

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

end, their eyes fixed on their formidable opponent. A massive bear from the wilds, snarls and walks around showing its strength. An ancient Roman contest pits the gladiators' teamwork and strategy against the bear's raw power and ferocity. In this brutal display, will the gladiators corner their prey, or will they evade their grasp and defy the arena's deadly challenges?

- Narrative based on the imagination of Lemery Games -

OBJECT OF THE GAME

win by surrounding the Bear
by surviving 40 turns without

A photograph of the game's contents. On the left, a purple drawstring travel bag with a white 'BEAR HUNT' logo and a small wolf head icon is shown. In the center, a circular game mat with a vibrant, multi-colored geometric pattern (orange, yellow, red, purple) is displayed. To the right, a small pile of blue, red, and white circular pieces representing the 'Gladiator' tokens.

- 3 blue Gladiator pieces
- 1 white Bear piece
- 1 yellow turn tracker piece
- 1 blue die

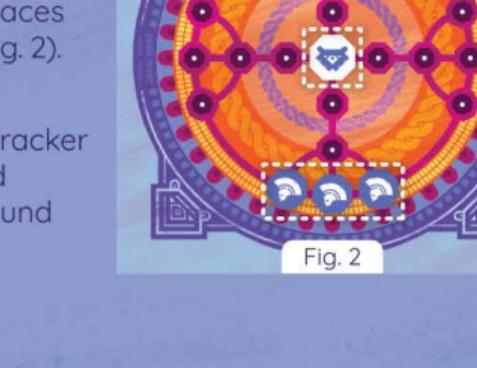
100% of the energy consumed in the U.S. is derived from fossil fuels.

at the moment.

To decide player roles, one player takes the Bear and 1 Gladiator piece, hiding

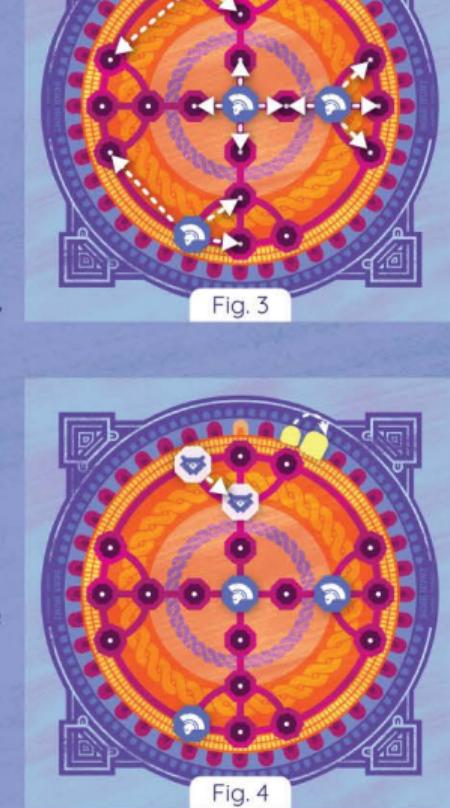
other player chooses hand. This reveals the

5. Place the white bear in the central space of the board (Fig. 2).



Movement

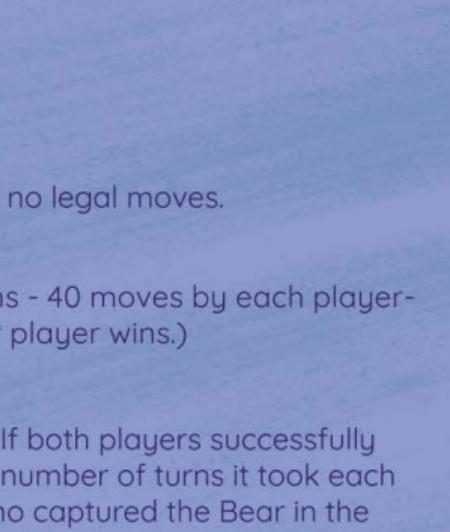
- space, following the lines in any direction (Fig. 3).
- Turn Tracking**
Each time the bear player moves move the yellow turn tracker piece along the track around the board (Fig. 4).
- No Captures**
There are no captures; the Bear cannot eliminate the Gladiators, and the Gladiators cannot remove the Bear. The only path to victory is through positioning.



GAME END

The game ends immediately.

2. The Bear survives for 40 turns - 40 moves by each player without being trapped. (Bear player wins.)



match to decide the

- 💡 **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.

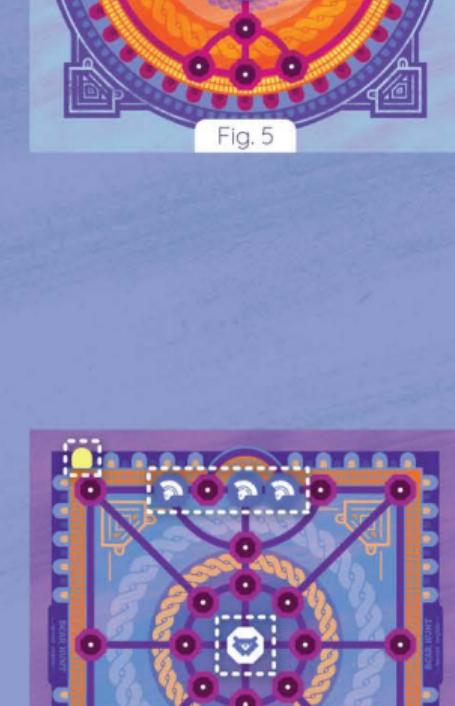


Fig. 5

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 New Venture Games, which includes reconstructions of ancient hunt games based on archaeological evidence from the Roman Empire.

Publisher: Lemery Games

Illustration: Tímea Kőszegi

and Lívia Varga

Rulebook editing and proofreading: Dario Jara

and Jeremy Rozenhart

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!

To follow our journey and see all of our games,

visit LemeryGames.com

