

# Huntington

# RULEBOOK

EVEN BANDITS  
WANNA GET HOME!



## CONTENTS

GAME COMPONENTS.....	P. 1
FOREWORD.....	P. 1
PREPARATION AND GAMEPLAY.....	P. 1
STANDARD SEQUENCE.....	P. 1
ALTERNATIVE SEQUENCE.....	P. 3
RESOLVE BATTLES.....	P. 3
VICTORY CONDITION.....	P. 3
MOVEMENT PATHS AND BRANCHES.....	P. 3
EXPLANATION OF THE SPACES.....	P. 4
EXPLANATION OF THE CARDS.....	P. 6
.....FATE CARDS.....	P. 6
.....SUPPORT CARDS.....	P. 8
EXPANSION.....	P. 10
GENERAL NOTES.....	P. 10
SAFETY INSTRUCTIONS.....	P. 10
IMPRINT.....	BACK PAGE

# GAME COMPONENTS

**1 GAME BOARD**

**6 D10 DICE IN PAWN COLORS**

**36 PAWNS ( 6X6 IN 6 DIFFERENT COLORS )**

**11 FATE CARDS**

**42 HELP CARDS + 6 REPLACEMENT CARDS**

## FOREWORD

**WELCOME TO HUNTINGTON.**

**THE TITLE “EVEN BANDITS WANNA GET HOME” TELLS OF THE SHADY CHARACTERS OF THE SIX PEOPLES OF PATRORIA – A UNITED EMPIRE, FOUNDED ON UNITY AND FREEDOM, SHAPED BY MONEY AND POWER. HUNTINGTON, THE CAPITAL, IS NO PLACE FOR THE GULLIBLE: NOT SAFE FROM DANGER, VIOLENCE, AND CRIME.**

**TODAY YOU STEP INTO ONE OF THESE ROLES, FREE YOUR PEOPLE FROM PRISON, AND BRING THEM HOME. WILL YOU BE FASTER THAN YOUR OPPONENTS? WILL YOU USE WHAT THE CITY WHISPERS TO YOU, OR STAY ON THE SAFE SIDE?**

**WHATEVER YOU CHOOSE – HAVE FUN AND MAKE IT HOME SAFE.**

## PREPARATION AND GAMEPLAY

**STANDARD:**

**ALL PLAYERS RECEIVE 6 PAWNS IN THE CHOSEN COLOR AND THE MATCHING DIE. ALL PAWNS ARE PLACED IN THEIR COLOR-MATCHING PRISON. IN ADDITION, EACH PLAYER RECEIVES 3 RANDOM HELP CARDS. THE HELP CARDS ARE THEN PLACED NEXT TO THE GAME BOARD, IDEALLY WITHIN REACH FOR EVERYONE. YOU SHOULD KEEP THESE HIDDEN FROM YOUR OPPONENTS! THE FATE CARDS ARE PLACED IN THE MIDDLE OF HUNTINGTON, FACE DOWN, SO YOU ONLY SEE A “?”. THESE ARE USED GRADUALLY AS THE GAME PROGRESSES. MORE ON THIS IN THE CHAPTER “EXPLANATION OF THE CARDS”.**

**THE STARTING PLAYER IS NOW DECIDED BY ROLLING DICE, WITH THE FIRST HIGHEST NUMBER WINNING. THE BLACK DIE (IF CHOSEN) IS ROLLED FIRST, THEN PLAY CONTINUES CLOCKWISE. ALTERNATIVELY, THE YOUNGEST PLAYER STARTS. IF NO PAWN IS “FREE”, MEANING ALL PAWNS ARE EITHER IN PRISON AND/OR IN THE VILLAGE, YOU MAY ROLL UP TO 3 TIMES TO GET EITHER A 5 OR A 10. IF YOU ROLL A “10”, YOU MUST FREE A PAWN FROM PRISON (IF POSSIBLE); IF YOU ROLL A 5, YOU CAN CHOOSE WHETHER TO FREE A PAWN OR MOVE A FREE PAWN. AFTER ROLLING A 10, YOU MAY ROLL AGAIN. IF THE PLAYER DOES NOT ROLL A 5 OR 10 AFTER 3 ATTEMPTS, OR THEIR TURN IS OVER, THE PLAYER TO THEIR LEFT TAKES THEIR TURN (CLOCKWISE).**

**WHEN A JAILBIRD IS FREED, IT LANDS AT THE FIRST LAWYER, THE PROBATION OFFICER. THIS SPACE MUST BE LEFT AT THE NEXT OPPORTUNITY, SO THE NEXT JAILBIRD CAN BE RELEASED INTO FREEDOM AND GO TO THE PROBATION MEETING. IF THE PROBATION OFFICER IS OCCUPIED BY ONE OF YOUR OWN PAWNS, NO JAILBIRD CAN BE FREED! IF AN OPPONENT’S PAWN IS THERE, A FIGHT HAPPENS – MORE ON THAT LATER.**

**NOW IT’S CLOCKWISE ON TO YOUR VILLAGE, MEANING FROM THE PRISON TOWARDS HUNTINGTON (STRAIGHT AHEAD). EACH ROUND ALWAYS CONSISTS OF ROLLING FIRST, THEN TAKING AN ACTION. YOU DO NOT NECESSARILY HAVE TO USE THE ROLL, BECAUSE THERE ARE ALSO HELP CARDS THAT YOU CAN USE INSTEAD OF THE NUMBER ROLLED, IF YOU PREFER. DURING THE GAME, YOU MAY JUMP OVER YOUR OWN AND ENEMY PAWNS,**



**BUT THE SKIPPED SPACE MUST STILL BE COUNTED. IF A PLAYER LANDS WITH THEIR PAWN, USING THE LAST NUMBER ROLLED, ON A SPACE OCCUPIED BY AN OPPONENT’S PAWN, YOU NOW “FIGHT” FOR THAT SPACE – CHAPTER “RESOLVE BATTLES”. IF THE SPACE IS OCCUPIED BY ONE OF YOUR OWN PAWNS, THE MOVE CANNOT BE MADE (EXCEPT WITH A HELP CARD); YOU MUST CHOOSE A DIFFERENT PAWN.**

**ALTERNATIVELY:**

**YOU CAN ALSO PLAY WITH ONLY 1-5 PAWNS; HOWEVER, IT HAS BEEN FOUND THAT THE ENJOYMENT OF THE GAME INCREASES AS THE NUMBER OF PAWNS INCREASES, WITHOUT SIGNIFICANTLY EXTENDING THE LENGTH OF THE GAME. THE GAME DURATION IS MORE LIKELY TO INCREASE WITH A HIGHER NUMBER OF PLAYERS.**

## **RESOLVE BATTLES**

**A BATTLE OCCURS WHEN 2 OPPOSING PAWNS LAND ON THE SAME SPACE. THE PLAYER WHO WAS ALREADY THERE IS THE DEFENDER; THE MOVING PLAYER IS THE ATTACKER.**

**THE ATTACKER ROLLS FIRST, THEN THE DEFENDER. THE HIGHER NUMBER WINS, WITH THE DEFENDER ALWAYS ALLOWED TO ROLL AGAIN TO POSSIBLY MATCH THE NUMBER, BECAUSE IN THE CASE OF A TIE, THE DICE ARE ROLLED AGAIN UNTIL THERE IS A CLEAR WINNER.**

**THE WINNER REMAINS ON THE SPACE. IF THE DEFENDER LOSES, THEY ARE MOVED 1 SPACE BACK. IF THE ATTACKER LOSES, THEY ARE SENT TO PRISON, UNLESS THEY HAVE A LAWYER. IN THAT CASE, THEY ARE ONLY MOVED 1 SPACE BEHIND THE DEFENDER.**

## **VICTORY CONDITION**

**THE PLAYER WHO FIRST PLACES ALL OF THEIR PAWNS IN THEIR OWN VILLAGE WINS.**

## **MOVEMENT PATHS AND BRANCHES**

**PATHS IN FRONT OF THE VILLAGES:**

**FROM TIME TO TIME, YOU HAVE THE CHOICE OF WHICH WAY TO GO. HERE, THE BRANCHES IN FRONT OF THE VILLAGE ENTRANCE ARE SHOWN. THE PATHS ARE ALWAYS THE SAME.**



## THE PATHS TO *Huntington*

THE BRANCHES TO HUNTINGTON ARE ALSO ALWAYS THE SAME. HERE IS THE EXAMPLE FROM THE BLACK START...



## THE PATHS IN *Huntington*

IN HUNTINGTON, YOU MAY CHANGE DIRECTION EACH ROUND, AS LONG AS YOU MOVE WITHIN THE AREA OF THE YELLOW ARROWS. IF YOU MOVE ONTO A RED PATH, YOU LEAVE HUNTINGTON. YOU MAY THEN (NOT EVEN IN THE NEXT ROUND) CHANGE DIRECTION ANYMORE.



THE REMAINING PATHS ARE SELF-EXPLANATORY. SIMPLY MOVE THE PAWNS CLOCKWISE AT ALL TIMES.

# EXPLANATION OF THE SPACES.



### LAWYER

ON THIS SPACE, YOU ARE SAFE FROM PRISON. IN CASE OF A LOSS, MOVE BACK ONLY 1 SPACE. IS IGNORED BY THE BOUNTY HUNTER!



### DRAW FATE CARD(S)

HERE YOU MUST DRAW 1 OR 2 (IN *Huntington*) FATE CARDS FROM THE DECK.



### DRAW HELP CARD

HERE YOU DRAW 1 HELP CARD FROM THE HELP CARD DECK.

### SPACES IN PAWN COLOR



IF A PAWN OF THE SAME COLOR REMAINS ON SUCH A SPACE (E.G. A RED PAWN ON A RED SPACE), THAT PAWN IMMEDIATELY MOVES 6 SPACES FORWARD.

## TAKE EXPRESS TRAIN

ON THIS SPACE, YOU MAY  
ALONG THE RAILWAY TRACKS.

OPPONENT'S PAWN IS STAN-

EITHER NEED THE "PIGGYBACK"

HOWEVER, YOU REMAIN ON THE PREVIOUSLY USED TRAIN SPACE IF YOU  
LOSE THE FIGHT AND USE A LAWYER, SINCE THE PAWN WAS NOT ACTUALLY  
ON THE SPACE YET AND MUST ALWAYS MOVE 1 SPACE "BACK" AFTER A  
LAWYER IS USED!



IMMEDIATELY CONTINUE MOVING

IF ONE OF YOUR OWN OR AN

OPPONENT'S PAWN IS STANDING AT THE FINAL STATION, YOU

EITHER NEED THE "PIGGYBACK" CARD OR MUST FIGHT FOR THE SPACE.



## RAILWAY LINES IN *Huntington*

THE SPACES IN HUNTINGTON ARE SHOWN AS COLORED TRAM CARS. ONE LINE  
ALWAYS CORRESPONDS TO THE SAME COLOR OF THESE CARS (A BLACK LINE  
THEREFORE CONSISTS OF ALL 6 BLACK CARS). WITH A SINGLE TICKET, YOU  
MAY TRAVEL 1 LINE; WITH A DAY PASS, YOU MAY MOVE FREELY WITHIN  
HUNTINGTON. THE DIRECTION IN HUNTINGTON MAY BE CHANGED AFTER  
EACH ROUND.



BLACK



WHITE



BLUE



YELLOW



GREEN



RED

## VILLAGE SPACES

ONLY PAWNS OF THE MATCHING COLOR MAY ENTER THE VILLAGE  
AND MOVE ALMOST FREELY WITHIN IT. ONCE INSIDE, A PAWN  
CANNOT LEAVE AGAIN; HOWEVER, EACH PAWN MAY CHANGE  
DIRECTION EVERY ROUND. PAWNS MAY ONLY "FLY OVER" OTHER  
PAWNS BY USING A JET PACK!

# EXPLANATION OF THE CARDS.

## FATE CARDS.



THE ACTIONS OF THE FATE CARDS ARE CARRIED OUT IMMEDIATELY AND THE CARDS ARE THEN PLACED BACK UNDER THE DECK. THIS HAPPENS CARD BY CARD, EVEN IF THE PLAYER HAS DRAWN SEVERAL. THE PAWN THAT LANDED ON THE ? SPACE PERFORMS THE FIRST ? ACTION. IF MULTIPLE ? CARDS ARE DRAWN, IT DOES NOT MATTER WHICH PAWN(S) ARE USED AFTERWARD AS THE GAME CONTINUES.

### DETECTIVE



WITH THIS CARD THE PAWN EITHER MOVES BEHIND THE NEAREST OPPONENT (SHORTEST POSSIBLE ROUTE!), OUTSIDE OF HUNTINGTON, OR BACK TO THE LAST LAWYER SPACE.

### SMALL DICE STORM



YOU MAY ROLL THE DIE ONCE EACH FOR UP TO 3 OF YOUR FREE PAWNS (FREE = NOT IN PRISON OR VILLAGE), OUTSIDE OF HUNTINGTON . ONLY FREE PAWNS OUTSIDE OF HUNTINGTON ARE MOVED, NO PAWNS ARE FREED, AND AFTER ROLLING A 10 YOU DO NOT ROLL AGAIN. PAWNS IN HUNTINGTON DO COUNT AS FREE! YOU MAY MOVE THE SAME PAWN OUTSIDE OF HUNTINGTON MULTIPLE TIMES FOR THIS.

### GREAT DICE STORM



YOU MAY ROLL THE DIE TWICE EACH FOR UP TO 2 FREE PAWNS. THE SAME RULES APPLY HERE: OUTSIDE OF HUNTINGTON, NO PAWNS ARE FREED, AND AFTER ROLLING A 10 YOU DO NOT ROLL AGAIN! HERE AS WELL, A PAWN OUTSIDE OF HUNTINGTON MAY BE MOVED INSTEAD OF A PAWN IN HUNTINGTON.

### MEGA DICE STORM



YOU MAY ROLL THE DIE TWICE EACH FOR UP TO 3 FREE PAWNS. IF THERE ARE 4 OR MORE FREE PAWNS, YOU MAY ROLL THE DIE ONCE FOR EACH PAWN. THE SAME RULES APPLY HERE: OUTSIDE OF HUNTINGTON, NO PAWNS ARE FREED, AND AFTER ROLLING A 10 YOU DO NOT ROLL AGAIN! HERE AS WELL, A PAWN OUTSIDE OF HUNTINGTON MAY BE MOVED INSTEAD OF A PAWN IN HUNTINGTON.

# PRISON



WITH THIS CARD, YOU ACCUSE 1 OPPOSING PAWN THAT IS NOT STANDING ON A LAWYER SPACE AND SEND IT BACK TO PRISON. IF THE PAWN IS THEN PROTECTED BY THE PLAYER'S LAWYER CARD, THE "PRISON" CARD HAS NO EFFECT.

# SHARED PATH



ROLL THE DIE TWICE AND ADD THE RESULTS TOGETHER. THEN DISTRIBUTE THE TOTAL AMONG ALL FREE PAWNS OUTSIDE OF HUNTINGTON. YOU DO NOT HAVE TO USE ALL PAWNS, BUT YOU MUST USE THE ENTIRE TOTAL. IF THERE ARE NO FREE PAWNS OUTSIDE OF HUNTINGTON, DRAW A HELP CARD.

# BAIL



WITH THIS CARD, YOU MAY FREE ONE JAILBIRD, AS LONG AS NONE OF YOUR OWN PAWNS IS BLOCKING THE LAWYER SPACE. IF IT IS BLOCKED – TOUGH LUCK! IF THERE ARE NO PAWNS LEFT IN PRISON, ROLL THE DIE AGAIN FOR ANY PAWN OF YOUR CHOICE.

# BOUNTY HUNTER



ROLL THE DIE TWICE AND ADD THE RESULTS TOGETHER. THEN MOVE ANY PAWN FORWARD BY THIS TOTAL. EVERY PAWN THAT IS JUMPED OVER (EXCEPT YOUR OWN) IS SENT TO PRISON PERMANENTLY (A LAWYER DOES NOT HELP HERE!). FOR EACH PAWN SENT TO PRISON, THE MOVING PAWN MAY ADVANCE AN ADDITIONAL 3 SPACES AND MAY AGAIN SEND PAWNS TO PRISON. THIS CONTINUES UNTIL THE PAWN NO LONGER ENCOUNTERS ANY OPPONENTS AND COMES TO A STOP. HAVE FUN!

# FATE



DRAW ANOTHER FATE CARD (?) OR ROLL THE DIE TWICE FOR AT LEAST 1 PAWN OF YOUR CHOICE.

# FAST GETAWAY



MOVE YOUR PAWN TO THE NEAREST TRAIN (SHORTEST ROUTE IN THE DIRECTION OF TRAVEL) AND USE IT IF POSSIBLE, OR MOVE 1 TO 6 SPACES BACKWARD. THE CHOICE IS YOURS!

# INTERROGATION



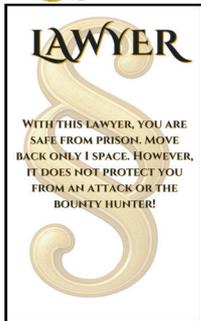
CHOOSE AN OPPOSING PLAYER WHO IS NOW INTERROGATED FOR 1 ROUND. PLACE THE CARD IN FRONT OF THAT PLAYER. THEIR NEXT TURN CONSISTS ONLY OF PLACING THE CARD BACK UNDER THE DECK – NOTHING ELSE!

# SUPPORT CARDS



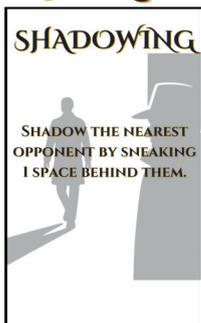
THE ACTIONS OF THE SUPPORT CARDS ARE CARRIED OUT WHEN NEEDED. HOWEVER, SUPPORT CARDS MAY ONLY BE USED STARTING IN THE ROUND AFTER THEY ARE RECEIVED. EACH PLAYER MAY HOLD A MAXIMUM OF 5 AT A TIME. ACTIVE TICKETS COUNT TOWARD THIS LIMIT AS WELL! IF ADDITIONAL CARDS ARE GAINED, CARDS MAY BE EXCHANGED AND PLACED BACK UNDER THE DECK. MULTIPLE SUPPORT CARDS MAY BE USED PER ROUND, BUT ONLY 1 PAWN MAY BE MOVED WITH THEM! THIS MEANS, FOR EXAMPLE, THAT “SHADOWING” MAY NOT BE USED TWICE IN THE SAME ROUND, WHILE “JET PACK” MAY BE USED MORE THAN ONCE.

## LAWYER



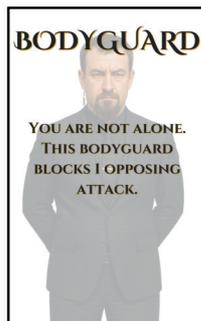
A LAWYER PROTECTS YOU FROM PRISON – BUT NOT FROM A FIGHT! SIMPLY MOVE BACK ONE SPACE. THIS ALSO IGNORES THE PRISON CARD, BUT UNFORTUNATELY DOES NOT HELP AGAINST A BOUNTY HUNTER. AFTER USE, PLACE THE CARD BACK UNDER THE SUPPORT CARD DECK!

## SHADOWING



MOVE ANY PAWN BEHIND THE NEAREST OPPONENT (SHORTEST POSSIBLE ROUTE IN THE DIRECTION OF TRAVEL). NOT IN HUNTINGTON!

## BODYGUARD



PROTECTS YOU FROM AN OPPOSING ATTACK. THE ATTACKER REMAINS STANDING BEHIND THE DEFENDER.

# SINGLE TICKET



YOU MAY TRAVEL ALONG 1 LINE THROUGH HUNTINGTON. WHEN USED, PLACE THE CARD FACE UP IN FRONT OF YOU (IT IS NOW “ACTIVE”) UNTIL THE PAWN LEAVES HUNTINGTON AGAIN. AFTER THAT, THE CARD HAS NO EFFECT. PLACE IT BACK UNDER THE SUPPORT CARD DECK! IT STILL COUNTS TOWARD THE CARD LIMIT DURING THIS TIME, EVEN IF IT CAN NO LONGER BE USED.

# DAY PASS



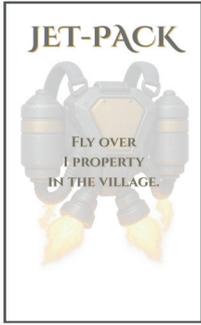
SIMILAR TO A SINGLE TICKET, BUT HERE YOU MAY CHANGE THE COLORED LINES, MEANING YOU CAN MOVE RELATIVELY FREELY THROUGH HUNTINGTON AND MAY ALSO CHANGE DIRECTION, BUT NOT DURING THE SAME MOVE! WHEN USED, THE CARD IS ALSO PLACED FACE UP IN FRONT OF YOU. ONCE THE PAWN LEAVES HUNTINGTON, THE CARD BECOMES INACTIVE, BUT IT STILL COUNTS TOWARD THE CARD LIMIT UNTIL IT IS PLACED BACK UNDER THE DECK.

# PIGGYBACK



STACKING PAWNS IS ALLOWED! PLACE YOUR PAWN ON TOP OF AN OPPOSING OR YOUR OWN PAWN AND MOVE BOTH TOGETHER NEXT TIME. THE BOTTOM PAWN DETERMINES WHEN ALL STACKED PAWNS MOVE FORWARD TOGETHER. ONCE STACKED, THE PAWNS ARE ONLY SEPARATED AGAIN AFTER FURTHER MOVEMENT, SO BE CAREFUL! STACKING MORE THAN TWO PAWNS IS POSSIBLE UNTIL THE “TOWER” TOPPLES; THEN THEY ARE PLACED BACK DOWN ONE AFTER ANOTHER IN ORDER. THIS ALSO HAPPENS AFTER THEY HAVE MOVED TOGETHER AT LEAST 1 SPACE, MEANING THE BOTTOM PAWN MOVES THE FARTHEST, THE PAWN ON TOP STOPS 1 SPACE EARLIER, AND SO ON. STACKED PAWNS COUNT AS ONE AND CAN THEREFORE BE ACCUSED OR FOUGHT TOGETHER AS ONE; HOWEVER, A SINGLE LAWYER OR BODYGUARD IS ENOUGH TO PROTECT THE ENTIRE GROUP! BUT BEWARE OF THE BOUNTY HUNTER, WHO GAINS A BONUS OF 3 SPACES FOR EACH PAWN!

# JET-PACK



WITH THIS CARD, YOU MAY FLY OVER 1 VILLAGE SPACE. IF YOU HAVE MULTIPLE JET PACKS, YOU MAY FLY OVER MULTIPLE SPACES AT THE SAME TIME!

## EXPANSION

IN THE EXPANSION “THE HOUND OF HUNTINGTON”, A NEUTRAL BUT DISRUPTIVE FIGURE IS MOVED ON THE BOARD ALONGSIDE THE PLAYERS’ PAWNS – THE BOUNTY HUNTER. HE STARTS ON THE FATE CARD DECK AND IS ROLLED TOGETHER WITH THE FIRST DIE ROLL OF EACH ROUND, THEN MOVED BY THE ACTIVE PLAYER. HE DOES NOT MOVE FAR, BUT THERE IS ALWAYS THE DANGER THAT HE WILL DRAG YOU BACK TO PRISON!

## GENERAL NOTES

AGE RECOMMENDATION: FROM 8 YEARS

NUMBER OF PLAYERS: 2–6

PLAYING TIME: APPROX. 45–120 MINUTES



## SAFETY INFORMATION

**! WARNING! NOT SUITABLE FOR CHILDREN UNDER 3 YEARS OF AGE.**

**CONTAINS SMALL PARTS (E.G. DICE, PAWNS) THAT MAY BE SWALLOWED – CHOKING HAZARD!**

- **KEEP GAME MATERIALS AWAY FROM FIRE AND HEAT.**  
CARDS AND PAWNS ARE FLAMMABLE. DO NOT USE NEAR OPEN FLAMES OR HEAT SOURCES.
- **USE ONLY UNDER ADULT SUPERVISION.**  
ESPECIALLY WITH YOUNGER CHILDREN, THE GAME SHOULD BE SUPERVISED TO ENSURE SAFE USE.
- **DO NOT THROW OR FLICK DICE.**  
PLEASE ROLL DICE ONLY ON A SOFT PLAYING SURFACE. HARD SURFACES MAY BE DAMAGED OR CAUSE INJURY.
- **DO NOT PUT IN MOUTH.**  
GAME CARDS, PAWNS, AND DICE MUST NOT BE LICKED OR PUT INTO THE MOUTH – RISK OF GERMS AND MATERIAL DAMAGE!
- **KEEP PACKAGING AND INSTRUCTIONS.**  
THEY CONTAIN IMPORTANT INFORMATION FOR THE SAFE USE OF THE GAME.

# Huntington

EVEN BANDITS  
WANNA GET HOME!



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WEBSITE: [WWW.FOXHUNTGAME.COM](http://WWW.FOXHUNTGAME.COM)

E-MAIL: [FOXHUNTGAME@GMAIL.COM](mailto:FOXHUNTGAME@GMAIL.COM)

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