THE OUTDOOR CHASE GAME

MANHUNT

4–30 players (best 6–20)
15–30 min rounds
Outdoors, day or night

Hunters find and tag **runners** inside the boundary. Tagged runners go to **jail**. Free runners can break them out. **Hunters win** if every runner is caught at the same time. **Runners win** if anyone is free when time runs out.

SETUP

1. **Boundary.** Walk the edges. Roads, water and private property are always out.
2. **Jail.** One landmark near the middle. "In jail" = within about 20 big steps of it.
3. **Teams.** About 1 hunter per 3–4 players:
   4–5 → 1 · 6–9 → 2 · 10–13 → 3 · 14–17 → 4 · 18–21 → 5 · 22 → 6
4. **Time.** Head start 2–4 min. Hunt 15–30 min.

PLAY

5. **Head start.** Hunters wait at jail, eyes closed. Count the last 10 seconds out loud.
6. **Hunt.** Hunters search. Runners hide, sneak and run. Stay inside the boundary.
7. **Tag = a light two-finger touch** on the shoulder or back. Not sure? It didn't count.
8. **Caught?** Walk straight to jail. You can't be tagged or free anyone on the way.

JAILBREAK

9. A free runner who reaches jail **untagged** tags a prisoner's hand and shouts **"Jailbreak!"** Everyone in jail is free.
10. Freed runners get a **20-second head start** (count it out loud) before they can be tagged again.
11. **Guarding jail:** only standing in the open, where runners can see you.

END

12. Time's up? Call **"Olly olly oxen free!"** Everyone returns to jail.
13. **Headcount** before anything else.
14. Next round: the **first runners caught** become the hunters.

SAFETY RULES

- **No tackling, grabbing or pushing.** Ever.
- Public places only. No roofs, cars, sheds, water or climbing.
- Never hide on or near a road.
- Safety word: **"FREEZE"** stops the game for everyone.
- At night: carry a light, stay in pairs if younger.

Our house rules:

Rules, variations and the free app that referees the game: **manhuntgame.com**
Android friends can play in the browser: **manhuntgame.com/play**