GAME GOAL

In "Rabbit vs Bondsman," a fugitive known as 'The Rabbit' has eluded bail, leading John, the bondsman, to enlist Bounty Hunters for retrieval. The game features distinct objectives for the Rabbit and the Bounty Hunter(s).

The Rabbit's primary goal is to amass funds from stash houses or jobs while skillfully evading the pursuing bounty hunter(s). Additionally, the Rabbit can opt to acquire a four-digit code from stash houses using QR codes, providing an opportunity to access cash stored in the vault. If the Rabbit is apprehended by a Bounty Hunter, they can use the collected funds to pay a bribe for escape, but only if they meet the pre-established bribe amount determined by players before the game begins. If the Rabbit fails to earn enough money before capture, the Bounty Hunter claims victory. Conversely, if the Bounty Hunter(s) deplete all their funds before capturing the Rabbit, the Rabbit emerges victorious.

The Bounty Hunter's objective is to capture the Rabbit before losing their funds. Throughout the game, each Bounty Hunter has the chance to obtain a vault key using QR codes at specific locations.

Possessing the vault key grants Bounty Hunters access to any cash stored in the vault. In cases where multiple Bounty Hunters are involved, the first one to capture the Rabbit wins if the Rabbit cannot meet the required bounty payment.

CONTENTS:

2 - 6 players
Ages: 10+
1 board (20"x20")
1 die
6 game piece holder (2" tall) - (1 fugitive piece and 5 bounty hunter pieces)
6 plastic game piece holder
2 card boxes for organazing playing cards
1 money tray **(Bail Bondsman bank)**
5 vault keys
4 red square markers
214 playing cards (2 $\frac{3}{4}$" × 3 $\frac{1}{2}$")
Money (2"x4") - total $5,020 dollars broken down into:

> a. Bounty Hunter(s) funds: Each Bounty Hunter receives $500 at the beginning of the game.
> b. Rabbit's Stash House funds: $500 total (that remain in bank until needed)
> c. Bondsman Bank: $2,020

SETTING UP THE BOARD

Place the game board on a flat surface. Shuffle the "Blank Cards" found in the Rabbit and Bounty Hunter's box. Position the cards labeled 'Bus Stop,'

'Train Station,' 'Heliport,' and 'Rabid Cove' face down on the board as indicated. Arrange the 5 vault keys in their designated positions. Position the Rabbit game piece at the 'HOLDING' location and the Bounty Hunter(s) game piece at 'START.'

Each Bounty Hunter receive $500 in the following denominations:
10 of $5, 5 of $10, 10 of $20, 2 of 50, 1 of $100.

Put the remaining money into the 'bail bondsman's bank'.

OPTIONS OF PLAYING

Before commencing the game, select an option rule to determine the length of the game. Choose one of the following options, each with a one-time limit:

10% Bribe Option Rule: Opting for the 10% bribe rule means that when the Rabbit is apprehended, they only need to pay a $50 bribe, allowing the game to continue. If the Rabbit is unable or chooses not to pay the bribe, the Bounty Hunter(s) who captures the Rabbit wins. If the bribe is paid, the funds go to the bail bondsman's bank instead of the vault, and the Rabbit can roll the die to move forward the amount shown.

Half Bribe Option Rule: Selecting the half bribe rule ($250) entails that when the Rabbit is captured by a Bounty Hunter, they must pay a minimum bribe of $250 to continue playing. If the Rabbit cannot or decides not to pay the bribe, the Bounty Hunter(s) who captures the Rabbit wins. If the bribe is paid, the funds go to the bail bondsman's bank instead of the vault, and the Rabbit can roll the die to move forward the amount shown.

Full Bribe Option Rule: Opting for the full bribe rule means that when the Rabbit is apprehended by a

Bounty Hunter, they must pay a minimum bribe of $500 to proceed with their turn. If the Rabbit refuses or is unable to pay the bounty, the Bounty Hunter(s) who captures the Rabbit wins. If the bribe is paid, the funds go to the bail bondsman's bank instead of the vault, and the player can roll the die to move forward the amount shown.

Regardless of the chosen option rule, the Bounty Hunter capturing the Rabbit will receive $100 after the Rabbit pays the bribe. If the Rabbit is captured by a team of Bounty Hunters, the reward is shared equally between them.

HOW TO PLAY

After choosing the play opiton rule, players must designate who will oversee the bail bondsman's bank, responsible for funding various aspects, including the Rabbit's stash, throughout the game. This role can be filled by a player or a non-player.

To determine the initial order of play, each participant rolls a single die. The player rolling the lowest number assumes the role of the Fugitive (Rabbit) and takes the first turn. All remaining players automatically become Bounty Hunters. When the Bounty Hunters are determined, they must get together and decide on a vault code number **(see vault code number guide)** which the Rabbit must match in order to have access to the "vault".

Important: The Rabbit cannot be apprehended until all Bounty Hunters have executed their initial moves.

Once the first player moves their game piece a specific number of spaces determined by the die, the next player to their left will roll the die. This sequence continues in a clockwise direction until the completion of the hunt.

When a player lands on a named location (excluding 'Eastside Park' and 'Vault'), they are required to draw a card (refer to Landing on location below).

'Blank Space' cards are drawn only when the Rabbit and Bounty Hunters occupy any of the blank spaces, with or without a key, excluding the blank space with only a QR code.(refer to Blank Space under Locations).

Landing on a location:

Players must draw a card from the deck corresponding to the name of the location they land on. For instance, if a Rabbit lands on Louie's Chop Shop, the player draws the Louie's Chop Shop - Rabbit card. After reading the card, the player should return it to the box, placing it at the back of the pile.

If a player is directed to a specific location by a card from another locale, they must stay at that second location unless the card instructs otherwise. If both the Rabbit and Bounty Hunter are at a named location, 'Capturing the Rabbit' rules apply.

When the Rabbit lands on a Stash House, they must draw a card from that category and leave it out of

the box for the remainder of the game. Each visit to a Stash House allows the Rabbit to use a QR code, obtaining one of the four digits for the vault code predetermined by the Bounty Hunters. Matching a digit renders the QR code for that Stash House unusable and a red square marker should be placed over the QR code for the rest of the game. For example, if the Rabbit lands on Stash House #1, uses the QR code, and the digit matches, they place a red square marker over the QR code rendering unusable for the remainder of the game. However, if the digit doesn't match, he can choose to pay $5 to generate another number. This option is accessible once per turn. After the Rabbit deposits the $5 into the Bondsman's Bank, he must refresh the webpage on the mobile device and click the "Generate Code" button.

Please note that the locations 'Eastside Park' and 'Vault' do not have cards associated with them (refer to 'Eastside Park' and 'Vault' sections for more information).

If the Rabbit lands on the 'Vault' containing cash and has obtained the four-digit code, they can take the cash and move ahead 3 spaces. However, if the Rabbit does not have the code, they cannot take the money. The same rule applies to Bounty Hunters; if

they land on the vault, they must possess the vault key (refer to Vault section for more information) to take the cash.

In the event that a Bounty Hunter does not have enough cash to satisfy a location card's request, that Bounty Hunter can either move back one (1) space or lose a turn.

If a Bounty Hunter lands on any of the 'Blank Spaces' with or without a QR code and the Rabbit is not present, no further action is necessary, and the next player takes their turn. This same rule applies if the Rabbit lands on a 'Blank Space' with no Bounty Hunters present.

However, if a Bounty Hunter lands on a Blank Space that contains a vault key, they can choose to use the QR code to obtain the key. In situations where multiple Bounty Hunters occupy any of the Blank Spaces, with or without a QR code, and one of the Bounty Hunters possesses a vault key, the Bounty Hunter without a key has the option to offer to buy the key from them. If the Bounty Hunter with the key refuses the offer, no further action is taken, and the next player takes their turn. In the case of the Rabbit landing on a Blank Space with a vault key,

they are unable to use the QR code to obtain the key.

Whenever a Bounty Hunter lands on an area where another Bounty Hunter is, they have the option of forming an alliance, meaning that if they both capture the Rabbit, they'll share the win. Alliances are only valid for one (1) round (after the last Bounty Hunter of the alliance takes their turn). While Bounty Hunters can be in multiple alliances throughout the game, they are limited to one alliance per round.

If a player lands on Alley Way Road, they must move 1 space over the bridge. However, if a player has more to move from the roll of the die, they can either continue straight or turn into the alley.

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.

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.

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