

LOCATIONS

Abi's Kitchen:

When the Rabbit lands at Abi's Kitchen, they must draw a card from the 'Abi's Kitchen - Rabbit' deck to determine their earnings, ranging from a minimum of \$10 to a maximum of \$30.

Bounty Hunters, upon stopping at Abi's Kitchen, draw a card from the 'Abi's Kitchen - Bounty Hunter' deck, providing instructions on their next move.

Alley Way Road:

If a player lands on Alley Way Road, they must move 1 space over the water. However, if a player passes over this location, they can choose to continue straight or turn into the alley.

Blank Spaces:

There are 12 regular blank spaces, 4 blank spaces with a key and QR code, and 4 blank spaces with a QR code.

If the Rabbit or any Bounty Hunter lands on a blank space, it serves as a resting place. However, if a Bounty Hunter lands on a blank space with a key, they can read the QR code to obtain the vault key, while the Rabbit cannot. The vault key QR code is only usable once per turn. If a Rabbit and a Bounty Hunter both land on a blank space or a blank space with a key, the last player to arrive must draw a "blank space (Rabbit or Bondsman)" card.

Depending on the drawn card, if the Bounty Hunter apprehends the Rabbit, the game proceeds based on the chosen option rule. For example, under the half-bribe rule, the Rabbit would need to pay \$250 and roll the die to continue. If the Rabbit cannot pay, the Bounty Hunter wins. If the card indicates that the Rabbit has escaped, they move the specified number of spaces.

If a Bounty Hunter and the Rabbit occupy a blank space with a QR code only, the Bounty Hunter must read the QR code, complete the task, and determine if the Rabbit is captured or not.

Brandon's Builders:

At Brandon's Builders, the Rabbit draws a card from the 'Brandon's Builders - Rabbit' deck to determine their earnings, ranging from \$10 to \$30.

A Bounty Hunter at Brandon's Builders receives a card from the 'Brandon's Builders - Bounty Hunter' deck, indicating if Brandon can assist in tracking down the Rabbit.

Bus Stop (2: 1st Avenue Bus Stop and Park Avenue Bus Stop):

Upon reaching a bus stop, the Rabbit and/or Bounty Hunters draw a card from the 'bus stops' deck, answer an addition question, and move forward the total sum.

If a Bounty Hunter is sent to 1st Avenue Bus Stop from Rabbit's Friends Home and the Rabbit is present, the Bounty Hunter must roll the die. Rolling a 3 results in the Rabbit being captured, while other numbers have no effect.

Eastside Park:

Players at Eastside Park, whether Rabbit or Bounty Hunter, can stay at the location without any further actions. If both occupy the location simultaneously, the last person to land there must roll the die. Rolling a 3 captures the Rabbit, and other numbers have no effect.

Heliport:

Upon reaching the heliport, players draw a card from the 'heliport' deck, answer a required addition or subtraction question, and move forward or back based on the sum or difference.

Holding:

This space functions like a jail. If a Bounty Hunter captures the Rabbit, the Rabbit is placed here, and they have the option to pay a bribe to get out. The bribe amount equals the bounty (e.g., \$500 for full bounty, \$250 for half). The option to pay a bribe provides diverse gameplay possibilities (refer to Option to play).

L.I.E (Long Island Expressway):

Upon arriving at L.I.E, the Rabbit draws a card from the 'L.I.E - Rabbit' deck.

If a Bounty Hunter lands on L.I.E, they draw a card from the 'L.I.E - Bounty Hunter' deck.

Louie's Chop Shop:

When the Rabbit lands at Louie's Chop Shop, they draw a card from the 'Louie's Chop Shop - Rabbit' deck, determining earnings between \$10 and \$30.

A Bounty Hunter at Louie's Chop Shop draws a card from the 'Louie's Chop Shop - Bounty Hunter' deck.

Miguel's Gaming:

At Miguel's Gaming Shop, the Rabbit selects a card from the 'Miguel's Gaming Shop - Rabbit' deck to determine earnings (\$10 to \$30).

A Bounty Hunter at Miguel's Gaming Shop receives a card from the "Miguel's Gaming Shop - Bounty Hunter" deck.

Mommy's Pet Place:

When the Rabbit arrives at Mommy's Pet Place, they draw a card from the 'Mommy's Pet Place - Rabbit' deck, describing the theft and its consequences.

If a Bounty Hunter lands on Mommy's Pet Place, they draw a card from the 'Mommy's Pet Place - Bounty Hunter' deck.

Rabid Cove:

When the Rabbit or Bounty Hunter lands in Rabid Cove, they draw a card from the Rabid Cove deck to determine their next move.

Rabbit's Family's Home:

Upon landing at Rabbit's Family's Home, the Rabbit draws a card from the 'Rabbit's Family's Home - Rabbit' deck.

A Bounty Hunter at Rabbit's Family's Home draws a card from the 'Rabbit's Family's Home - Bounty Hunter' deck.

Rabbit's Friend's Home:

When the Rabbit lands at Rabbit's Friends Home, they draw a card from the 'Rabbit's Friends Home - Rabbit' deck.

If a Bounty Hunter lands here, they draw a card named 'Rabbit's Friends Home - Bounty Hunter' from the deck.

Rabbit's Home:

After landing at Rabbit's Home, the Rabbit draws a card from the 'Rabbit's Home - Rabbit' deck.

If a Bounty Hunter lands here, they draw a card from the 'Rabbit's Home -Bounty Hunter' deck.

Rabbit's Stash House (4):

In each stash house, the Rabbit draws a card indicating the amount they will receive (\$50, \$30, \$20, \$15, and \$10). QR codes provide one-digit codes for potential use when landing on the vault. If the digit matches the vault code, the QR code becomes unusable and a red square marker is placed over the QR code for the remainder of the game.

Bounty Hunters landing at any stash house draw a card from the 'Stash House - Bounty Hunter' deck but are not allowed to read QR codes.

Train Station (2: Nassau Line and Woodside Line):

Upon reaching a train station, the Rabbit and/or Bounty Hunters draw a card from the 'train station'

deck, answer a subtraction question, and move back the difference.

If a Bounty Hunter is sent to Nassau Line Train Station from Abi's Kitchen, and the Rabbit is present, the Bounty Hunter must roll the die. Rolling a 3 captures the Rabbit, else both stay at the train station.

Vault:

Bounty Hunters landing on the vault must possess a vault key obtained from blank spaces with a key. Using the key, they collect the cash and advance 2 spaces. Subsequently, they return the key to one of the empty designated key positions. If a Bounty Hunter lands on the vault without a key, they must move 2 spaces forward without taking the cash. If there is no cash, the Bounty Hunter still moves ahead 2 spaces.

The Rabbit requires a four-digit code from stash houses to access the cash and advance 3 spaces. After utilizing the vault code to take the cash, Bounty Hunters need to decide on a new vault code, and the QR codes in the Stash Houses reset. The Rabbit also removes all red square markers from the Stash Houses. If the Rabbit lacks the code or if

there is no cash in the vault, they move forward 3 spaces.

Vault Code Guide for Bounty Hunters:

The Bounty Hunters must choose the vault code numbers in the following method:

- 1st digit = choose between 1-3
- 2nd digit = choose between 4-6
- 3rd digit = choose between 7-9
- 4th digit = choose between 1-9