THE GAME IS ...







8+

2-5

20-45

TELL THE TRUTH. ASK THE LIES.

Afoot is a deceptively simple deduction race for 2 to 5 sleuths.

Players are tasked with one simple challenge: be the first player to correctly name the facedown culprit.

There are only thirteen suspects, matching the cards from a single suit of common playing cards (2 to Ace).

Players only get one chance to risk it all and name the culprit, so they must be careful. Not only must they be correct, they must also be quicker than the competition.

Each player starts with private suspects in hand and must travel around London following leads to learn more about the suspects known to other players.

Players ask other players YES/NO questions, which can range from very simple to very intricate. Get creative!

- "Do you have the Queen suspect?"
- "Do you have exactly two odd numbered suspects?"
- "Do you have any suspects with leads on their location?"
- "Have you used your player power to lie this game?"

Strategic Deduction

- -Clever Questions
- -Map Positioning
- -Accessible Strategies
- -Exciting Endgame

COMPONENTS

- 1 Game board
- 1 Lead player token
- 5 Player tokens
- 5 Reference cards
- 13 Suspect cards
- 8 Variable role cards
- 26 Map token chits
- 1 Bag (for tokens)
- 5 Player notepads
- 5 Pencils

SIMPLE PLAYER TURNS:

1 - Move to adjacent location.

Ask a YES/NO question.

Strongarm a lead in London.

Explore a London Landmark.

ANYONE ANYTIME

!-- Slap the facedown culprit! Risk it all to win or lose!

PLAYTESTER QUOTES

"IT'S LIKE CLUE + GO FISH + SPOONS

"I FELT SMART!"

"HOW MUCH FOR A COPY?"

Players must be careful, as their questions often betray what information they hold.



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