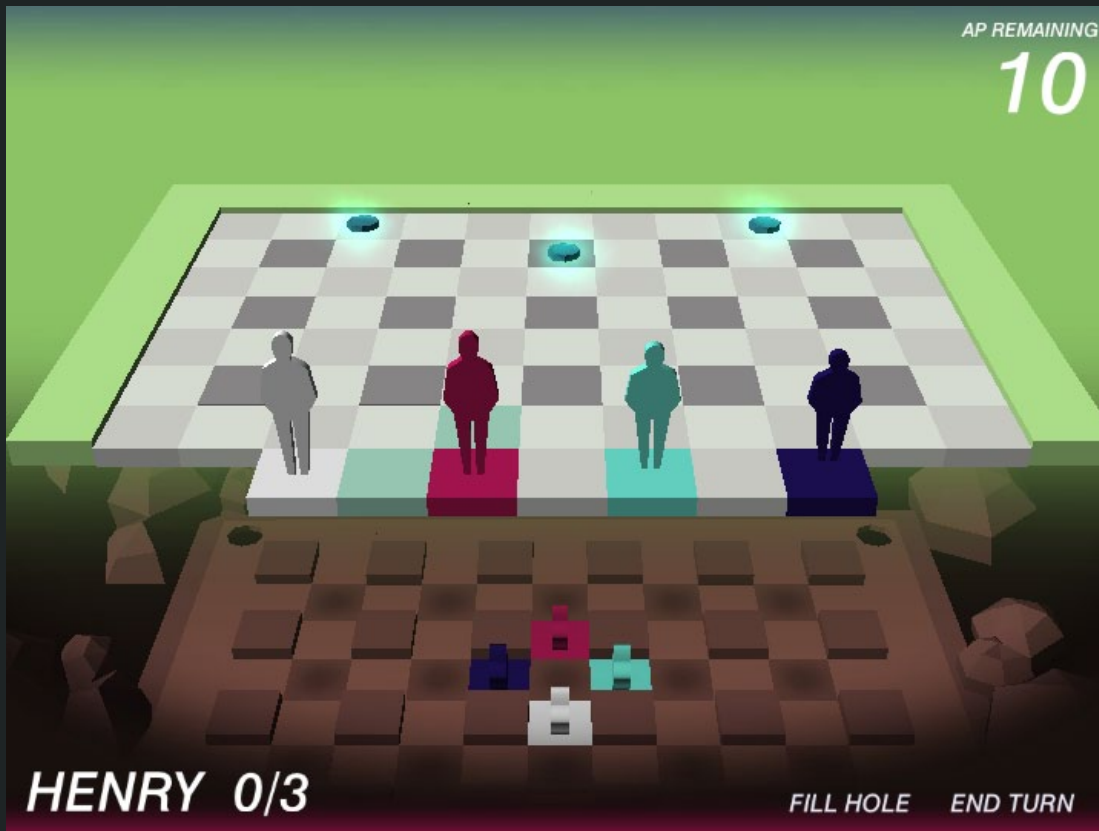# RABBIT KINGDOM

Game Assets

Game Board: There are two layers - an above-ground layer and one underground layer

Rabbits and Family pieces: Each player controls a family member on the top level and two rabbits on each underground level.

Haunted Objects : objects become haunted when they fall through the house floor into the underground layers.

Tunnels : Paths created by the rabbit. Tunnels are player-specific. It is easier to travel on your own tunnel than other tunnels. Objects in your tunnel are easier to reach.

Menu System: keeps track of Action Points, insanity level, and lists what moves are avaiable to each player.
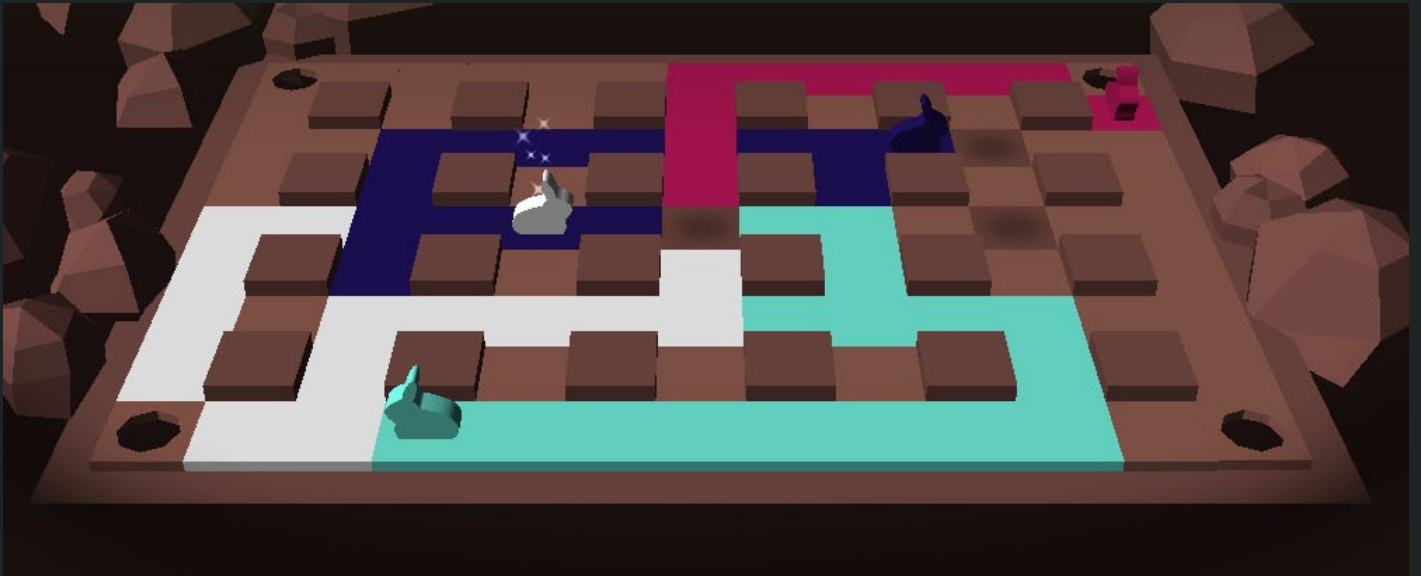
Your rabbit must build tunnels to direct the haunted object to the final level. The player that places the haunted object in the center of the bottom level collects that objects and GIVES it to another player to haunt them. If you are given 5 haunted objects you are out of the game. The last person standing wins.

Action Points: each round, players are given a set amount of action points which they can use in a variety of ways to affect the game in their favor:

- Build tunnels to move around quickly, block other players, and carry haunted obbjects underground

Haunting: If you collect a haunted object you can give it to another player. If a player recieves 3 haunted objects from other players they are out of the game. However, the more haunted objects you receive, the more haunted your character becomes and in turn gives you access to more powers and more action points each round.

Above and Underground: Each player must coordinate the movement of their game pieces across many levels. The human characters exist above ground during the day and the rabbit pieces are active underground at night. Coordinating the two are essential to victory. If you drop haunted objects from above onto the tunnel of another player's rabbit, you give them more advantage.

Rules / Instructions

STARTING the GAME
The game begins above ground. Once each person has moved their pieces and ends their turn, the game camera moves underground and each player can begin moving their rabbit pieces
The game switches between the different layers once per round.
When a player collects a haunted object they decide which of the other players they will haunt.
The haunted object then gets placed back into the house.

Action Points:
These points can be spent each round to move, build tunnels, dig holes, and help or harm other players.
It's up to the player to determine how they use their action points each turn.
A full round consists of each player taking a turn in day mode as a family member, then each player taking a turn in dream mode as their rabbit. For example, you start out with 10 AP. You can move 3 spaces in the house, so you have 7 AP left to use during dream mode. Any leftover points cannot be reused.

STARTUP

INTRO SCREEN
> **rules -** tutorial screens
> **start -** goes to pick character screen/ begins game

HUD OVERLAY
Character name, haunt level, AP count, and move buttons

CONTROLS
the game interface is controlled by mouse clicks on buttons and on the game board tiles.

TURN OVERVIEW

Each turn round consists of day and night mode. Player's AP replenish after each day and night

NIGHT

HUD shows the rabbit's options:
dig holes, end turn
Camera shifts to view underground layers.

Holes - making a hole costs 3 AP. If the player presses "dig", the camera will shift to zoom in on the rabbit. it will show a hole appearing above. If a haunted object is above, it will fall into the underground tunnel.

DAY

family pieces move above ground. HUD shows the family options:
fill holes, end turn.
Camera shifts to view house layer.

Move - moving pieces costs 1AP. Family pieces try to collect objects and drop them into holes that rabbit create.

COLLECTING OBJECTS

At game start two objects will be randomly assigned to two of the corners in the house.

In both day and night mode objects are collected when the player piece moves over the object. It hovers over the player piece.

Whoever moves the object into a corner square in the underground layer can use that object to haunt another player. A screen shows up and asks which player to give the object to. The screen shows all four the family player pieces. They click with a mouse to choose.
That player's insanity meter increases by 1. If it was their third object they are out of the game.

HAUNTING AND BECOMING HAUNTED
When you receive a haunted object from another player, you gain a new power and more AP.
If you recieve 3 objects you lose the game.

WINNING

If you are the last person standing without reaching 3 haunted objects you win the game.
FInal win screen appears showing the player's colored rabbits covering the house layer.

>PLAY AGAIN?
>EXIT