

RAPTOR SOLO PLAYER

You wake up to the sound of engines and human conversations. You look around and see that your nest is empty, your babies are gone. You look around and see how they are being chased by ruthless scientists eager to capture. Putting them on display at the zoo of London to receive the £1 million reward advertised by the Queen of England is the only thing they are interested. Can you stop them?

The **objective** of the scientists is to capture three babies. Putting mama raptor to sleep is only the second-best choice. For this, they will always try to hunt in teams of at least 2.

For **placement at the beginning** of the game, the following rules apply:

- Place scientists always next to each other (on adjacent spaces)
- Do not place scientists on a straight line with mama raptor (if blocked by mountain this is no problem)
- Put first scientists on the left, then the scientists on the right
- Always check which baby is closest to exit (upper or lower tile) and then put first scientist within the shortest distance between baby and exit (closer to baby). Put second scientists next to him as close as possible to baby raptor

For **subsequent scientists entering** the game, the following rules apply:

- Place scientists always next to each other (on adjacent spaces)
- Do not place scientists on a straight line with mama raptor (if blocked by mountain this is no problem)
- Always check for a baby closest where scientists can enter. If two babies can be reached equally easy, then take the one which is more difficult to be reach by mama raptor (it would take her more moves). Put second scientists next to him as close as possible to baby raptor

Cards are drawn at random for both raptors and scientists.

Raptor card actions are unchanged except for “disappearance and observation”. In the next turn, draw two scientist cards and take the one which is most unfavorable to raptors. The other card you place at bottom of scientist deck again. This gives a tiny edge to scientists which is required to compensate for their artificial intelligence restrictions.

Scientists cards are always applied to help them achieve their objective as quickly as possible. Capture a baby and, if possible, avoid mama raptor. For this they will always try to get to the baby closest to them, to put to sleep the baby closest to them, to move scientists closest to the next baby. Trying to stay away from mama raptor is only relevant if two options are equally attractive. Since they are interested in quickly capturing baby raptures, they are less worried with staying alive. Flames will be placed in a way that escape chances of the most cornered baby are minimized.

Action points by scientists are spend in the following order:

1. Capture a baby
2. Put a baby to sleep
3. Move first scientist adjacent to a baby
4. Repeat step 1 or 2 if possible
5. Move second scientist adjacent to a baby
6. Repeat step 1 or 2 if possible
7. Etc.

So far, I played a few games and outcome is 50:50. Scientists actually will be very aggressive and as raptor you feel a little bit cornered trying to bite them to death before they capture your babies. Both, jungle and dessert worked just fine.

Looking forward to hearing your feedback and input on how we could make it even better.