

Assignment C

Stalk the Deer

Stalk the Deer is a game that is played at night during camping trips. The target audience is male adolescents, typically Boy Scout, from the age 11 to 18.

Players

Stalk the Deer requires at least 3 players who do not mind getting dirty. It is usually played with at least 6 players.

The Deer. There is usually only one player designated as the Deer. However, with a large group (about 10 or more) it is recommended to have two Deers. The Deer lies inside the center of a fort and tags any Hunters with his laser pointer if that Hunter makes a sound.

The Hunters. The rest of the players are the Hunters. Their goal is to tag the Deer. However they must try to not make a sound while doing so.

Setup

Prior to playing Stalk the Deer, a Fort needs to be built by the Deer. A Fort normally consists of a few large logs laid out to form a circle with debris filling in any openings. The center of the fort is clear for the Deer to sit or lay in.

Equipment

Laser pointer, one for each Deer. It is used to tag the Hunters if they make a sound.

Flashlights, one per player incase an emergency occurs. Also the Deer turns on his flash light after each round and checks the locations of every Hunter.

The Hunters are highly encouraged to wear camouflage or dark clothing, gloves, and a hat. In spirit the Deer will also wear camouflage.

Camouflage bandanas. Once is awarded to the winner of the game.

Play

To start the Deer gets in the center of the fort while the Hunters are positioned at least 50 feet away from the fort. When the Deer is ready he whistles which queues the Hunters to begin searching for the fort. When the Hunters hear the whistle they begin to quietly move near the fort. Once they get within about 10 feet they must crawl toward the fort. This starts the first round.

The Deer tags any Hunter who makes a sound with the laser pointer. If the Hunter that the Deer tag last with the laser pointer makes a second sound the Deer tags him again with the laser pointer and makes a

soft whistle. When the Hunter gets tagged by the laser and is whistled upon, he must stand up and walk back 10 feet away from the fort and start all over again.

Each round ends when the Deer is tagged by a Hunter. When the Deer is tagged, he usually asks all Hunters to stay where they are and the Deer uses his flash light to see where every Hunter is located. Once satisfied the Deer may call for a new round to be played.

If the Deer decides to play a new round, the Hunters walk back 10 feet from the Fort as the Deer gets resituated. Once the Deer is ready he whistles and the play starts all over again.

The winner of the game is the Hunter who is the stealthiest during each round also factoring in the distance they were from the Deer when the Deer got tagged each round. The winner of the game is usually chosen by the Deer the next morning. The winner receives a camouflage bandana that he may choose wear during play.

Rules

Hunters may never crawl over the Fort.

Players may not talk or intentionally make noise while the game is in play.

If a Hunter is tagged and whistled at, he must stop, get-up and walk back 10 feet from the fort before he may continue playing.

The Deer must stay inside the center of the fort while the game is in play.

Hunters are not allowed to wear bandanas unless they have won them from previous Stalk the Deer games.

Critique

Stalk the Deer is an extremely fun game. The Hunters get to tone their stealth skills while the Deer practices on his hearing and night vision.

'Sweet spots' are weak points in the Fort. They are usually the easiest way for the Hunters to get through the fort. Usually they are created on purpose by the Deer, however sometimes they are unintentional and Hunters might be able to get through the fort faster than expected. If the first round ends early as the result of one, a second or third round will be added to compensate for the short round.

To object of the game is to tag the Deer, however the winner is chosen by the Hunter who is the stealthiest. This prevents players rushing through the fort and tagged the Deer as soon as possible. Also distance from the Deer is also factored in choosing the winner for the game so that a player cannot sit outside the fort and do nothing all game.

This game is meaningful because when a player performs an action, such as tagging the Deer or making a sound, the system responds to that action as interaction between the players. For example, if a Hunter tags the Deer, the round is over, or if a Hunter makes a sound, the Deer tags him with the laser pointer.

This game is full of bragging rights. Between players finding a sweet spot, getting awarded a bandana, and the players who physically tag the Deer, almost all of the players can find something to brag about.

Players of this game actually came up with an official song to be sung after playing it. It includes most of the games features, from tagging the deer to camouflage.

Attribution

The game Stalk the Dear was taught to me by Mr. Lee Clark from Boy Scout Troop 447, located in Linthicum Maryland. The origins of this game are unknown however I do know that when Mr. Lee, who is in his forties now, played this game when he was a young Boy Scout. Stalk the Deer has been played by Boy Scout Troop 447 on almost every camping trip for the last thirty-five years.