

Manhunt

I. Registration

Registration is not applicable to Manhunt.

II. Orientation

No official orientation will be held for Manhunt. Rules will be reviewed and questions will be answered before games begin.

III. Objective

The objective of Manhunt is for Manhunters to catch all Fugitives and for Fugitives to avoid the Manhunters.

IV. Teams

- Manhunters are the hunters.
- Fugitives are the hunted.

V. Boundaries

The boundaries will be specified by the game administrator.

VI. Equipment

- UGC Bandanas, the game director will specify how to wear them.
- Flashlights, the game director determines if flashlights are allowed.

VII. Duration

The duration of Manhunt will be declared by the game administrator or will continue until one team is victorious.

VIII. Game Variants

Fugitive vs. Manhunter:

- One player starts as the Manhunter, while the rest are Fugitives.
- Players on the Manhunter team attempt to find and tag Fugitives. When a Fugitive is tagged, he/she joins the Manhunters.
- Fugitives run and hide to avoid being tagged.
- The round ends when no Fugitives remain or when time runs out.

Escape the Manhunters:

- Two teams take turns being Manhunters and Fugitives.
- When tagged, Fugitives go to a predetermined jail. Uncaptured Fugitives may free captured Fugitives by touching the captured Fugitive and saying "1, 2, 3, MANHUNT!"
- This game may include a Manhunter Captain who is allowed to use a flashlight. Fugitives captured by the Captain cannot be freed.
- The round ends when all Fugitives are captured or when time runs out. If time runs out and at least half of the Fugitives are in jail, then the Manhunters win. Otherwise, the Fugitives win.

Scottish Style:

- Two teams take turns being Manhunters and 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.
- The round ends when either the Manhunters figure out the word or when time runs out. Manhunters win if they figure out the word. Otherwise, the Fugitives win.

A to B Variant:

- Two teams take turns being Manhunters and Fugitives.
- The Fugitives need to make it from “Point A” to “Point B” without being caught. If caught they are eliminated.
- The round ends when all Fugitives are caught, at “Point B”, or if time runs out.
- After two rounds, the team with the most Fugitives at “Point B” wins.