

Hotfoot

Designed by Ellie Dix

3-8 players | 20 minutes | Age 6+

Players search for an item that best fits a growing number of categories. Can you find an item that is mainly blue, edible, can be balanced on a finger and has a hole in it? Avoid being the weakest in each category to win the round.

Components:

- 54 category cards
- 30 second timer with buzzer

How to play:

Each round is split into 2 phases: The Hunt and The Vote

The Hunt

- Shuffle the cards.
- Flip the top card of the deck.
- All players run to find an object that meets the conditions on the card. Players may not select objects that have been taken to the vote by any player in a previous round.
- When the buzzer goes off, they must return to the table, whether they have an object or not.
- Flip the next card in the deck. Players may choose to keep their object or swap it for another object.
- Keep flipping and hunting until there are one fewer cards revealed than there are players in the game. E.g. in a 5-player game, reveal 4 cards.
- The items that players have after the final card has been flipped will be entered into the Vote.

The Elimination

- Players display their objects.
- Start with the last card that was flipped. On each card, at least one player will be eliminated.
 - **Voting cards** (*finger point icon*): All players vote for the item brought to the vote that fits the category worst. That player is eliminated, though they continue to cast votes.
 - **Competition cards** (*clock icon*): All players attempt to meet the condition on the card, using their item. The player that fails first is eliminated, though they continue to cast votes.

In the case of ties:

- If there is at least one non-tied player remaining, all tied players are eliminated.
- If there are no non-tied players remaining, all tied players remain in the vote and you move to the next card.
- Repeat by moving back through the categories until there is only one player standing or the last category card has been voted on. The player left standing wins the round and takes a card to indicate this. In the case of a tie on the final card, all tied players win a card.

Game End

The game ends when one player has won three cards. They are the winner.