

Bear!

You don't have to outrun the bear...

In Bear, a fast-paced, light, family / party game, everyone wins except whoever comes in last place! You'll try to out-maneuver opponents to escape the bear, but remember, you don't have to be faster than the bear - you just have to be faster than at least 1 other player!



Game Play

- Players simultaneously reveal 1 action (seek, dash, trip, or wild)
- Players who did not choose the same action as either neighbor take their actions, starting with the lowest number
- After all actions, move the bear 1 space; if it catches any player, everyone else wins!



Components

- 14 Trail tiles (2.5x2.5)
- 20 Action tiles (2x2)
- 6 meeples (5 running people + 1 bear) (these could also be tiles...)
- optional micro-expansion 4-6 tiles



2-5
players



10-20
minutes



ages
8+



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