

YOU'RE INVITED TO A

MANHUNT NIGHT

Hide. Hunt. Break your friends out of jail.

When

Meet at

Hosted by

Questions

BRING

- Shoes you can run in
- A small flashlight
- Clothes for the weather

THE RULES THAT MATTER

- Touch tags only. No grabbing or tackling.
- Stay inside the boundary.
- "FREEZE!" stops the game for everyone.



Scan for the rules
manhuntgame.com/rules

Player role cards

Cut on the dashed lines. Deal one to each player, face down. 4–5 players: 1 hunter · 6–8 players: 2 hunters · 9–12 players: 3 hunters · 13–15 players: 4 hunters · 16–19 players: 5 hunters · 20–22 players: 6 hunters.

▲ HUNTER

Tag every runner. You win if they're all in jail at once.

- Wait at jail with your eyes closed until the head start ends.
- A tag is a light two-finger touch on the shoulder or back. Not sure? It didn't count.
- Guard jail only standing in the open, where runners can see you.

Safety word: **FREEZE** · manhuntgame.com

▲ HUNTER

Tag every runner. You win if they're all in jail at once.

- Wait at jail with your eyes closed until the head start ends.
- A tag is a light two-finger touch on the shoulder or back. Not sure? It didn't count.
- Guard jail only standing in the open, where runners can see you.

Safety word: **FREEZE** · manhuntgame.com

● RUNNER

Stay free. Runners win if anyone is free when time runs out.

- Hide inside the boundary. Roads, water and yards are always out.
- Tagged? Walk straight to jail. You can't be tagged or free anyone on the way.
- Reach jail untagged, tag a prisoner's hand and shout "Jailbreak!" Everyone inside is free.

Safety word: **FREEZE** · manhuntgame.com

● RUNNER

Stay free. Runners win if anyone is free when time runs out.

- Hide inside the boundary. Roads, water and yards are always out.
- Tagged? Walk straight to jail. You can't be tagged or free anyone on the way.
- Reach jail untagged, tag a prisoner's hand and shout "Jailbreak!" Everyone inside is free.

Safety word: **FREEZE** · manhuntgame.com

● RUNNER

Stay free. Runners win if anyone is free when time runs out.

- Hide inside the boundary. Roads, water and yards are always out.
- Tagged? Walk straight to jail. You can't be tagged or free anyone on the way.
- Reach jail untagged, tag a prisoner's hand and shout "Jailbreak!" Everyone inside is free.

Safety word: **FREEZE** · manhuntgame.com

● RUNNER

Stay free. Runners win if anyone is free when time runs out.

- Hide inside the boundary. Roads, water and yards are always out.
- Tagged? Walk straight to jail. You can't be tagged or free anyone on the way.
- Reach jail untagged, tag a prisoner's hand and shout "Jailbreak!" Everyone inside is free.

Safety word: **FREEZE** · manhuntgame.com

● RUNNER

Stay free. Runners win if anyone is free when time runs out.

- Hide inside the boundary. Roads, water and yards are always out.
- Tagged? Walk straight to jail. You can't be tagged or free anyone on the way.
- Reach jail untagged, tag a prisoner's hand and shout "Jailbreak!" Everyone inside is free.

Safety word: **FREEZE** · manhuntgame.com

● RUNNER

Stay free. Runners win if anyone is free when time runs out.

- Hide inside the boundary. Roads, water and yards are always out.
- Tagged? Walk straight to jail. You can't be tagged or free anyone on the way.
- Reach jail untagged, tag a prisoner's hand and shout "Jailbreak!" Everyone inside is free.

Safety word: **FREEZE** · manhuntgame.com

Leader cards

One leader per job. On a big night, one set per zone.

REFEREE

Runs the game. Doesn't run.

- Stands at jail with the roster, a whistle and a light.
- Starts and ends rounds, settles arguments, watches the jail guards.
- Three long whistle blasts: everyone back to jail. Pauses for anything that looks wrong.

BOUNDARY MARSHAL

Keeps the edge safe.

- Stands with a light on the edge nearest a road, water or a building.
- Turns runners back at the boundary, kindly and every time.
- Can shout "FREEZE" to stop the game for everyone.

BOUNDARY MARSHAL

Keeps the edge safe.

- Stands with a light on the edge nearest a road, water or a building.
- Turns runners back at the boundary, kindly and every time.
- Can shout "FREEZE" to stop the game for everyone.

HEADCOUNT & FIRST AID

Knows where everyone is.

- Beside jail with water, the first-aid kit and the sign-in list.
- Counts every player at the end of every round, before anything else.
- Holds the end time and the meeting point.

JAIL

Tagged? Walk here. Stay within about 20 big steps of this sign.

A free runner who reaches jail untagged frees everyone inside. Freed runners get a 20-second head start.

Scoreboard

Versions: Classic, Infection (tagged runners become hunters), Jailbreak, Flashlight. Rules for each at manhuntgame.com/variatiions.

ROUND	VERSION	HUNTERS	MINUTES	CAUGHT	JAILBREAKS	WINNER	HEADCOUNT
1							☐
2							☐
3							☐
4							☐
5							☐
6							☐
7							☐
8							☐
9							☐
10							☐

THE STORIES OF THE NIGHT

Best hiding spot

Closest call

Best jailbreak

Hunter of the night

Last runner standing

Host checklist

For the leader in charge. Follow your organization's own rules where they're stricter.

BEFORE THE NIGHT

- ☐ Permission for the place and the time
- ☐ Walk the boundary in daylight; note roads, water, holes
- ☐ Pick a lit jail near the middle
- ☐ A note to parents (youth groups) or a heads-up to neighbors
- ☐ Lights, a whistle, a first-aid kit, water
- ☐ A leader for each job on page 3

AT THE START

- ☐ Sign everyone in on the roster
- ☐ Walk the boundary with the group
- ☐ Read the leader script (below)

EVERY ROUND

- ☐ Headcount at jail before anything else
- ☐ First caught become the next hunters
- ☐ Water break

AT THE END

- ☐ Final headcount against the roster
- ☐ Everyone leaves the way they arranged to

#	NAME	R1	R2	R3	R4
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					

THE LEADER SCRIPT (ONE MINUTE)

"Here's the boundary: _____. The parking lot, the street and the inside of the building are out. Jail is _____. Leaders on the edges have lights; if one of them says stop, you stop. A tag is a light touch on the shoulder or back. No grabbing, no tackling. If you're tagged, walk to jail. If you're free and you reach jail without being tagged, you break everyone out. If anyone shouts 'Freeze,' everybody stops. Three long whistle blasts means everyone comes back to jail. Hunters, eyes closed. Runners, go!"

YOU'RE INVITED TO A

HALLOWEEN MANHUNT

Flashlights. Zombies. A graveyard jail.

When

Meet at

Hosted by

Questions

BRING

- A costume you can run in. Masks off while playing.
- A flashlight and a glow band
- Shoes you can run in. No toy weapons.

THE RULES THAT MATTER

- Touch tags only. Zombies may groan; they may not grab.
- Stay inside the boundary.
- "FREEZE!" stops the game for everyone.



Scan for the night's rules
manhuntgame.com