

# CATCH THAT BUNNY!

A Stealth Hunting Game for two to four [two to three] players

[Alpha version: Text in brackets indicates rules to try if the game doesn't work]

## Pieces:

- The game board is made up of a 7X7 grid. Some squares are marked with briars, some with gardens. River squares run down the middle of the board
- 31 Tokens, blank on both sides, are placed on the board, one on each square
- 20 Pawprint tokens, (One side blank ) are put in a pile next to the board
- 5 Carrot Tokens, one is placed on each garden
- 1-3 [1-2] Wolf tokens are placed by their players, anywhere on the board
- 1 Bunny token (One side blank) The wolf players must all close their eyes, then the bunny player places her token face down, anywhere but a garden

## Gameplay:

- On the Bunny's turn, the wolf players close their eyes. The bunny player moves her token 1-4 squares, placing a face-down pawprint token in each space she moves from, and removing any blank tokens in the same square as the pawprint or bunny tokens
- Every time the bunny enters a river square, she says "Splash". She doesn't leave pawprints for the rest of the turn. [or for the immediate next turn]
- If the bunny lands on a garden, she takes the carrot token. If the bunny collects three carrots, she wins
- The bunny can enter the same square as a wolf, but cannot end her turn there.
- [Once per turn, if the bunny has a carrot, she can flip it over to move an additional 4 spaces on her turn. The carrot is still counted for scoring at the end of the round]
- Wolf players open their eyes. Each wolf gets a chance to move his token 1-4 squares, turning over the token in each square they enter
- Entering a briar square counts as two moves for a wolf. If a wolf has already taken 3 moves, he cannot enter a briar square
- If a wolf flips over the bunny token, then he wins
- Once a round is over, the player to the left of the bunny becomes the new bunny and play continues until each player has had a turn as the bunny.

## Scoring:

- The Bunny receives 1 point for each carrot captured, and an additional 3 points if she wins.
- If a wolf wins, he receives 2 points. Every other wolf receives 1

Once every player has had a turn as the bunny, the player with the most points wins