You’ll play two games, first a single-player game, then a multiplayer game.

The single-player game introduces the basic scenario – managing natural resources (Rabbits and Foxes), as well as receiving suggestions about your financial situation.
Overview

- On completion of the single-player game, you can complete **additional runs** to improve results.
- When all are ready, you’ll play the multiplayer game with two other students. You’ll take on a role, representing a family in a competitive situation. It’s the same basic system but shared with others.
After years spent honing your skills on the farm, you've left home in search of work. You're highly skilled in hunting, especially pesky Rabbits and Foxes.

Fortunately in Huntsville, a small town in the American West during the 19th century, these are common.
Intro to the Single Player Game

- Huntsville is short on resources, except for the local Rabbit and Fox population, which sustain the local economy. Their pelts can be sold and are quite valuable.
- As an expert, you've convinced the local town to let you take charge of their hunting quotas, which you'll decide every 10 years.
Pelt Values

- Not much of value is in Huntsville, except for pelts of local Rabbits and Foxes.
- Pelt prices that people are willing to pay is not constant, but instead changes based on their rarity.
  - When Rabbits are plentiful, their pelts are worthless.
  - When Rabbits are scarce, their pelts are valuable.
In the single-player, gameplay takes place primarily across three screens which display different information.

**Hunting History** allows you to see a log of previous hunting decisions and think about impact on the animal populations.

**The Marketplace** shows your earnings and pelt prices over time. Remember that you are also spending money, even if you don’t hunt.

**Decide what to hunt** is the your decision-making screen. Input how many animals to include in hunting quotas using the sliders at the bottom.
Single Player Gameplay and Interface

- You have two sliders for interacting with the system.
- The values represent the number of foxes and rabbits the townspeople can hunt each year for 10 years.
Intro to the Multiplayer Game

- You have been recruited to be a consultant for one of Huntsville’s powerful families: Appleseed, Boone, or Crockett.
- Players represent their respective families to make hunting decisions.
- You’ll compete with two other families, represented by other students. Your goal is to have the most money at the end.
Multiplayer Gameplay and Interface

In multiplayer, game play takes place across four screens – three from the single player game, plus an additional screen to monitor their competition.

**Hunting History** allows you to see a log of previous hunting decisions and think about impact on animal populations.

**The Marketplace** allows you to see your own earnings as well as changes in pelt prices over time.
Multiplayer Gameplay and Interface

The upper-right corner shows the name and banner for your family.

**Decide what to hunt** is your decision-making screen. Input how many animals your family will hunt using the sliders at the bottom.

**The Bank** allows you to see how much money you have in comparison with your competition, both in terms of current total and historical values.