

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.