

WINNING THE GAME

Winning the game is contingent on the Rabbit or the Bounty Hunter.

For the Bounty Hunter to secure victory:

(1) If the Rabbit refuses or is unable to pay the selected bribe rule below, the Bounty Hunter(s) who captures him emerges as the winner. However...

(2) If the Rabbit pays the required bribe after being caught, the Bounty Hunter(s) responsible for the capture receive \$100 (or \$50 each if two Bounty Hunters apprehend the Rabbit), and the game continues. In this scenario, the first Bounty Hunter(s) to catch up to the Rabbit is automatically declared the ultimate winner. This could be the initial Bounty Hunter(s) or a new one. No cards, dice, or QR code reading is required.

There are two ways for the Rabbit to claim victory:

(1) The Rabbit wins if all the Bounty Hunters run out of money before capturing the Rabbit.

(2) In the event that the Rabbit collects \$800 and lands on any Bus Stops or Train Stations before

being captured, they automatically win, assuming they have successfully fled. This outcome holds regardless of whether the Bounty Hunters have money or not.