












OUTRUN



It's the night of Halloween. You are attending a fancy dress party with your friends at the Monster Movie Museum, when a freak lightning storm makes one of the very realistic monsters come to life! It's now chasing you!

You can't outrun the monster, but you can outrun your friends!

Box Content

- 48 interference cards: 
- 12 double-sided interference cards for use with the Vampire 
- 6 interference reference cards: 
- 48 path cards: 
- 54 player movement cards (9 per player): 8  + 1 Finish 
- 6 player placeholder/infection cards: 
- 12 player tokens (2 per player):  
- 4 monster/map boards:  
- 1 rules booklet

Game Setup

1. Each player selects a character, then:
 - a. Takes the 9 corresponding movement cards into their hand
 - b. Places the placeholder/infection card in front of themselves
 - c. Takes the 2 matching character tokens
2. Choose the monster board you wish to play (see below for a description of each monster).
3. The game is meant for 2 to 6 players. When less than 6 players, use the reverse side of the player tokens that are not in use (characters not being played) to block out the unnecessary spaces on the monster board, as per the grid below:

2	✓	✗	✗	✗	✗	✓
3	✓	✗	✗	✓	✗	✓
4	✓	✗	✓	✓	✗	✓
5	✓	✓	✓	✓	✗	✓

See Monster Board Overview for visual reference

4. Place 1, 2 or 3 map boards (reverse of the monster boards) near the playing area. Each board is composed of 9 spaces referred to as rooms. This is your route out of the museum and will determine the duration of the game. Return unused boards to the box.
5. For each player, place one player token near the monster board.
6. And the second player token on the 1st room of the 1st map tile.
7. Shuffle the path cards and place them face down near the monster board.

8. Create a deck based on the monster chosen. Include the following interference cards:

- a. Bear/Dragon: all interference cards
- b. Zombie: all interference cards with a Zombie icon
- c. Vampire: all interference cards with a Vampire icon



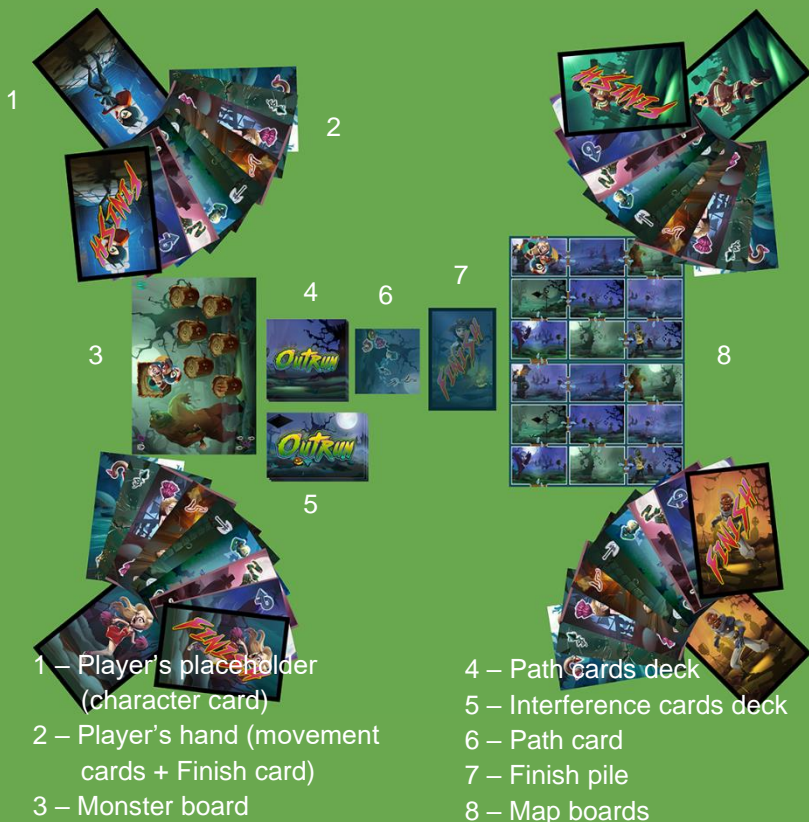
Shuffle and place the interference deck face down nearby, and any unused cards back in the box.

9. Vampire only: place the 12 additional “+” cards (and the 3 “+” cards with the zombie icon) nearby.

If a “+” card is drawn from the interference deck, then use these so that each player has a copy to play.

10. Designate a location for the finish pile.

Example of the game layout for 4 players:



1 – Player's placeholder
(character card)

2 – Player's hand (movement
cards + Finish card)

3 – Monster board

4 – Path cards deck

5 – Interference cards deck

6 – Path card

7 – Finish pile

8 – Map boards

Monsters

Choose your game board wisely... as every monster has its own tricks!



The Vampire uses his powers to play tricks on people's mind. No one is safe...
Interference cards are placed in the centre of the playing area, and everyone is affected.
(We recommend this board for your first game.)



The Bear shows no mercy. If you want to win, you'll have to sacrifice your friends!
All the players receive interference cards that they can play against each other.



Beware of the Zombie's bite... If you are infected by him, you won't rest until you have infected everyone else.
Interference cards affect each infected player individually. Each of them chooses another player to infect. Use the special antidote card to remove the infection.



The Dragon has a searing fire breath that burns all but the fastest runners.
The fastest player of the round advances faster on the map board but does not receive interference cards. All other correct players get two interference cards to play and can get rid of the cards previously played against them.

How to Play

The game is played in rounds, with each round having the following stages:

1. Which way to go?
2. Run away!
3. Was it the right way?
4. Was I faster than the others?
5. Get moving!
6. Special effects!
7. Interfering with the players!

Which way to go?

1. At the start of each round, one player will take a path card from the top of the deck, quickly turn it over and place it at the center of the play area:
 - a. For the first round, the player that last watched the scariest movie starts (decide between you which was the scariest).
 - b. For all following rounds, the fastest correct player from the previous round turns the card. If all players were wrong, then the same player turns the card again.
2. The revealed card shows the basic order of moves to be followed by all players. Start with the glowing icon, and follow the footprints along the path:



Run Away!

1. Lay out your movement cards face up in front of you to match the order revealed on the path card. If you have received interference cards, remember to apply the necessary changes!

Players are free to lay cards in a row in front of them or stack them in a pile, as long as the order is maintained.

2. Once finished, place your 'Finish' card on the finish pile.

If a player is taking a particularly long time you may declare "Time's up" as a group. For the next step, that player will be considered as wrong.

Was it the right way?

1. Check the movement cards of the person to your left and make sure that they match the order on the path card (taking into account their interference cards). If they are in the wrong order, place their token in the +0 box at the top of the monster board.

Was I faster than the others?

1. Move the tokens of the players who have the correct order to the left of the monster board.
2. Turn over the Finish card pile.
3. Return each Finish card one-by-one placing each correct player's token on the available positions of the monster board, starting with the furthest on the right for the fastest correct player. Finally, order the tokens left in the +0 box (those who got it wrong!) from fastest to slowest.

4. For the Bear, the slowest correct player may choose to place his token on the +0 position if it is vacant, in order to clear all interference cards currently played against them:






Get moving!

1. Move your character token on the map board by the number of rooms indicated on the monster board (+0, +1, +2, etc.).

Make sure to move them in the order of fastest player to slowest player as this can make the difference between winning or losing!


Special effects!

Some monster board positions have special effects. Use them now!

- Bear  : A clawed player removes all interference cards in front of them (and place them in a discard pile).
- Dragon  : On-fire players remove all interference cards in front of them (and place them in a discard pile).
- Zombie  : If on a biohazard spot, you become infected (turn your placeholder card over to the red side). If you are already infected, choose an adjacent player on the monster board to infect.

Interfering with the players!

Interference cards can help or hinder the players escaping the museum. Go to the last page for details of how each interference card works.

Firstly, remove any  cards that have been played in the previous round.

Bear



Each player draws one card from the interference deck.



Working from the fastest to the slowest player of the round (correct then incorrect players), players can then play any interference cards that they hold (on themselves or against other players), or keep them for use in a later round or at the time indicated on the card.

Dragon



Each player in a position with a card icon on the monster board draws two cards from the interference deck.



Working from the fastest to the slowest player of the round, players can then play any interference cards that they hold (on themselves or against other players), or keep them for use in a later round or at the time indicated on the card.

Vampire



Draw one card and place it in the center of the play area. This card applies to all players. If a “+” card is drawn, each player takes a matching copy of the card from the additional “+” cards deck.

Zombie



Each player that is infected draws one card and places it in front of themselves. This card applies to them only.



cards: Only one interference card showing this icon in the bottom left corner can affect each player (or all players if using the Vampire board) at one time. When a new one is played, it replaces the old one.




cards: These cards last for one round only once played. They will be removed before more Interference cards are drawn at the next round.

Duplicates: A player may not have 2 copies of the same interference card in front of them.

Note: If there are no cards left in the interference deck, reshuffle the discard pile.

Zombie-Specific Rules

Antidote: When you see  on the path card, if your placeholder card is red side up you can play it as an antidote. Place the placeholder card after the last card in your path, to cure the infection and clear all interference cards in front of you. You are also immune to infection for the rest of this round.

Winning

The winner is the first person to make it off the map. Congratulations! You managed to outrun all the other players.

FAQ

Q: What do I do if I have a 'Switcheroo' (A, B) in front of me and a matching symbol (A) on a 'Not this way' card.

A: 'Not this way' refers to what is on the path card. So when you get to move (A) on the path card, you do not play any card from your hand. When you get to move (B) on the path card, the 'Switcheroo' applies, so you would play move (A) from your hand. For example:

Path card



Interference cards

Your hand



Q: Can I use a 'Boost' twice in the same round?

A: You are not permitted to play any duplicate interference cards in front of you, so you may only play 1 'Boost' at a time.

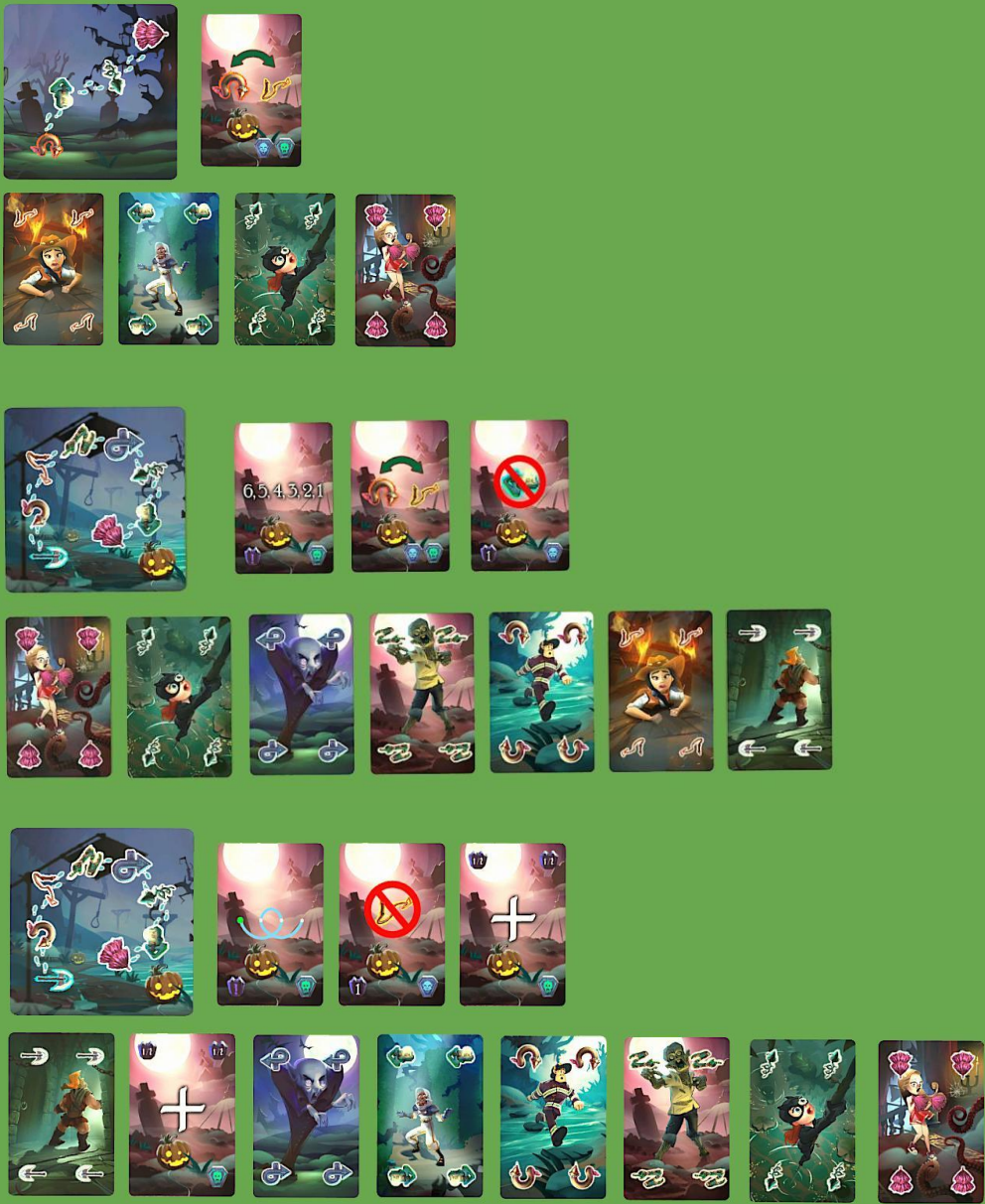
Monster Board Overview

Key areas of the monster boards

1. +0 square: Where your token goes if you placed your cards in the wrong order or ran out of time.
2. Position places
 - a. Inactive position (example for a 4-player game)
 - b. Slowest player on the left
 - c. Fastest on the right
3. Top left: Who receives the interference card and how many
4. Bottom left: Where interference cards may/must be played
5. Top right: What clears the interference cards



Examples of modified paths



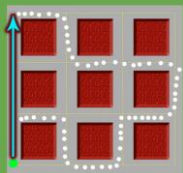
Thanks

We would like to give special thanks to the following people, who have made it possible for you to play Outrun today:

- Ian Barrow: original concept of Outrun and game mechanics
- Szymon Stuglik: core mechanics of Outrun / supplier sourcing
- Paul Hunter: game mechanics and social media
- Our artists on this game: Pablo Blayker & Kamila Szutenberg
- Play Testers:
 - Employees of Conversis
 - Library Pot (Richmond, London)
 - Thirsty Meeples (Oxford) testing group
 - The Krakow krew
 - Essen Spiel Attendees
- Suppliers of prototypes: BoardGamesmaker.com
- The families of Paul, Ian & Szymon (for their patience and understanding)

Interference Card Descriptions

	Back away Lay your movement cards in reverse order
	Boost Double the number of rooms you move on the map board on this round
	Fair trade? Swap the interference cards played in front of you with another player (discard after use) Also usable if either player has 0 interference cards
	Focus You may discard all interference cards in front of you (discard after use)
	Have mine Pass the interference cards in front of you onto another player (replace any  cards with your own) (discard after use)
	Little shortcut Play 1 fewer movement card of your choice on this round
	The long way Play this card between the 1st & 2nd  , 2nd & 3rd or 3rd & 4th movement card you play from your hand. When this is drawn on the Vampire board, each player should add a duplicate of this card to their hand.



Major shortcut

Instead of playing movement cards this turn, simply play this card and your Finish card.



Not that way

Ignore this move when you get to it, if it is displayed on the path card.



Shield

No additional interference cards can be played against you.



Steal

Steal all interference cards from another player's hand (discard after use).



Stepping Stones (evens, then odds)

Play even moves on the path card and then odd moves (e.g. 2, 4, 6 then 1, 3, 5).



Stepping Stones (odds, then evens)

Play odd moves on the path card and then even moves (e.g. 1, 3, 5 then 2, 4, 6).



Switcheroo

When you need to play either of these moves from your hand, play the other.

5

4

3

2

