

HOW TO PLAY

After choosing the play option 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.

If players can't use a cell phone or tablet for the QR codes, they can use the alternate special cards **(see the alternate special cards section for rules)**.

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.

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