# HiDE-N-SEEKER

*Two player game, where each player is trying to find and destroy their opponent's unit before theirs is destroyed*

**1.** Placement – Choose one square on land on the map to position your unit and write coordinates in the Position Box. In the Features Box, draw any features or landmark in or around your position.
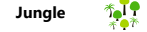
**POSITION**

| | |
|---|---|
| Letter | Number |

**FEATURES**

Unit

**2.** Reconnaissance – Each player alternates asking questions about the location of their opponent's unit (eg "Is your unit near ___?" or "Is you unit in row ____?").

| | | |
|---|---|---|
| **Villiage** | **Waterfall** | **Mountain** |
| **Water** | **Grass Land** | **Jungle** |

**3.** Launch Missile – If you think you've located opponent's unit, on your turn guess the location (eg, "Is your unit in box [Letter, Number]?").

**4.** Destroy – Game ends when one persons correctly guess their opponent's position.

# CNA Designer Notes

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*Hide 'N Seeker* is a simple micro-wargame where players must ask a series of question trying to locate their opponent's unit's position and destroy them before they are destroyed. As a micro-game, Hide N' Seeker takes the complexities of electromagnetic signatures and places it in terms of geographical landmarks. This encourages players to consider what the minimum information requirements are for mission success and how unit "signatures" can affect their visibility to their opponent. Ask too many questions or place your unit in a location with too many or too few defining characteristics and your opponent may zero in on your location before you can intuit theirs. The underlying goal of this game is to help familiarize players to both the utility and limitations of wargames. Wargames excel in highlighting the dynamic interaction between opposing minds, each adapting to one another's actions. Moreover, wargames help players inspect and explore the logic of their own actions and the reactions of their opponent. And like most wargames, the result is less important than the process of acting, reacting, and adapting. Wargames do not predict the future, but help players understand why a particular outcome happened.

The **CNA Gaming and Integration Program** designs bespoke analytical and educational games on a variety of topics—such as operational warfighting, cyber and space, global security, future technologies, and more. We tailor the wargame design, data collection process, and analysis to meet each sponsor's unique needs.

If you are interested in learning more about CNA wargaming, you can reach out to the following:
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