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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 organizing playing cards

1 money tray (**Bail Bondsman bank**)

5 vault keys

4 red square markers

214 playing cards ($2\frac{3}{4}" \times 3\frac{1}{2}"$)

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'.