

FUGITIVE

RULES AND STRATEGY

OVERVIEW

FUGITIVE is a quick, 2-player game where one player is the **Fugitive** moving from hideout to hideout on his escape route, and the other player is the **Marshal** trying to catch him before he escapes.

The main deck contains 43 *Hideout* cards, which represent places the **Fugitive** can hide. Additional *SHIFT* cards help shift the balance between the **Fugitive** and **Marshal** over multiple playthroughs.

OBJECTIVE

The **Fugitive** wins by playing cards until he can eventually play the *Hideout* 42 card to escape the **Marshal**.

The **Marshal** wins by identifying all the **Fugitive's** *Hideouts* to catch the **Fugitive**.

SETUP

Place the 0 card, the **Fugitive's** first *Hideout*, in the center of the play area. This is the first card of the center row.

Sort the *Hideout* cards into 3 decks: 4-14 , 15-28  and 29-41 . Each deck has its own icon in the bottom right corner. Shuffle all decks separately and place them face down near the center row.

Give the **Fugitive** and the **Marshal** their Role cards, and

2 give the **Marshal** her Notepad card and marker.

Form the **Fugitive's** starting hand with the *Hideout* cards numbered 1, 2, 3, and 42.

In addition to those 4 cards, the **Fugitive** draws 5 more cards from 2 of the 3 sorted *Hideout* decks, without revealing them to the opposing player:



(4–14): Draw 3 cards



(15–28): Draw 2 cards

HIDEOUTS

Each *Hideout* card has 2 values: a *Hideout* number (0–42) and a *Sprint* number indicated by footprints (+1  or +2 ).

The **Fugitive** uses cards by either placing them as *Hideouts* or by sacrificing them in order to *Sprint*. The **Marshal** uses cards she draws to deduce where the **Fugitive** is hiding and to decrease the number of options available to the **Fugitive**.



Marshal



Draw 2

Draw 3



Center Row

Fugitive



GAMEPLAY

The **Fugitive** and **Marshal** alternate turns throughout the game. On the **Fugitive's** turn, he may move to a new *Hideout* as part of his path to escape. On the **Marshal's** turn, she attempts to catch the **Fugitive** by uncovering the **Fugitive's** *Hideouts*.

The **Fugitive** always takes the first turn.

Fugitive's first turn:

- The **Fugitive** places 1 or 2 new *Hideouts*.

Marshal's first turn:

- The **Marshal** draws 2 cards total, either from the same deck or from different decks.
- The **Marshal** makes a guess to find one or more *Hideouts*.

Fugitive's subsequent turns:

- The **Fugitive** draws 1 card from any deck.
- Then the **Fugitive** may place 1 new *Hideout* **or** draw from the lowest number deck that still has cards in it.

Marshal's normal turn:

- The **Marshal** draws 1 card from any deck.
- The **Marshal** guesses to find one or more *Hideouts*.

Continue taking turns until one player wins:

The **Fugitive** wins by playing card #42, and by escaping the *Manhunt*, if necessary (see page 11).

The **Marshal** wins by correctly guessing all the **Fugitive's** *Hideouts*, either during her normal turn or through a *Manhunt*.

THE FUGITIVE'S OPTIONS

Place a new Hideout

The **Fugitive** places a card face down to the right of the previous *Hideout*, adding a new *Hideout* to the center row. The **Fugitive** can look at any facedown cards at any time to help him remember what's been played.

Placing a Hideout normally

Normally, the **Fugitive** can place a *Hideout* card if its *Hideout* number is up to 3 higher than the previous *Hideout*. The **Fugitive** cannot place a new *Hideout* with a lower number than his previous *Hideout*.

For example, if the previous *Hideout* were a 4, the **Fugitive** could choose to play *Hideout* 5, 6, or 7, but not *Hideout* 3 (because that's lower than the previous

Hideout number) or 15 (because that's more than 3 higher than the previous *Hideout* number).

Using cards to Sprint

The **Fugitive** may extend the normal range of 3 by placing the new *Hideout* with one or more extra cards underneath it, face down. These extra cards are used as *Sprint* cards, and they extend the **Fugitive's** range by the sum of their *Sprint* numbers.

When using cards as *Sprint* cards, the **Fugitive** must place them so that the **Marshal** can see how many *Sprint* cards have been played (but not their *Sprint* numbers). The **Fugitive** may always choose to place more *Sprint* cards than necessary, even if no sprinting is required.

- 8 Returning to the example: if the previous *Hideout* were a 4, the **Fugitive** could normally only play the

5, 6, or 7 *Hideouts*. If the **Fugitive** wants to play the 10 as the next *Hideout*, he must add cards with a total *Sprint* value of at least +3 (because 10 is 3 higher than the **Fugitive**'s normal range).

A gap of 6 requires
3 Sprint icons



A gap of 3 or less
requires no Sprint



+3 Sprint

Not Playing a Hideout

After drawing, the **Fugitive** can choose to play no *Hideout*. If he does, he may draw an additional card from the lowest numbered deck that still has cards.

THE MARSHAL'S OPTIONS

Guess a single Hideout

The **Marshal** guesses a number between 1 and 41. If that number matches any of the facedown *Hideouts* in the center row, the **Fugitive** reveals the *Hideout* card and any *Sprint* cards under it.

The **Marshal** doesn't need to select a specific facedown card when guessing, and she never needs to guess *Sprint* cards.

Guess a series of Hideouts

The **Marshal** guesses multiple numbers:

- If all of her guesses match facedown *Hideouts* in the center row, the **Fugitive** reveals all the guessed *Hideout* cards and any *Sprint* cards under them.
- If any of her guessed numbers are wrong, the **Fugitive** does not reveal any cards—even if one or more guessed numbers are correct.

The **Marshal** doesn't have to guess *Hideouts* in a specific order, and she never has to guess *Sprint* cards.

Start a Manhunt

As a last effort to catch the **Fugitive**, the **Marshal** can start a *Manhunt*, which happens separately from the normal sequence of turns. The **Marshal** can start

a *Manhunt* only when the **Fugitive** plays the *Hideout* card numbered #42 while the highest revealed *Hideout* number is #29 or lower.

In a *Manhunt*, the **Marshal** guesses a single *Hideout* (as above):

If she guesses correctly, she continues to guess another single *Hideout*. If the **Marshal** guesses all *Hideouts*, the *Manhunt* was successful. She catches the **Fugitive** at the last second, and the **Marshal** wins!

If she guesses incorrectly at any point, the *Manhunt* failed. The **Fugitive** escapes and wins!

Reveal any *Sprint* cards under a correct guess during a *Manhunt* as normal, but don't reveal any *Sprint* cards under the #42 *Hideout*.

SHIFT SYSTEM

SHIFT cards can be used in a best-of-5 game series of **Fugitive**. Each *SHIFT* card has a unique ability for the **Fugitive** or for the **Marshal** to use once per game. Only use the side of the card for the role you are playing. Draw 2 *SHIFT* cards when you lose a game and choose 1 to keep. Use it in every game after this. Reveal all *SHIFT* cards at the start of each game, but then players keep them in hand like a *Hideout* card.

Players can decide which roles to play each game in the series. Play until one player wins 3 games in the series. (Change series length to your preference.)

Advanced Variant: If both players are experienced, have the player who lost draw 2 *SHIFT* cards, choose 1 and give the other to their opponent.

Questions about the game or *SHIFT* cards? Go here:

fowers.games/fugitive

STRATEGIES AND TIPS

Being a good **Fugitive** requires taking risks. The **Mar-shal** must methodically search and deduce where the **Fugitive** might be. Here are some tips for each role.

Fugitive Tips

- You don't always have to play a *Hideout*. Not playing a hideout gains you an additional card.
- You may *Sprint* to your first *Hideout*.
- *Sprinting* too often as the **Fugitive** can use up too many cards, often making you wait for a good draw.

- Playing unnecessary *Sprint* cards keeps the **Marshal** guessing but also drains your cards quickly.
- 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.

Marshal Tips

- Take notes with the marker on the notepad to remember what you've guessed.
- Don't guess more than one *Hideout* very often. It can leave you further behind instead of catching up. However, if you are certain about one *Hideout*, it can be useful to guess it along with another number.
- Sometimes drawing exclusively from a higher

deck can create a “roadblock” that severely limits the **Fugitive**’s options as he moves forward.

- Guessing a higher *Hideout* can reveal *Sprint* cards that help guess the *Hideouts* before it. Sometimes you can 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. Watch which deck he draws from.

CREDITS

Thanks to Off the Page Games for use of the *SHIFT* system.

Design: Tim Fowers

Art: Ryan Goldsberry

Rules: Scott Post

Layout: Skye Larsen

Balance: Sam Aho, Leonardo Santoso