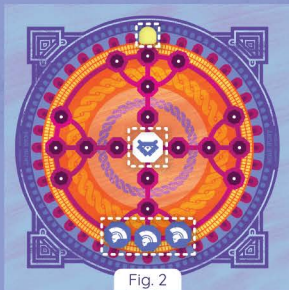
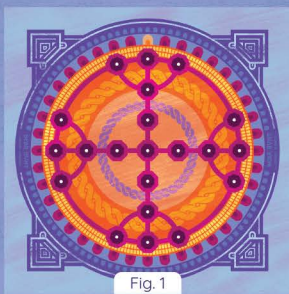
GAME CONTENTS

- 1 travel bag
- 1 game mat
- 3 blue Gladiator pieces
- 1 white Bear piece
- 1 yellow turn tracker piece
- 1 rulebook



SETUP

1. Lay out the game mat as shown in Fig. 1.
2. To decide player roles, one player takes the Bear and 1 Gladiator piece, hiding 1 piece in each hand. The other player chooses a hand. This reveals their role.
3. Place the white bear in the central space of the board (Fig. 2).
4. Place the 3 Gladiator pieces on any three adjacent spaces along the outer ring (Fig. 2).
5. Place the yellow turn tracker piece onto the marked space of the track around the board (Fig. 2).



HOW TO PLAY

Gladiators move first, then players alternate turns.

Movement

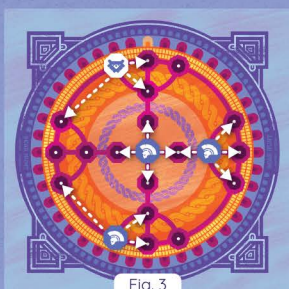
On each turn, players move one piece to an adjacent empty space, following the lines in any direction (Fig. 3).

Turn Tracking

Each time the bear player moves, move the yellow turn tracker piece along the track around the board (Fig. 4).

No Captures

There are no captures; the Bear cannot eliminate the Gladiators, and the Gladiators cannot remove the Bear. The only path to victory is through positioning.



GAME END

The game end immediately if:

1. The Bear is trapped so it has no legal moves. (Gladiator player wins.)
2. The Bear survives for 40 turns - 40 moves by each player - without being trapped. (Bear player wins.)

Play a Match

After the first game, switch roles. If both players successfully manage to capture the Bear, the number of turns it took each player is counted, and the one who captured the Bear in the fewest number of turns wins. If neither player manages to capture the Bear, you may declare the match as a draw, or play another match to decide the winner.

TIPS AND TRICKS



Gladiator player: aim to limit the Bear's escape routes gradually.



Bear player: try to avoid edges and seek open paths.

GAME VARIANTS

Choose to modify the game with any or all of these variations.

GLADIATOR CHALLENGE VARIANT

Play as the base game but reduce the number of turns from 40 to 30 — a greater challenge for the Gladiators, who will have to work twice as hard to capture the Bear.

HASTY BEAR VARIANT

Start the game with the setup seen in Fig. 5, where the Bear begins in the center space and all the Gladiators start in the adjacent spaces. In this variant, the Bear moves first.

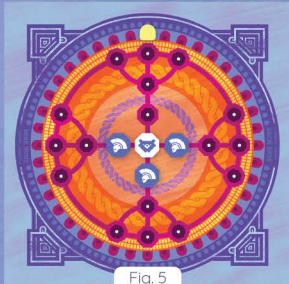


Fig. 5

DIFFERENT BOARD LAYOUT

1. Lay out the game mat with the variant side up (Fig. 6).
2. Place the Bear piece in the center space. The 3 Gladiators are then placed onto any three spaces along one of the two board edges that contain five adjacent spaces.

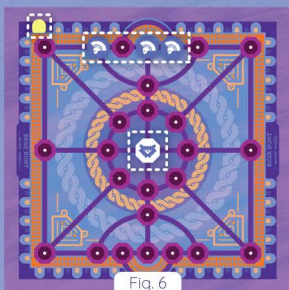


Fig. 6

MINI EXPANSIONS

HEROES OF EUROPE

Coming soon.

CHALLENGES OF EUROPE

Coming soon.

ORACLES OF EUROPE

Coming soon.

These rules of Bear Hunt were inspired by the 2022 book *Peg Pastimes: 40+ Classic Games from Around the World* by David McCord, published by NewVenture Games, which includes reconstructions of ancient hunt games based on archaeological evidence from the Roman Empire.

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THANK YOU

We would like to thank all XXX Kickstarter backers who helped LUDOS Europe come to life. Your contribution is key in preserving this game for future generations. Spread the word, and have fun!

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