

Manhunt

This game is an alternate way to play tag. Some Game Types are included within these rules, but others may be used based upon the Game Director's discretion.

I. Boundaries

- Game play is restricted to a limited playing area; the size of the playing field depends upon the number of players.
- Players must remain within the declared playing field. For example, a violation of the boundary rules in the Fugitive vs. Manhunter Game Type will turn a Fugitive into a Manhunter.

II. Equipment

- All players must have both an orange bandana and a green bandana. Due to low lighting conditions traditional to the game, both sides wear them as headbands for easier identification.
- Flashlights may be used based upon insufficient natural light or if a Game Type requires them.

III. Game Types

Fugitive vs. Manhunter:

- One player starts as the Manhunter, while the rest are Fugitives. The Manhunter is randomly selected from players who volunteer. Manhunters wear orange headbands.
- The remaining players begin as Fugitives and wear green headbands.
- Players on the Manhunter faction attempt to find and tag Fugitives. When a Fugitive is tagged, he/she is brainwashed and joins the Manhunters.
- Fugitives run and hide to avoid being tagged.
- The game ends when all Fugitives have been tagged or a predetermined amount of time has elapsed.

Escape the Manhunters:

- Two teams of approximately equal numbers are made prior to the start of the game. One team starts as the Manhunters and the other team becomes the Fugitives.
- Tagged Fugitives go to the Jail location, which is predetermined before the game. A captured Fugitive can be set free from the jail by being tagged by a non-captured Fugitive and saying "1,2,3, MANHUNT"
- This game may include a Manhunter Captain who is allowed to use a flashlight. Fugitives tagged by the Captain cannot be freed.
- The escape variant ends after a predetermined length of time. The Manhunters win if at least half of the Fugitives are in Jail. The Fugitives win if less than half are in Jail

Scottish Style:

- Two teams are made. One team is the Manhunters and the other is the Fugitives.
- The Fugitive team then thinks of a word with as many letters as team members. Each member is given a letter and is forced to reveal it when caught.
- If the Manhunters figure out the word in the given time limit, they win.

A to B variant:

- In this version, both sides start with equal numbers and Fugitives are now called "Runners".
- The Runners need to make it from "Point A" to "Point B" without being caught. If caught they are out of the game.
- After a round teams swap, the team has more Runners make it to "Point B" is deemed the victor.