
RUN
RULEBOOK

INTRODUCTION

RUN is an asymmetric hidden movement and deduction game for 2 players.

Both players have a map of a city in front of them, hidden from their opponent by a screen.

One player plays as the **Runner**, fleeing from a crime scene and secretly navigating around the city, trying to visit stashes and make it to their safe house.

The Runner has to bluff and outwit the Dispatcher in order to win the game.

The other player plays as **Police Dispatch** (also called the **Dispatcher**), controlling the **helicopter** and backup units during the chase. They're trying to track down the Runner and hit them twice before they reach their safe house.

The Dispatcher has to use logic to deduce and anticipate the Runner's actions in order to win the game.

Note: To emphasize the asymmetry of the game, we have color-coded the rulebook to better reflect which sections are relevant to which role. Blue sections and boxes refer to the Runner, red to the Dispatcher. In order to play the game, you'll need to know the rules for both roles.



THE RANK SYSTEM

RUN features a **rank system**, which acts both as a **tutorial mode** for new players as well as a way to even out different player skill levels.

A new player will always play at rank 1. After completing a certain amount of victories within one rank as either Runner or Dispatch, a player will graduate to a higher rank. You can keep track of your current rank on the **rank board**.

The game's default rank is 3. Lower ranks make the game easier, higher ranks make the game harder.

Since rank 3 is the default, this rulebook explains the rules for rank 3.

1 Additional rules for **rank 1** are highlighted in green boxes like this throughout the rulebook.

For all other ranks, please refer to the **rank cards** and the Ranks Section on page 14.

We highly recommend playing your first game at rank 1.

COMPONENTS



- a 2 screens
- b 8 map cards (double-sided)
- c 1 evidence board (dry-erase surface)
- d 1 rank board
- e 10 rank cards (dry-erase surface)
- f 1 Dispatch helicopter figure
- g 5 Dispatch action tiles
- h 11 Dispatch backup cards
- i 24 Dispatch tracking cubes
- j 2 Dispatch dry-erase pens (1 spare)
- k 1 Runner figure
- l 1 Runner status tile
- m 1 Runner action board
- n 14 Runner gray action tokens
- o 6 Runner black gadget tokens
- p 20 cardboard tokens:
  2 road blocks, 2 motion detectors,
  8 footprints, 1 donut, 1 construction site,
  2 used, 4 surveillance cars
- q 1 secret research envelope

MAPS

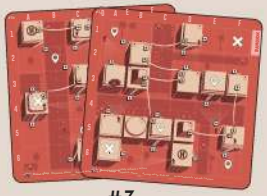
RUN comes with two sets of 8 different maps on 4 map cards.



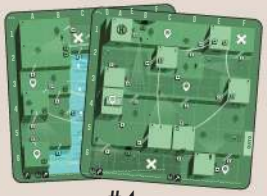
#1



#2



#3



#4

There are two copies of each map because each of you will play on your own copy of the same map.

Every map has a **map number ❶ in the top left corner** and **a map name ❷** on the right side.

Map card #1 is the beginner map. All of its features are explained in the image on the right.

For your first few games, we recommend playing on map number #1a.

The map cards #2 to #4 introduce additional features and are considered **advanced maps**. Their new features will be explained later (see p. 16).

Advanced maps should only be played once both players have reached rank 3.

Whichever map you choose, **make sure that both players use the same map**.

Each map consists of a grid of 6 x 6 spaces.

There are 2 main floor levels: **ground level ❸** and **roof level ❹**.

The most important feature of a space is whether it shows a **building ❺ with its rooftop** or not, as only buildings affect the Runner's movement rules.

The Runner can never stand *inside* a building, so whenever they stand on a space with a building, they're considered to be *on roof level.*

The Runner can only **move onto buildings using fire escapes ❻** with the action shown on the **icons** next to them or using **gadgets** (see p. 10).

Non-building spaces show some **background illustration ❼** which can be completely ignored for most games. Certain features of the background illustration will become relevant when playing with advanced gadgets (see p. 19).

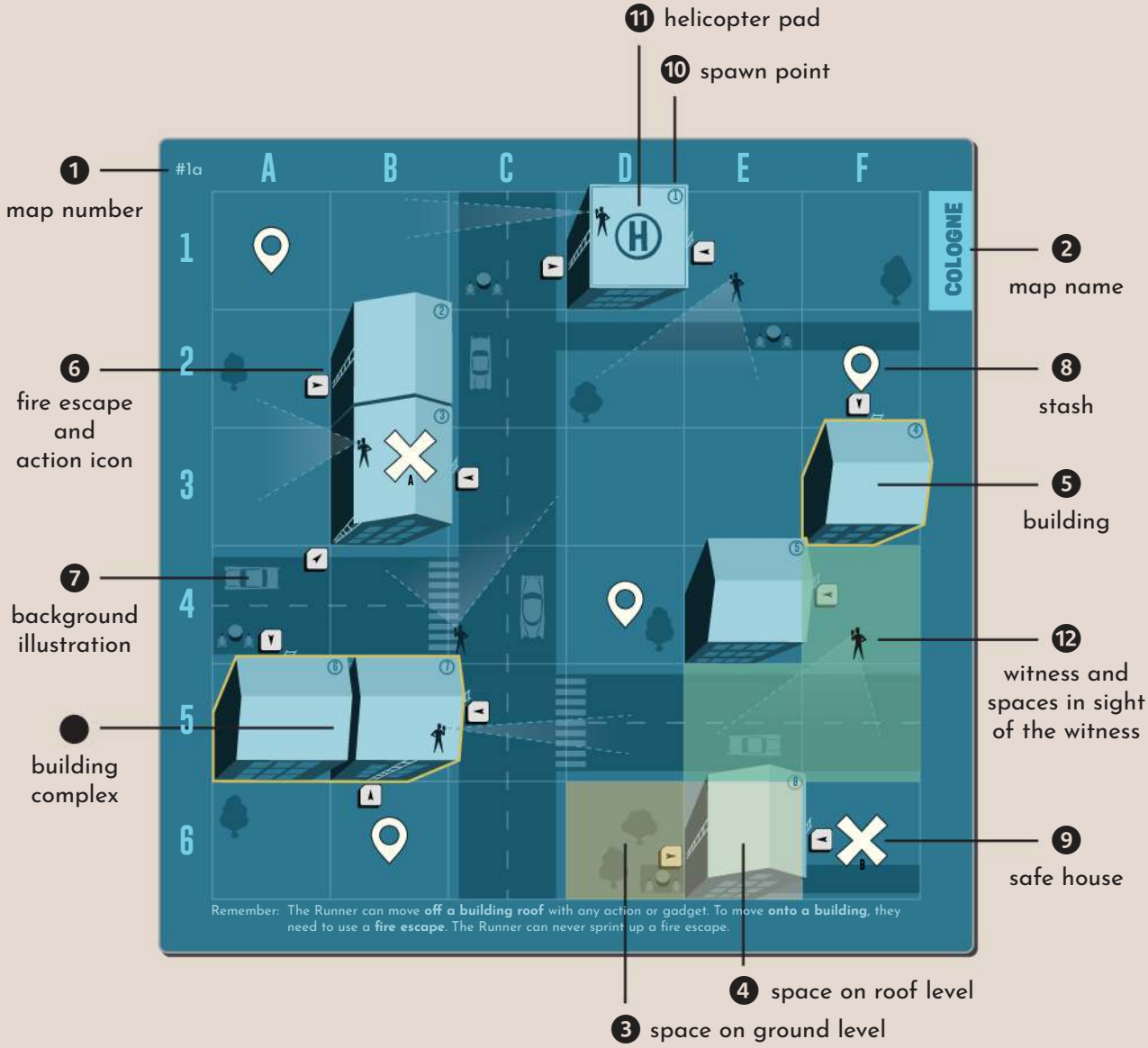
Stashes ❽ and **safe houses ❾** mark the **Runner's objectives**. The safe houses are marked with tiny letters **A** and **B**. These letters only become relevant if the Runner plays at rank 4.

Spawn points ❿ show numbers from 1 to 8. They mark the scene of a crime and are possible **starting locations** for the Runner.

The **helicopter pad ⓫** is always the starting location for the **Dispatch helicopter**.

The **helicopter itself is flying** and completely **ignores all map features** during its movement.

Witnesses ⓬ are only relevant during some of the Dispatch Backup Actions (see p. 12).


11 helicopter pad
10 spawn point
1 map number
#1a
A B C D E F
1 2 3 4 5 6
COLOGNE
2 map name
6 fire escape and action icon
8 stash
5 building
7 background illustration
12 witness and spaces in sight of the witness
building complex
9 safe house
Remember: The Runner can move off a building roof with any action or gadget. To move onto a building, they need to use a fire escape. The Runner can never sprint up a fire escape.
4 space on roof level
3 space on ground level

SETUP

Decide who is playing as Dispatch and who is playing as the Runner.



Both Dispatch and Runner

1. Take a screen and place it in front of you.
2. Place a map in front of you (for your first game we suggest playing on map **#1a**). Make sure that both of you have the same map and that the map number is in the top left corner.
3. Place the evidence board within reach of both players, facing towards the Dispatcher. Place the dry-erase pen next to it.
4. Take the rank cards for your role and current rank and familiarize yourself with the additional rules (if any). Afterwards, exchange your rank cards. Your opponent may keep your rank card to keep track of your available actions.

Dispatch

1. Place your helicopter figure on the building with the helipad.
2. Place your 5 action tiles below your map with the colored side of the tiles facing up.
3. Place the 24 tracking cubes beside your map.

> Choose any 2 stash spaces and place 1 surveillance car on each of them. The Runner places cars on the same spaces of their map. During the game, the Runner must tell you when they **leave** a space with a surveillance car (see p. 15 for details).

4. Take the 8 backup cards showing **your current rank number** in the bottom right corner and return the rest to the box.

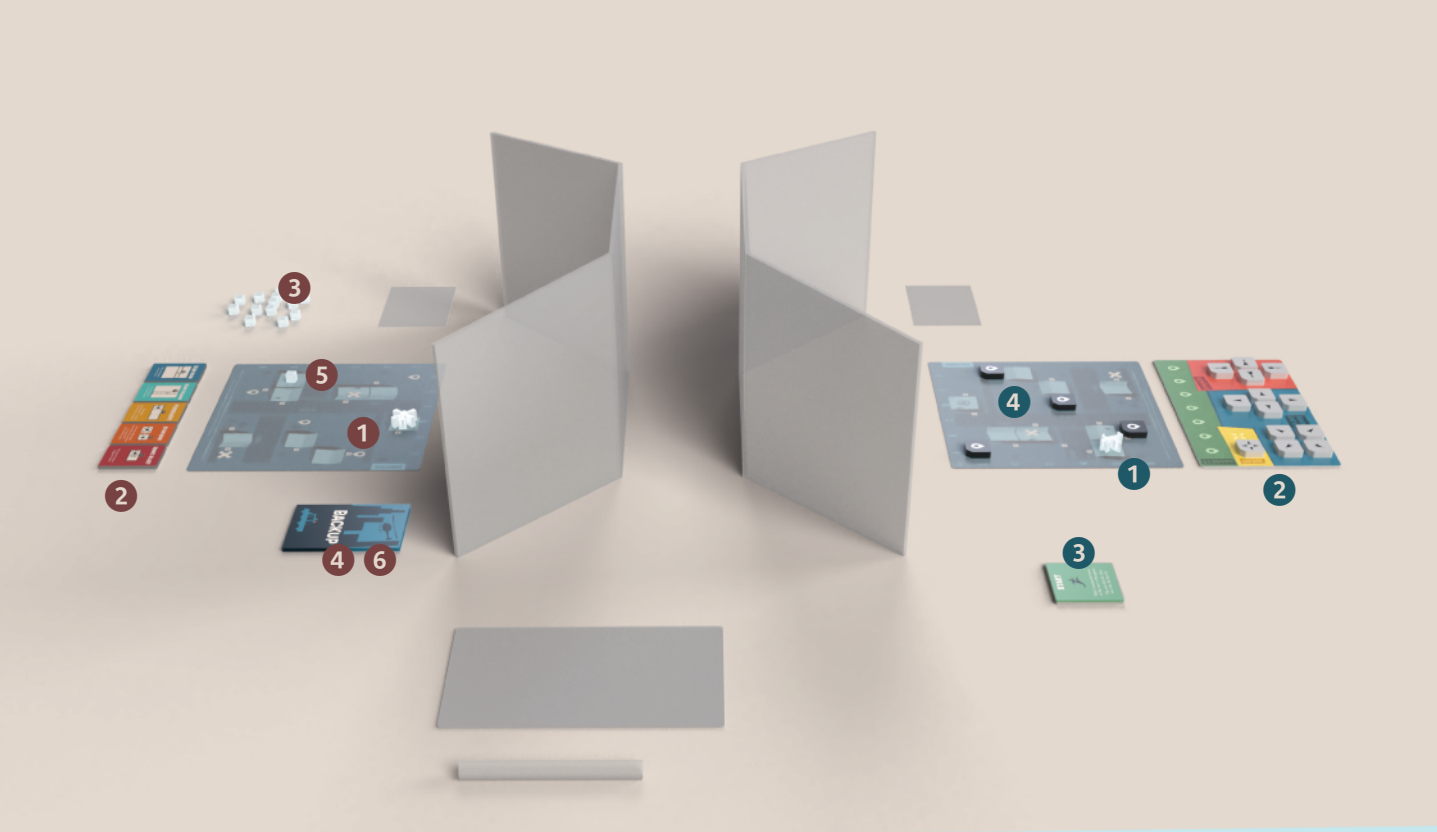


5. Shuffle them and reveal 1 card. The circled number in the top left corner shows the **Runner's spawn point**. Mark this space on your own map with a **tracking cube** and return the revealed card to the deck.



> **The Runner will place their figure on the matching space on their own map.**

6. Shuffle the backup cards again and place them as a stack face down beside your map.



Runner

1. Place the **Runner figure** on the spawn point determined during step 5 of Dispatch setup.
2. Place the action board below your map so that it can't be seen by the Dispatch player.
   Fill the board with all gray action tokens except the diagonal wild.

   > 1 Add the diagonal wild to the action board.
3. Place the status tile beside your map, the side labeled **START** facing up.
4. Shuffle the 4 basic gadget tokens shown on the right and place one face down on each of the 4 stash spaces.

   If you play with advanced gadgets (see p. 19), shuffle all basic and advanced gadget tokens face down and draw 4 to place on the stash spaces. Return the rest to the box without looking at them.

HOW TO WIN

The Runner wins by **picking up 3 gadgets** at the stash spaces and **reaching either of the 2 safe houses**.

The Dispatcher wins by **hitting the Runner twice.**
The Dispatcher also wins **if the Runner becomes exhausted**.

GAMEPLAY

Starting with the Runner, both players take turns until one player wins.

Twice during the game, the Runner must take 2 consecutive turns:

1. At the start of the game.
2. The turn after they take the first hit.

RUNNER TURN

On your turn, you **must take 1 action** or **use 1 gadget** (you start the game without gadgets).

Taking an Action

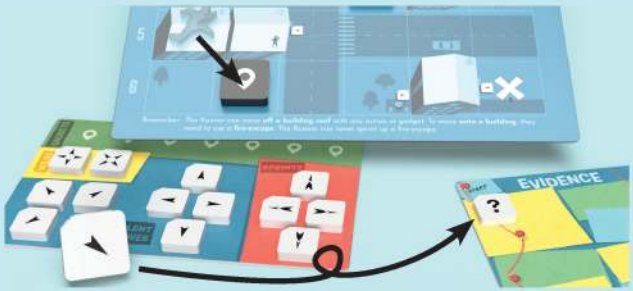
The tokens on your action board show your available actions. **You can only take actions for which you still have tokens on the action board.**

When you take an action, remove its token from the board and place it in the first empty slot (top to bottom, left column first) of the **evidence board** for the Dispatcher to see.

If an action is a silent move, flip the token and place it face down, so that only the back ? is visible. The Dispatcher will only know that you took a silent move, but not which one.

Otherwise you must **place the token face up** to show the Dispatcher which action you took.

Use the Runner figure to track your position on the map.



Runner Actions



Orthogonal move (silent)

Move to the orthogonally adjacent space in the direction shown.



Diagonal move (silent)

Move to the diagonally adjacent space in the direction shown.



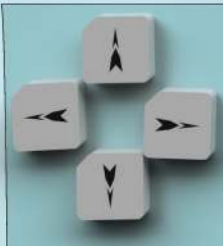
Orthogonal wild (loud)

Move to an orthogonally adjacent space in any direction. With any wild token, the Dispatcher will know which wild you used, but not in which direction you moved.



Diagonal wild (loud)

Move to a diagonally adjacent space in any direction.



Sprint (loud)

Move orthogonally 1 or more spaces in a straight line in the direction shown. The Dispatcher will know in which direction you sprinted, but not how many spaces you moved. You cannot use fire escapes when you sprint.

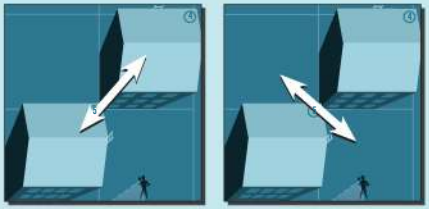
Movement Rules

All your actions are movements and follow these general rules:

- You can't move off the map.
- You can **move onto any space as long as you stay on the same floor level**.
- You can use **any action to move down to a lower level, including sprints**.
- You can only **move onto buildings** from spaces that show a **fire escape** onto that building. To use a fire escape, you have to use the action indicated by the icon next to it.



- You can't use **fire escapes** with a **sprint** action.
- Whenever a map shows an **action icon**, like the one next to the fire escapes, you can also use it with a **wild** that allows you to perform the action shown on the icon.
  This applies to all action icons, including those on advanced maps (see p. 16).
- When two buildings are **diagonally adjacent**, you can **move across their roofs with diagonal movements**, jumping over the gap between them. Vice versa, you can **move on ground level** through the gap **between those buildings**.



Stashes and Gadgets

When you **end your turn** on a space with a gadget token, flip it and place it in an empty gadget slot on your action board. **Don't announce this to the Dispatcher.** The token shows a gadget you can use once on future turns.

To use a gadget, **place the token face up** in the next empty slot of the evidence board in the same way you would place an action token. The Dispatcher will know which gadget you used, but not exactly how you used it.

Once you have **picked up 3 gadgets** and end your turn on either of the **2 safe houses**, you immediately win the game. You don't have to use your gadgets to win the game.

These are your basic gadgets:

Smoke Bomb

Use like an orthogonal or diagonal wild. Works with map icons (e.g. fire escapes, advanced map features).



Crowbar

Move from any space on ground level and orthogonally adjacent to a building to any **other** space on ground level that's orthogonally adjacent to the same building or building complex.

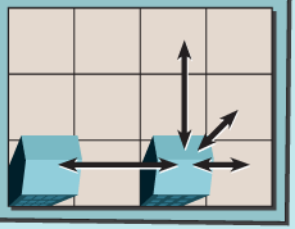
A building complex is defined by all buildings that are orthogonally adjacent to each other.



Hook

You may move up to 2 spaces orthogonally or 1 space diagonally. You must move (ignoring fire escapes):

- from ground level to a building,
- from a building to ground level, or
- from a building to another building



Jetpack

Move 1 or 2 spaces in a straight line (orthogonally). You can jump onto or over buildings without worrying about fire escapes.



All other gadgets are considered **advanced gadgets** and will be explained on page 19. It is recommended not to play with advanced gadgets until both players have reached at least rank 3.

Exhausted

If you can't use any of your available actions or gadgets during your turn, you become **exhausted and immediately lose the game**.

1 You don't lose the game by being exhausted, but you must discard all of your remaining action and gadget tokens. From now on, you can only move 1 space (in any direction), and you must tell the Dispatcher the exact direction.

DISPATCH TURN

On your turn, perform these 2 steps in any order:

- **You may move** your helicopter once
- **You must take 1 action**

Alternatively, you can **recharge**.

Move Helicopter

Moving is **optional**.

- Use the helicopter figure to track your position on the map.
- You may move the helicopter any number of spaces in a straight line (**orthogonally** or **diagonally**).
- You cannot move off the map.
- Ignore all map elements (buildings, etc.).
- Don't announce your move to the Runner.

Taking an Action

Taking an action is **mandatory**.

You may take any action that is still available to you (face-up action tile).

When you take an action, flip its tile face down and announce its name and target space(s) to the Runner. They must reply truthfully if they are in any of these spaces.

If the Runner is not in one of the target spaces, you may immediately draw and use 1 backup card (see Backup Cards, p. 12).

Once taken, an action remains unavailable until you **recharge** (see p. 13). **You recharge automatically after using all actions.**

Whenever an action refers to your current position (e.g. current row or column), it refers to your helicopter's position on the map.

Dispatch Actions



Scan row

Name your current row (1-6). The Runner must reveal if they are currently in that row or not, but **never their exact position**.



Scan column

Name your current column (A-F). The Runner must reveal if they are currently in that column or not, but **never their exact position**.

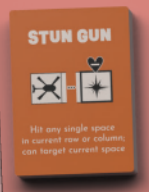


Floodlight

Name your current space plus the next 2 spaces in the same row or column (any direction). If the Runner is in any of these spaces, **they have to give you their exact position**.



The helicopter is on C1 and illuminates A1 to C1.



Stun Gun

Name any single space in your current row or column. There is no range limit and you may also name your current position. If the Runner is in that space, **they must tell you and take 1 hit**.



Sonic Blast

Name your current space plus 1 orthogonally adjacent space. If the Runner is in any of these spaces, **they must tell you and take 1 hit**. The Runner doesn't have to say their exact position, **only if they were hit or not**.

Action tiles and backup cards terminology:

Scan ❓ — If the Runner is in any targeted space, they have to tell you, but they don't have to give you their exact position.

Illuminate ❗ — If the Runner is in any targeted space, they have to give you their exact position.

Hit ❤ — If the Runner is in any targeted space, they take one hit.

The Runner may always ask which actions are still available to Dispatch.

Dealing a Hit

If you hit the Runner with either **Stun Gun** or **Sonic Blast** for the first time, an adrenaline rush kicks in and after your turn the Runner must perform 2 consecutive turns.

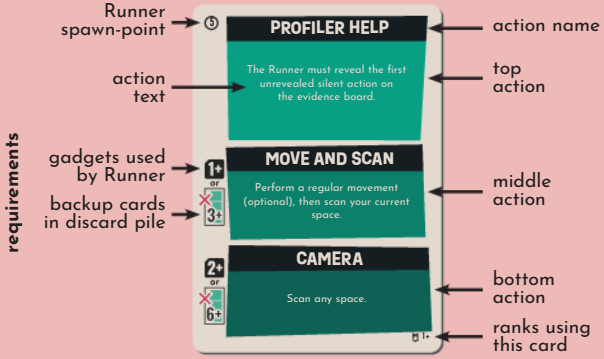
The Runner flips their status tile face down to the **HIT** side to indicate that they've been hit once.

If you hit the Runner a second time, you immediately win the game.

Backup Cards

If the Runner is not in any of the spaces targeted by your action, it is considered a **miss** and you may draw and resolve 1 backup card.

If you run out of backup cards, you can't perform any more backup actions.



Each backup card shows 3 backup actions. Immediately choose and perform 1 of the actions available to you. Tell the Runner which action you take. Put the backup card on the discard pile afterwards.

Available backup actions:

- **The top action is always available to you.**
- You may choose the **middle action** only when the Runner used **at least 1 gadget** (1+) **OR** if

there are **at least 3 backup cards in the discard pile** (3+).

- You may choose the **bottom action** only when the Runner used **at least 2 gadgets** (2+) **OR** if there are **at least 6 backup cards in the discard pile** (6+).

Most backup actions are self-explanatory. You can find some additional clarifications on p. 20.

Note: If a backup action fails, don't draw another card.

Recharge

On your turn you may choose to recharge:

Flip all your used action tiles face up. You can't do anything else this turn.

Important: When all your actions are face down at the end of your turn, **you recharge automatically** without spending a turn for it.

Tracking

Whenever you learn something about the Runner's position, you can keep track of the information in multiple ways:

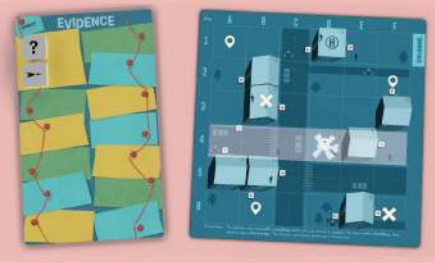
- Place and remove tracking cubes
- Keep notes on the evidence board
- Keep notes on the Runner's rank card

Both the evidence board and the rank cards have dry-erase surfaces you can write on with the supplied pen.

> The Runner has to tell you whether a silent move was orthogonal or diagonal. You should keep track of this information on the evidence board.

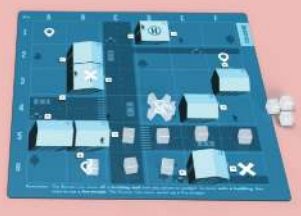
Tracking examples:

You know that the Runner started on **A5**.



In their first 2 turns, the Runner performed a silent movement, then sprinted to the right. You then scan row 4 and learn that the Runner isn't there.

You can place tracking cubes on all possible locations for each of the actions and update them after your own actions.





You can take notes on the evidence board about the results of your own actions for later reference and analysis.

You can cross out used actions and keep notes on the Runner's rank card to keep track of which actions are still available to the Runner.

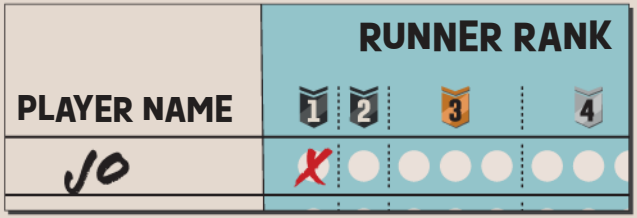


RANKS

Whenever you win a game, keep track of your victory on the **rank board** by crossing out the next empty circle for the role in which you won.

Your current rank is the lowest rank for which you haven't completely crossed-out all circles.

It is recommended that you always play at your current rank against an opponent at their current rank. Experienced players may agree on playing at different ranks, but please keep in mind that ranks 1 and 2 are only intended as tutorial ranks.



Example: After their first victory as Runner, the player crosses out the first circle. They have thus completed all circles for rank 1 and must play as rank 2 next.

Runner

Rank 1

During setup, **add the diagonal wild token** to the action board.

You don't lose the game by being exhausted, but you must discard all of your remaining action and gadget tokens. From now on, you can only move 1 space (in any direction), and you must tell the Dispatcher the exact direction.

Rank 2

You don't lose the game by being exhausted, but you must discard all of your remaining action and gadget tokens. From now on, you can only move 1 space (in any direction), and you must tell the Dispatcher the exact direction.

Rank 3

Default game rank. No additional rules.

Rank 4

During setup, **secretly flip the construction site token** like a coin toss. **Then place it over the safe house with the letter shown on the token.** Don't tell the Dispatcher which safe house you covered.

You may still move onto the space with the covered safe house, but you can't use it to win the game.

Rank 5

During setup, **add the diagonal wild token** to the action board.

You have to collect all 4 gadgets and reach any of the 2 safe houses to win the game.

For an even harder experience, play without the diagonal wild.

Dispatch

Rank 1

During setup, **place 2 surveillance cars** on any 2 spaces with a stash icon on your own map as well as on the same spaces on the Runner's map.

When the Runner leaves a space with a surveillance car, they must tell you that they did and **which space they left**. Crossing over a stash space will not trigger the surveillance car (e.g. with Sprint, Hook, or Jetpack).

After the Runner tells you they left a surveillance car space, **remove that car** from both your map and the Runner's map.

Each time the Runner performs a silent movement action, they must tell you if it was orthogonal or diagonal.

Rank 2

During setup, **place 2 surveillance cars** on any 2 spaces with a stash icon on your own map as well as on the same spaces on the Runner's map.

When the Runner leaves a space with a surveillance car, they must tell you that they did and **which space they left**. Crossing over a stash space will not trigger the surveillance car (e.g. with Sprint, Hook, or Jetpack).

After the Runner tells you they left a surveillance car space, **remove that car** from both your map and the Runner's map.

Rank 3

Default game rank. No additional rules.

Rank 4

During setup, **shuffle all backup cards for your current rank, draw 3 and return the rest to the box**.

Place the 3 cards face up in front of you to the side of your map. It doesn't matter if the Runner can see them. These are the only backup cards available to you during this game.

Whenever you miss with one of your main actions, **you may choose 1 of the face-up cards**, resolve it following the regular rules and discard it afterwards (see Backup Cards, p. 12). Since you can never have 3 or more cards on your discard pile, you can only choose the middle or bottom action if the Runner has used the required number of gadgets.

Rank 5

During setup, **shuffle all backup cards for your current rank, draw 1 and return the rest to the box**.

Place the card face up in front of you. Whenever you miss with one of your main actions, **you may choose 1 backup action** of the card and resolve it following the regular rules (see Backup Cards, p. 12). Since there is no discard pile, you can only choose the middle or bottom action if the Runner has used the required number of gadgets.

Don't discard the card, instead **mark the action with a used-token** USED. You can't use it again.

Once you used all 3 actions you can't perform any more backup actions.

ADVANCED MAPS 3+

Maps **#2**, **#3**, and **#4** add new features that modify movement rules for the Runner and provide new options for Dispatch, making the game more interesting and challenging at the same time.

We do not recommend using them if any player is below rank 3.

Ladders, Vines and Piers

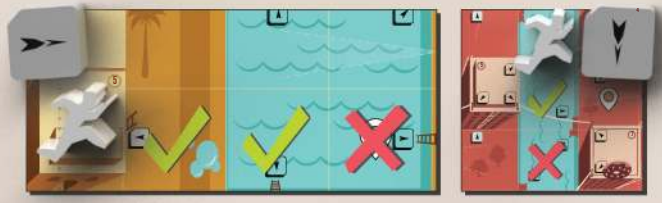
Some maps feature ladders, vines or piers for the **Runner** to move onto buildings, move up to a different **terrain** level, or to get out of **water**. **They follow the same rules as fire escapes.**



Water

Water introduces a new level below the ground level. **The Runner can always move down into water**, **but to move out of water, they must use a ladder** or a **pier**.

Whenever the Runner **sprints into or within water**, they **must end their movement on the first water space** they enter. This reduces the maximum sprint length to 1 space if used inside water.



All **basic gadgets work the same** way in water as they would on ground level:

Crowbar: The Runner can enter adjacent buildings from water and also leave a building towards an adjacent water space.

Hook: The Runner can move from water up onto buildings and from buildings down into water. However, they may not move from water to ground level and vice versa.

Jetpack: The Runner can start and land in water.

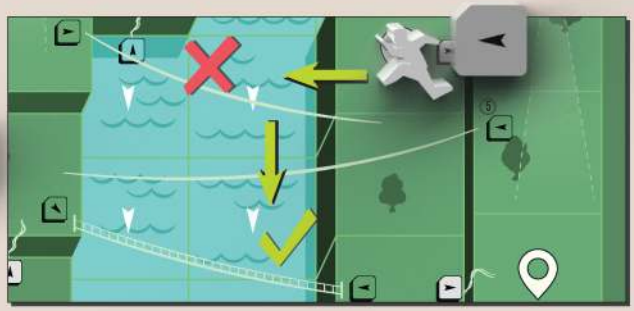
Smoke Bomb: The Runner can use it in water.

Water with Current

Some water spaces have a **current indicated by a white arrow**.

If the **Runner ends their movement on a current space**, they **must move their figure to the next space in the direction of the arrow** and end their turn there (even if this space has a current as well).

The Runner may also move onto a space where the current will take them back to the space they started from.



Terrain

Terrain marks different height levels on the map and works similar to buildings. **The Runner can always move down to any lower level,** but to move up, they have to use **ladders** or **vines**.

Tunnels

A tunnel is indicated by a **dotted line and the sprint icon** and **links the 2 areas to either side of the tunnel**.

The **Runner may use a sprint action to move through a tunnel**. The sprint may **start at the tunnel entrance or any number of spaces away** in the same line as the tunnel. It can either end at the tunnel's exit or any number of spaces away in the same line as the tunnel following the regular sprint rules.



If a tunnel links 2 water spaces, the sprint must start at the tunnel's entrance and end at it's exit.

Tunnels showing an additional movement icon in floor color may also be passed using the indicated action, moving from its entrance directly to its exit.



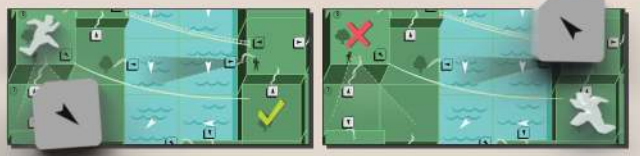
Zip Lines and Suspension Bridges

A zip line is indicated by a **curved line** and **links 2 spaces**. To use a zip line, the **Runner** must be in one of its **starting spaces and use the action shown next to the start of the zip line**. Move the Runner figure to the space on the other end of the zip line.

When the Runner is in a starting space of a zip line and uses the shown action, they **must use the zip line** and cannot decide to move regularly.



One-way zip lines can only be traversed from the space with the action icon.



The suspension bridges on map #4b work exactly like zip lines.

Other Linked Spaces

Both spaces next to the **tunnel entrances** on map #4a are considered **linked spaces**.

If the **Runner** uses the **action indicated by the arrow in front** of a tunnel entrance, they will immediately **exit on the other end**.



Puddles

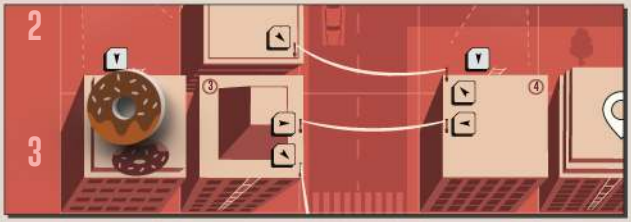
Whenever the **Runner moves onto a space with a puddle** (or over it with a sprint), they must place a **footprint token** on it (max 1 per space).



Whenever the **Dispatcher ends their movement** on a **space showing a puddle**, they may ask the Runner if there is a **footprint token on the space**. The Runner must answer truthfully and remove the token from the space.

Donut Shop

During **setup**, the **Dispatcher places the donut token on the space with the Donut Shop.**



When the **helicopter stops or starts its movement on the same space as the donut token**, the Dispatcher may **remove the token from the map to immediately refresh any 1 of their used actions**. They must announce which action they have refreshed.

If they haven't performed an action yet, they may use the refreshed action immediately afterwards.

If they moved to the donut token after performing an action, they may also refresh the action they used on the same turn.

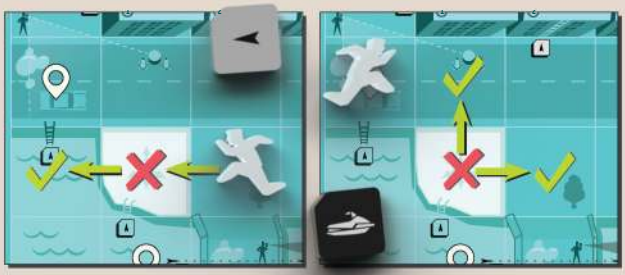
The Dispatcher may never use more than 1 action tile per turn.

Ice

(on promo map #5b)

If the **Runner ends any movement** (from actions or gadgets) **on an ice space, they must move their figure to the next space in the direction of their movement**.

Ice spaces are on ground level and are not considered water.



The example on the right shows how the Runner may use the Jet Ski gadget (see also p. 19) to end their movement on spaces adjacent to ice by sliding over it.

Map-specific Rules

Some maps show **map-specific rules** or **clarifications** at the bottom of the map.

Map-specific rules override regular rules.



If an icon shows a crossed-out gadget, this gadget may not be used on this map. Remove this gadget from the pool of available gadgets during setup.

ADVANCED GADGETS 3+

These 2 gadgets are considered advanced and may only be used on maps with water:

Jet Ski

Move from any space on the lowest terrain level and orthogonally adjacent to water to any **other** space on the lowest terrain level that's orthogonally adjacent to the same body of water.



Scuba Gear

Move from any space with water to any **other** space in the same body of water.

You may not end your movement under a bridge (promo map #5b).



A **body of water** is defined by all spaces with water that are orthogonally adjacent to each other or visually linked to each other (e.g. water passing under a bridge).

If the Runner has more than 4 gadgets available for a map, they should shuffle all gadgets during setup and randomly pick 4 of them to place on the stash spaces. Return the leftover gadgets to the box without looking at them.

Experimental Gadgets

(inside the secret research envelope - only open once you've reached rank 4)

We have included a few extra gadgets with the game for you to try out.

They make use of background illustration on certain maps and their usefulness is a lot more dependent on each map and game situation than the other gadgets, so please use them with some caution. We recommend using them only at rank 4 and higher.

Playing with Experimental Gadgets

During Runner setup, take the experimental gadget token and add 3 random tokens from your pool of available gadgets.

Draw a random experimental gadget card and use a random side. If the card requires map features that are not found on your map, re-draw until you find one that matches your map. Alternatively, you may choose a card.

You may keep the selected experimental gadget a secret until you actually use it. Once you do, place its token face up on the evidence board and the card beside it for the Dispatcher to see.

BACKUP ACTION CLARIFICATIONS

Motion Detector

The Runner must place a motion detector token at the same position on their own map. You will only learn that it triggered for any of the 4 spaces, but not which space.

The motion detector also triggers when the Runner moves away from any of the 4 spaces. This can happen if the detector gets placed next to their current space.

Rangefinder

The distance is the minimum number of orthogonal and diagonal steps needed to get to the safe house, regardless of available actions or obstacles like buildings.

Road Block

The Runner must place a road block at the same position on their own map.

The Runner may move past a road block by moving diagonally, even if the road block touches a space with a building.



CREDITS

Game design by Moritz Dressler.

Game development by Tim Fowers.

Art by Ryan Goldsberry.

Rulebook editing and proofreading by Lines J. Hutter and Skye Larsen.

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For news, videos, FAQ and other things concerning RUN, please visit:
www.fowers.games/run