

CAPTURING THE RABBIT

(1) When a Bounty Hunter and Rabbit coexist at a named location (e.g., Abi's kitchen, Stash Houses, etc.), excluding 'blank spaces with or without QR codes,' the last player who lands at the location must roll the die. If the player rolls a 3, the Rabbit is considered captured and is placed in the 'holding' zone. The Bounty Hunter(s) move to the 'starting' zone and adhere to the option rules outlined at the beginning of the game. If a 3 is not rolled, the next player takes their turn.

(2) If the Rabbit and any one of the Bounty Hunters share a 'blank space' or a 'blank space with a key,' the last player to land there must draw a card from the card box corresponding to their role. For instance, if the Rabbit lands on a 'blank space' occupied by a Bounty Hunter, the Rabbit must draw a 'blank space' card from the Rabbit card box, and vice versa.

(3) If the Rabbit and any Bounty Hunter occupy a 'blank space with a QR code' (excluding the one with a key), the Bounty Hunter must read the QR code and complete a task to determine if the Rabbit is 'captured' or 'escaped.' For instance, if the Rabbit lands on a 'blank space with a QR code' where a

Bounty Hunter is, the Bounty Hunter must read the QR code.

Bounty Hunters loses money:

Whenever a Rabbit successfully escapes from a Bounty Hunter, whether through a 'Blank space card' or by rolling a die, the Bounty Hunter incurs a loss of \$5. The deducted amount is deposited into the bondsman's bank. This rule remains applicable even if a Bounty Hunter player temporarily steps away from the game.