

Game	Middle	End-Run
1	W/8/1	W/7/0
2	W/7/2	W/7/0
3	L/3/2	L/5/5 On replay, middle strategy: L/6/6
4	W/8/3	L/3/2 On replay, end-run: W/6/0
5	L/6/3	W/7/0
6	W/6/1	L/7/3 (But possibly winnable for the end-run)
7	W/6/0	W/5/0
8	W/9/3	W/9/0
9	W/9/4	W/5/0
10	W/8/3	L/4/1

How to read the notes:

- Terrain pieces are listed from upper-left to lower-right blocks, in the format (terrain piece number)@(X,Y within the block)
- Searchers are listed as (X,Y on the overall map) to (initial facing)
- Searcher movement cards are listed from the top card in the deck to the bottom card. "d" means "down" (i.e., no turn), "r" turn right, "l" turn left. Thus, in game one the first six cards are no turn, no turn, no turn, turn left, no turn, turn right.
- The first ten games were played going up the middle. Games 11-20 were played using the "end run." Game 11 used game 1's setup, game 12 used game 2's setup, etc.

Game 1:

Terrain:

5@5,6
6@5,5
2@6,5
4@4,1
1@1,3
3@2,3

Searchers:

17,7 to 1
11,9 to 8
10,3 to 6
11,5 to 4
19,9 to 7
3,11 to 8

Players win turn 8, one player caught right at the end.

ddlldrdrdrdrldddddddrdddddddddrrdddddldldldldr

Game 2:

Terrain:

4@3,2
1@5,6
2@4,1
5@1,5

3@5,1
6@4,5

Searchers:

5,7 to 8
9,10 to 1
19,4 to 6
17,10 to 2
14,8 to 8
15,3 to 3

Players caught: 2

Players win turn 7

l d d d l d d d d d d d d d d d d r d d d d d d r d d l d r r d d d d d d r d d l l l d d d r d d l d d d

Game 3:

Terrain:

1@6,3
2@1,1
6@6,5
4@4,2
3@5,2
5@5,5

Searchers:

3,10 to 7
8,11 to 4
18,8 to 7
8,11 to 1
15,3 to 4
9,11 to 4

Players caught: 2

Players lose turn 3, probably due to terrible play.

On the replay:

Players caught: 6

Players lose turn 6, three players caught at once.

Game 4:

Terrain:

3@2,4
5@3,6
2@6,6
4@6,5
6@1,4
1@4,5

Searchers:

8,11 to 2

19,11 to 6
13,6 to 8
2,7 to 7
4,6 to 7
2,9 to 6

players caught: 3
Players win turn 8
drdddldrddrddldddrdddldlrrdddddldddldlrrdddddldddd

Game 5:

Terrain:

2@2,1
4@2,5
5@2,6
3@3,5
6@5,6
1@4,1

Searchers:

4,11 to 2
10,10 to 8
5,3 to 8
7,11 to 3
6,9 to 1
4,9 to 1

Players caught: 3
Players lose turn 6
ddddldlrllddddddrrdddrldrddrddlrrdddddrrddldlddd

Game 6:

Terrain:

4@4,6
3@4,1
6@2,1
1@3,6
5@2,1
2@3,6

Searchers:

18,3 to 1
6,8 to 1
9,4 to 5
3,9 to 5
8,5 to 2
17,6 to 4

Players caught: 1
Players win turn 6

3@1,4

1@5,5

Searchers:

15,5 to 1

6,2 to 7

2,7 to 7

2,9 to 4

8,9 to 5

16,9 to 7

Players caught: 4

Players win turn 9

l d d d d d r r r d d d d d d d r d d l d d d r d l d d r d d d d d d l d d d d r

Game 10:

Terrain:

2@3,1

6@6,3

5@6,6

4@5,6

1@2,5

3@3,4

Searchers:

3,8 to 3

19,3 to 3

18,2 to 8

18,11 to 2

10,10 to 8

19,2 to 4

Players caught: 3

Players win turn 8

dd d d l r d d d d l d d l d d d d d d d l r d d r d r d d d d d d r d d d d d d l d r

Game 11:

Players caught: 0

Players win turn 7

Game 12:

Players caught: 0

Players win turn 7

Game 13:

Players caught: 5

Players lose turn 5--too many players caught

Game 14:

Players caught: 2

Players lose turn 3--caught at row 1

On replay, going up left side, players win turn 6 with no one caught

Game 15:

Players caught: 0

Players win turn 7

Game 16:

Players caught: 3

Players lose turn 7--too many players caught

I missed an angle on this one. It might have been winnable, but not before turn 8, maybe 9.

Game 17:

Players caught: 0

Players win turn 5

Game 18:

Players caught: 0

Players win turn 9

Game 19:

Players caught: 0

Players win turn 5

Game 20:

Players caught: 1

Players lose turn 4

Players split up, and then one got caught without enough players to make a rescue party