

Vampire Hunt, or “Princess Seeks Prince”

Tom Verhoeff

September 2014

Introduction

Vampire hunt, or “Princess Seeks Prince”, is an exciting two-person game. First, we explain what you need and how to play the game. Then, you should try to play it a couple of times with a friend. The problem is to find out what the best way is to play this game, in particular, which player can always win on what boards.

What You Need

Vampire hunt is played in a network of caves, while “Princess Wants Prince” is situated in a castle with multiple rooms. Each day (night) the vampire (prince) sleeps in a different cave (room), but always a cave (room) that is adjacent to the one used on the previous day (night). Each day (night) the vampire hunter (princess) enters one cave (room) to catch (encounter) the vampire (prince).¹

From now on, we will refer to the two players as *hunter* (the vampire hunter or princess) and *target* (the vampire or prince). And we speak of *locations*, instead of caves or rooms.

Which locations are available and how they are connected can vary from game to game. We start with five locations in a row (see Figure 1).

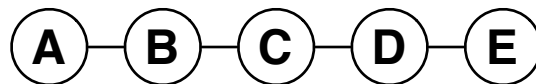


Figure 1: The game board for five locations in a row

To play the game you also need a token (chip, coin, pawn, or similar), representing the hunter. Both players keep track of their location on a special game form (see Figure 2). The (future) location of the hunter is publicly visible through the token on the board. The location of the target is secret.

¹In another variant of the game, it is the prince who tries to encounter the princess.

	A	B	C	D	E
1					
2					
3					
4					
5					
6					

Figuur 2: The game form for five locations in a row

How to Play

1. The hunter chooses a location to enter, and places the token at that location.

The hunter draws a circle in the corresponding box of the next empty row on the hunter's game form.

The hunter can choose any location.

2. Subsequently, the target chooses a location and draws a cross in the corresponding box of the next empty row on the target's game form. This choice is invisible to the hunter.

The first time, the target can choose any location. But after that, the target must choose a location that is *adjacent* to the target's previous location, and *different* from that previous location.

3. The hunter now enters the location chosen in Step 1.
4. If the target is at that location, then the *hunter wins* this game.
5. If the target is not at that location, and the form is full, then the *target wins* this game.
6. If the target is not at that location, and the form is not yet full, then the game continues at Step 1.

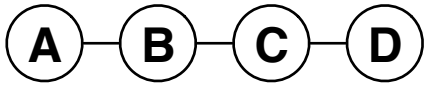
Afterwards, the game forms can be inspected to verify that there was no cheating.

Game Forms

On the following pages you find game forms for a couple of networks of locations.

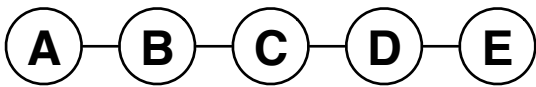
Make two copies of the game forms, one for the hunter and one for the target.

In some of these networks, the hunter can force a win. In another, the target can always win. There is also a network where neither can always force a win.



	A	B	C	D
1				
2				
3				
4				

	A	B	C	D
1				
2				
3				
4				

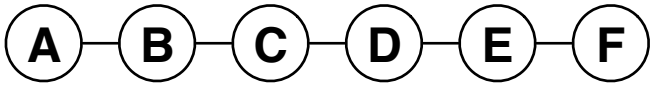


	A	B	C	D	E
1					
2					
3					
4					
5					
6					

	A	B	C	D	E
1					
2					
3					
4					
5					
6					

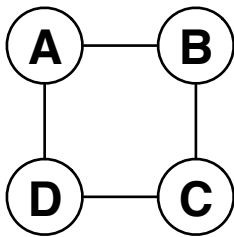
	A	B	C	D	E
1					
2					
3					
4					
5					
6					

	A	B	C	D	E
1					
2					
3					
4					
5					
6					



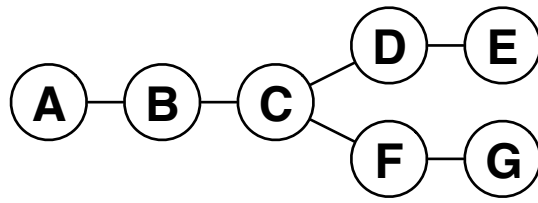
	A	B	C	D	E	F
1						
2						
3						
4						
5						
6						
7						
8						

	A	B	C	D	E	F
1						
2						
3						
4						
5						
6						
7						
8						



	A	B	C	D
1				
2				
3				
4				
5				
6				
7				
8				

	A	B	C	D
1				
2				
3				
4				
5				
6				
7				
8				



	A	B	C	D	E	F	G
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

