

FUGITIVE

You've completed the heist, now you just need to escape. Move from hideout to hideout while the Marshal tries to track your route.

WINNING:

Fugitive wins as soon as he plays Hideout 42.
Marshal wins if she has guessed all the Fugitive's Hideouts.

SETUP

Place the 0 Hideout card as the start of the centre row.

Make 3 decks of cards: 4-14, 15-28, 29-41.

Fugitive's starting hand: 1, 2, 3 and 42 *and*:
3 cards drawn from 4-14 and 2 from 15-28.

Marshal: Takes the notepad and pen.

FIRST TURN:

Fugitive: Places 1 or 2 cards as Hideouts.

Marshal: Draws 2 cards, makes a guess.

ALL TURNS:

Fugitive: draws 1 card from any deck.

May place 0 or 1 cards as Hideouts face down in the centre row to the right of the last Hideout (*They may look at any face-down card.*)

If he places 0 cards, he may draw a card from the lowest pile that still has cards.

Placing rules

The Fugitive may place a Hideout card if it is 1, 2 or 3 higher than the last hideout played. He cannot play one with a lower number.

Using **Sprint:** The Fugitive may place 1 or more extra cards underneath the hideout, face down. How many cards were played must be visible. The Fugitive's max range is now: $3 +$ the number of footprints on these Sprint cards.

Marshal: draws 1 card from any deck.

The Marshal says a number. If it matches any of the Hideout cards, (not Sprint cards), the Fugitive turns it & its Sprint cards face-up.

The Marshal may state multiple numbers.

Fugitive waits for all guesses. If any guess was wrong they do not reveal any Hideouts.

FURTHER RULES:

Manhunt

If the Fugitive plays Hideout 42 and the highest revealed hideout number is 29 or lower, then the Marshal may start a Manhunt.

The Marshal guesses a single Hideout, if correct she guesses another. If she guesses all Hideouts she catches the Fugitive and wins.

If she guesses any one incorrectly, the Manhunt fails and the Fugitive wins.

OPTIONAL EVENT CARD RULES:

Event cards add randomness to the game.

Whenever a player draws an event card, resolve it immediately, & then draw another card.

Setup for Events takes place after normal setup.

An Event Card describes an event.

A Placeholder Card just says “Event”

Options for Event Card Setup are overleaf

EVENT CARD SETUP OPTIONS

Random Events:

Shuffle 2 random Event Cards into each deck.

Discovery Events: *For when a Hideout is found*

Shuffle all Event Cards together to form a deck. Whenever the Marshal successfully guesses one or more Hideouts, the Fugitive immediately draws an Event card.

Helpful Events: *To help one of the players*

Cards that have a Fugitive/Marshal icon are beneficial to that player.

Shuffle all the events with the icon of the player you want to help evenly into each deck.

Catchup Events: *To help a player catchup.*

Sort events by icon into 3 piles & shuffle each.

Shuffle 2 Placeholders into each Hideout Deck.

During play, when a player draws a Placeholder they draw & resolve an event card from a particular pile based on the following. If:

1 Hideout is Face-down: The Fugitive's Pile

2 Hideouts are Face-down: Neutral Pile

3+ are Hideouts Face-down: The Marshal's Pile

TIPS

Fugitive:

You don't always have to play a Hideout, sometimes it's best to wait for better cards.

You may Sprint to your first hideouts.

Sprinting too often as the Fugitive can use up too many cards, often making you wait for a good draw.

You can bluff by playing unnecessary Sprint cards, but don't bluff too often.

Drawing from a higher deck than you need can throw off the Marshal and help you later in the game.

Playing a Hideout number that the Marshal just guessed can be smart, she's unlikely to guess it again.

TIPS: Marshal:

Take notes with the marker to note: Which Hideouts you've guessed, which cards you've drawn, which Hideouts they've used, which Sprint cards they've used.

When guessing a hideout with two Sprint Cards, there is a 50% chance the Sprint value is 3.

Don't guess more than one Hideout very often. It can leave you further behind instead of catching up. But if you are certain about one Hideout it can be useful to guess it along with another number.

Sometimes drawing exclusively from a higher pile can create a "roadblock" that is harder for the Fugitive to get around.

Jumping ahead and guessing a higher Hideout can reveal Sprint cards that can help you guess the hideouts before it. You could count backwards with the revealed Sprint cards to determine the Hideout immediately before it.

Pay attention to the cards the Fugitive looks at when checking a guess. What which pile he draws from. Information is everywhere.