Rabbit

1-2   40

Components:

36 sun cards

sun gives 2 food this turn. | root veggies place 1 food counter to each warren. | hawks take 2 baby bunnies

27 area cards

13 predator counters

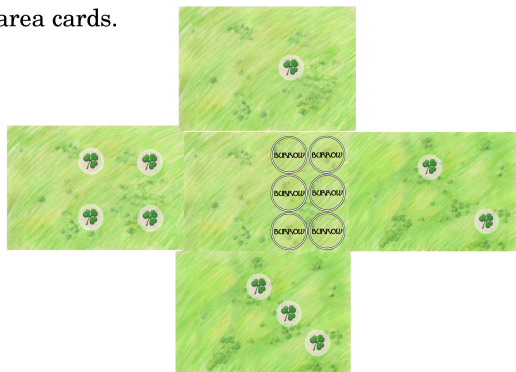**6 kit counters**   **9 burrow counters**   **50 food counters**

22 rabbit counters
(1 Thinker   3 scouts   4 fighter   14 worker)

Setup: place the 5 starting area cards as pictured. place 1 food counter on each clover on the area cards.

place 4 food counters on the warren card (the card with 6 burrow spaces)
(each food counter occupies 1 burrow space)

place 1 thinker, 1 scout, and 2 workers on the warren card.(your starting rabbits)

Shuffle the remaining area cards and place face-down in a stack.

Shuffle the sun cards and place them face down in a stack.

Gameplay: each turn consists of 3 phases

Phase 1: Replenish (skip this phase on first turn)
- draw a sun card (sun cards dictate what happens during this phase)
- place a food (if there are any empty clover spaces on any area card, player may
    place 1 food on 1 of those clover spaces.)
- predators hunt   if any hunting predators are on card(s)s that are next to area card(s)
    that have rabbits on them, move the predator(s) onto the area card(s) with the rabbit(s).
        - the Fox and the Weasel hunt every turn.
            - the Cat and the Snake only hunt if sun card says "cats hunt" or "snakes hunt")
(if predator is next to 2 areas with rabbits,predator always moves into area with more rabbits)
    (if two areas have same # of rabbits, player chooses the area predator moves into)

Phase 2: Actions (this is when player takes actions)
in this game, only Thinkers, Scouts, and Fighters take actions. (Workers just follow along)
- pay 1 food to take 1 action (any number of actions may be taken, as long as player
    spends 1 food either off of rabbit taking action, or off of a burrow for each action.)
- there are 4 possible actions;
    - move: move rabbit(s) from 1 area card to another.
    - think: look at and rearrange sun cards or area cards.
    - fight: increase the force of 1 fighter rabbit for the turn.
    - burrow: create new burrow space(s).

move: spend a food to move a rabbit up to 2 area cards. (no diagonal movement).
- up to 4 rabbits(of any type) in the same area as the rabbit that is moving may
    move with it without spending food. (they all move as a group)
- each rabbit can only move once per turn.
- scouts/groups that only contain scouts can move 3 spaces.
exploring new areas;
    if your rabbit(s) run off the edge of a card and there is no card there;
    - draw an area card and put your rabbit(s) on it.(they are committed to move).
    - place a food counter on each clover space on the new card.
if there is a predator indicated on the area card,
    - rabbit(s) may not continue moving
    - draw the predator counter indicated on the card and place it on the card.
    (the predator counter(not the white box) represents the actual predator)

think: thinkers can, once per turn, spend a food to look at the next 3 cards in
        either the sun card or area card deck. player may rearrange the cards
        and either place them back on top of the deck, or under the deck.
fight: fighters can, once per turn, spend a food to increase force by 1 for the
        duration of turn.
burrow: spend 1 food off of a scout, thinker, or fighter to place 1 burrow counter
        under each worker that is in same area as them.
        - you may not burrow on your original warren card
        - once you burrow on a card it is considered a warren card. Any clover
            icons are no longer active and any food counters on them are discarded.
        - burrow action can only be taken once per turn

Phase 3: feed & breed (do these 4 steps in order)
1) predators feed: if a predator is on the same card as 1 or more rabbits,
    it eats 1 of your rabbits(remove a rabbit). The fox eats 2 rabbits.
    - if more than 1 predator is on the card, each one eats a rabbit (fox eats 2).
2) rabbits feed: if 1 or more of your rabbits is on an area with food counters on
    it, each rabbit can place one of those food counters on top of itself. any
    food counters on top of rabbits are considered to be in those rabbit's
    posession.
3) rabbits breed: turn any number of food counters that are on workers that
    are on burrow spaces by spending a food counter off of a thinker, scout
    or fighter that is on the same warren card as the workers.
4) hunger check: player must have as many food counters as rabbits.
    - count all food counters that are on your rabbits and/or burrow spaces.
    if you have more than that many rabbits. discard excess rabbit(s)
- kits don't count toward your total rabbits.

Food: food is represented by food counters ⬭ . food is required for actions and the survival of your rabbits.

  picking up food: if a rabbit is on an area card with food counters ⬭ on it place the food counter on rabbit counter. picking up and dropping off food does not require an action. rabbit can carry the food as she moves.

- each burrow space and rabbit can hold 1 food counter.
- food is used to take actions: when spending food to take an action, spend the food off of the rabbit taking the action or off of the burrow
- food may be freely exchanged between rabbits on the same area card.
- can't have more rabbits than food at end of turn.

Burrow: burrows are for holding food and making kits(babies)
  - each burrow circle can hold 1 food or 1 worker making a kit.
  creating new burrows: spend 1 food off of a scout, thinker, or fighter to place 1 burrow counter under each worker that is in same area as them.
      - you may not burrow on your original warren card
      - once you burrow on a card it is considered a warren card. Any clover icons are no longer active and any food counters on them are discarded.
      - you can't burrow if there is a predator counter on the card.

Kits: kits are baby rabbits. during phase 3 of each turn, kits can be created.

  creating kits: spend 1 food off of a fighter, thinker, or scout to turn any food counters that are on workers on burrow circles in the same area into kit counters.
- kits do not count as rabbits during hunger check. only adult rabbits count.
- before creating kits, convert any existing kits into adult rabbits.
  1 kit = 1 worker 🐇   2 kits = 1 fighter, scout, or thinker 🐇🐇🐇

The Rabbits: there are 4 types of rabbit in the game

Fighter 🐇   Speed: 2   Force: 2
  Ability: spend 1 food off of fighter or burrow to increase force to 3 for the turn.

Scout 🐇   Speed: 3   Force: 1
  Ability: scouts can't be eaten by predators. scouts do not need to stop if they
           move into an area with a predator

Thinker 🐇   Speed: 2   Force: 0
  Ability: spend 1 food to look at, rearrange, and return 3 cards to either the
           area card or sun card deck. player may place the cards either back on top
           of the deck or put them under the deck.

Worker 🐇   Speed: 2   Force: 0
  Abilities;
    burrow: spend 1 food off of a Thinker, Fighter, or Scout to place 1 burrow
           counter under each worker that is on same area card as it.
    produce kit: spend 1 food off of a Thinker, Fighter, or Scout to replace any
           food counters that are on workers on burrow spaces in the area with
           kit counters.

The Predators: there are 4 different types of predator in the game.
predators move during phase 1 of the turn.
predators eat during phase 3 of the turn. if any rabbits are on same area card as a predator counter, predator eats 1 rabbit (fox eats 2).

🐍 Snake   Force: 3
   snakes only hunt when a sun card tells them to.

🐈 Cat   Force: 4
   cats only hunt when a sun card tells them to.

🦫 Stoat   Force: 5
   stoats hunt every turn.

🦊 Fox   Force: 7
   foxes hunt every turn. fox eats 2 rabbits.

Fighting predators: If, at any point, the total force of the rabbits in an area is
  higher than the total force of all predators in that area, remove all predators
  from that area.

  Endgame and scoring.
  - game ends at the end of the turn in which the last card is drawn.
     if 10 or more rabbits survive, the herd survives/player wins
       13 rabbits, veteran level
       15 rabbits, expert level
       17 rabbits, master level