



Outrun the BEAR

HOW TO PLAY

PRE-RELEASE VERSION



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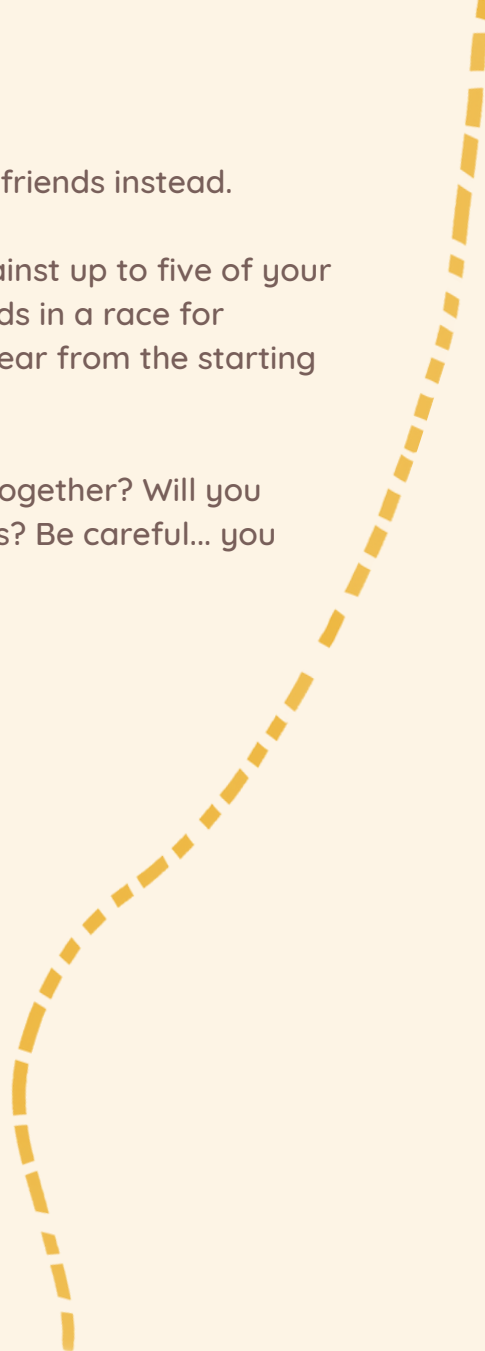
LOOK OUT, IT'S A BEAR!!

How do you outrun a hungry bear?

Sometimes you just have to outrun your friends instead.

In *Outrun the Bear*, you will be pitted against up to five of your friends as you manage your hand of cards in a race for survival. You'll be pursued by a hungry bear from the starting campsite to the parking lot finish line.

Will you cooperate to make it to safety together? Will you leave your friends to fend for themselves? Be careful... you never know who's got the car keys!





TRAIL TILES x 6

Build the game board with these reversible tiles. You'll use 3 tiles plus the campsite and parking lot tiles to set up the game, with one left over to add to future game variation.



HUNGRY BEAR x 1

The hungry Bear chases you as you race through the park. To start, put the Bear on the left side of the camp tile and move the Bear along the bear path on the outer edges of the park.



RUNNER STANDEES x 8

Standees track your movement on the board. During the setup of the game, after you've all selected your runners, place them in the campsite space on the first tile.



BEAR'S TURN TOKEN x 1

This token tracks the Bear's turn to move. New rounds start with the player to the left of the player with the token. That player is the last player in any given round.



RUNNER DECK CARDS x 72

At the start of the game all of these cards are shuffled together to form the runner deck.

Setup & Overview



BUILD THE PARK: Remove the campsite and parking lot tiles. Close your eyes, shuffle the rest of the tiles, draw three, and set those tiles on the table with either side face up. Without flipping the three tiles, arrange them in a row and set the camp site and parking lot tiles on opposite ends of that row.



CHOOSE YOUR RUNNER: Select a runner standee. Then put it in the campsite starting space.



DEAL CARDS: Shuffle the Runner Deck and deal 2 cards to each player. Make sure no one sees your cards!



PLACE THE BEAR on the far left side of the campsite tile, and give the bear token to a player. (Pick someone who hasn't played before, or the last player that made it to the parking lot, or the last player to have seen a real life bear.) This player will be the last player during the first round.



HOW TO WIN: Either a) make it to the safety of the car, or b) let the Bear fill up on all your friends and be the last one standing.

Play Steps

ROUNDS

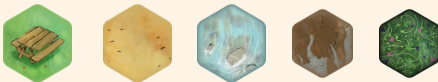


Start each round with the player to the left of whoever has the Bear's turn token. Each player takes one turn, and the round ends with the Bear's turn.

YOUR TURN



1. TERRAIN: Resolve the effect of the terrain you're currently in. If you move onto another space during this step, that terrain has no effect this turn.



Keep the reference card handy to remember what effect each terrain has.

2. ACTION: You must choose one of the following.

- **Crawl** Move 2 spaces.
- **Sprint** Discard 4 cards from your hand to move 5 spaces.
- **Play an action card** from your hand.
- **Equip an equipment card** from your hand.


3. DRAW: Draw 2 cards.

4. ENDING YOUR TURN: Play passes to player to the left, except when you hold the Bear's turn token. If so, it is now the Bear's turn.


Play Steps Cont'd

THE BEAR'S TURN



1. DRAW one card from the bottom of the discard pile for each paw print  behind the lead runner.



Add up **ALL OF** the paw prints,  including the ones behind the Bear.

If there aren't enough cards in the discard pile, draw the rest from the top of the runner deck.

2. ADD UP the values in the top left corner of the drawn cards and advance the Bear along the bear path (on the outer edges of the trail tiles) by that many spaces, or until it overtakes a runner—whichever comes first.

3. RETURN all of the cards from the discard pile to the bottom of the runner deck. Pass the Bear's Turn Token to the right, and start a new round. Note: The last player of a round will typically be the first player the following round.



THE BEAR GOT YOU: If the Bear overtakes your runner, you've lost the game. Remove your runner, equipment, and the cards in your hand from the game.



ENDING THE GAME: Play ends when there are no runners left running from the Bear (because they all either made it to the car, or were eaten by the Bear) OR when all but one runner has been eaten by the Bear.

What the Cards Do

Bear's movement value ----->

Name ----->

Type & Effect ----->

Quip ----->



-----< Type

ACTION

When you play an ACTION card, follow the instructions on the card and then place it face up in the discard pile.

REACTION

Watch out during other players' turns for a chance to play a REACTION card. Instructions on the card tell you when to play it by discarding it face up in the discard pile.



Don't miss your chance to play a REACTION card. It must be played per the instructions on the card, and before another action or turn step is taken.

EQUIPMENT

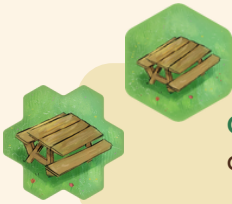
These cards are played face up, in front of you. They have ongoing effects, so don't forget about them. You may only have **1 equipment card in play at a time**. If you play a second, the first is sent face up to the discard pile.



HAND SIZE: At any point in the game you may have a maximum of 7 cards in your hand. If a game effect would cause you to draw a card when you already have 7 cards in your hand, send that card to the discard pile instead.

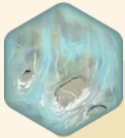
Terrain

There are seven types of terrain in *Outrun the Bear*, including the campsite starting space and the parking lot ending space. At the start of your turn, check what terrain type you are in and resolve its effect. Only one terrain effect is used each turn.



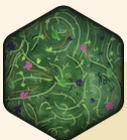
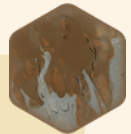
CAMPSITE & REST AREA: You may equip an equipment card OR discard a card to draw a card.

WALKING PATH: These spaces have no effect.



RIVER: Move forward one space.

SLIPPERY SLOPE: Move back until you reach a non-slippery-slope terrain.



BRAMBLE: You may not take a sprint action.

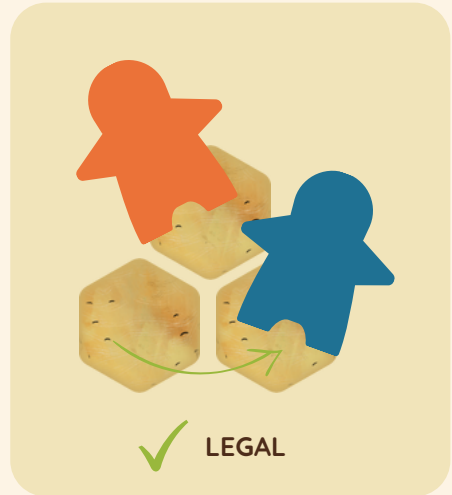
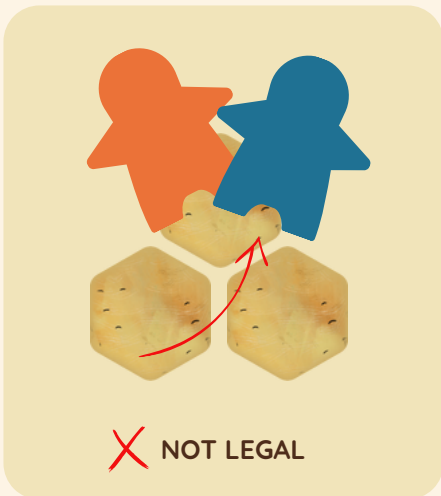
PARKING LOT: You've **OUTRUN THE BEAR!** You've made your escape, so start cheering for your friends... or maybe the bear?



Movement

When a game effect causes you to move a space, you may move into **any unoccupied adjacent space**. Here's some key terms involved with moving and what they mean:

PASSING: When you are moving, skip over any space that another runner is in. That means you don't count that space as part of your movement, and you can't end your movement in a space they're in.



FORWARD AND BACK: If a game effect makes you move forward, you move **away** from the Bear. If it makes you move back, you move **closer** to the Bear. You can't ever **move to** a space behind the Bear. If a game effect **would** move you behind the Bear, stop in the space just ahead of the Bear.

Frequently Asked Questions

Can the Bear get more than one runner at a time?

Yes, if the bear overtakes more than one player with a single movement they all are removed from the game. If the Bear overtook all of the runners in this way, the Bear wins this game.

Does a runner move after playing "STARTLE" if the target used "ALERT"?

Yes, they will move 2 spaces.

Should I run from a bear in real life?

Please see the National Park Service website for bear safety tips. (Scan the QR code with your phone's camera!)



Variants

Like to shake things up? Here are a few different ways to play OTRUN THE BEAR.

Co-Op

The goal of this variant is to get all runners to the car in the parking lot safely. If the Bear gets ANY runner, the game is lost. During setup, you may use as many tiles as you want for an easier or harder experience.

Everybody Gets Equipment!

At the start of the game, pull all the Equipment cards out of the runner deck. Shuffle the Equipment cards and deal one to each player, then shuffle the remaining Equipment cards back into the runner deck. Every runner starts the game with the equipment dealt to them pre-equipped.

Credits

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