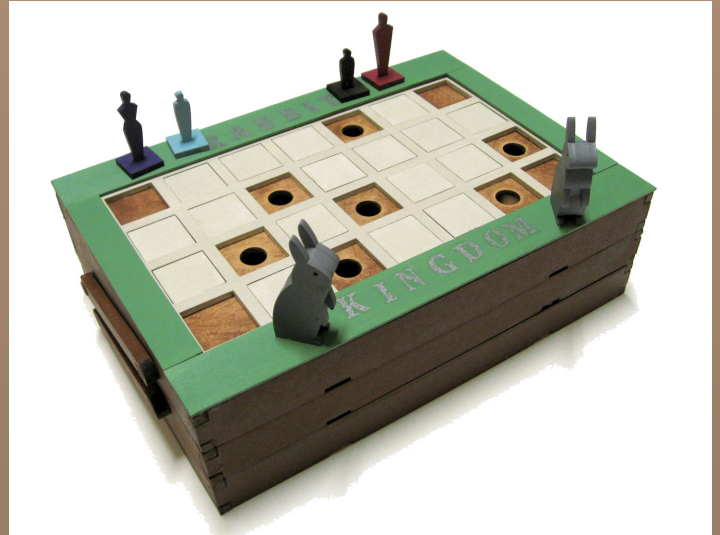
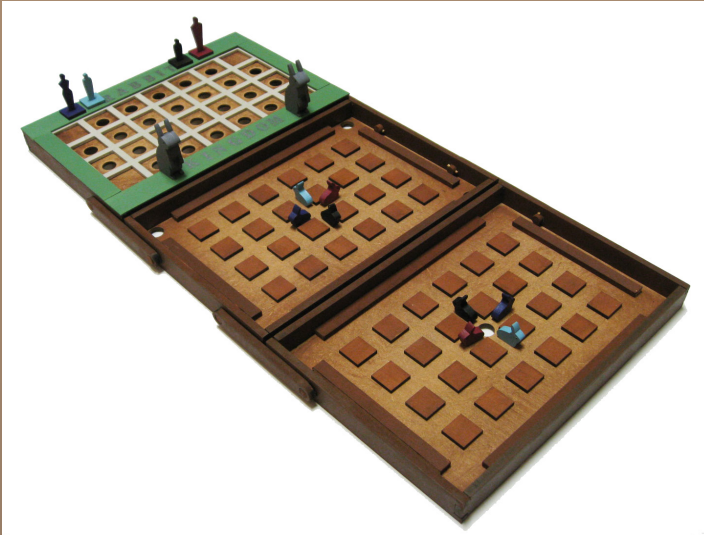


# RABBIT KINGDOM

"For the cellar, the impassioned inhabitant digs and re-digs, making its very depth active. The fact is not enough, the dream is at work."



There is a strange conflict happening between an underground rabbit warren and the house that sits on top of it. The family that tries to occupy the house soon discovers that the land does not belong to them entirely. As the foundation underneath them becomes filled with holes and tunnels, the foundation of their family also begins to break apart.

## Description

This board game is based on the short story *Stone Animals* by Kelly Link. The strange occurrences in the house are perhaps metaphors for a family that is breaking apart, but after further review I believe this story draws from something even more ingrained in the human mind, which is the phenomenology of a house. The most typical house is divided into three areas, the attic, the main floor, and the cellar. Gaston Bachelard describes "for the cellar, we shall no doubt find uses for it. It will be rationalized and its uses enumerated. But it is first and foremost the dark entity of the house, the one that partakes of subterranean forces. When we dream there we are in harmony with the irrationality of the depths."

For many of us the cellar represents the roots of the house, the connection to the earth, but also a mysterious and nightmarish place. In *Stone Animals*, the haunting of the house stems from the lack of a cellar, or rather, the roots of the house do not belong to the family, but a hoard of rabbits, and the cosmic balance of the house is disturbed. Henry says the house doesn't have a basement yet in a dream someone informs him "Like your house. Which is really just the tip of the iceberg lettuce, so to speak. You've probably got seventy, eighty stories underground."

Is this the fear of the unknown? A lack of connection? Or perhaps he knows that it is the truth because the rabbits keep coming to the surface - a testament to their underground maze and the shaky foundation on which his family sits.

**Goal:** Collect haunted objects to distribute to other players to cause them to go insane before you do.

The board consists of two part: The house where the family members move and underground, where the rabbits dig holes.

**Day Mode-** During this mode, the layers are stacked. Players move around the house and try to pick up objects to drop them down holes, or line up with their rabbit to dig holes

**Dream Mode -** During this mode, the layers are opened. Objects cannot be dropped down from the house. Each player has a rabbit counterpart that

moves underground at night. Their goal is to build tunnels and gather haunted objects into the holes corresponding to their player on the final level. Dream mode can affect the house layer too.

## SETUP

- place an object in each house corner.
- family member start at the front door between the stone rabbits.
- underground rabbits start in the middle of the board.

## GAME PIECES

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

**Floor Tiles** : these are placed in the house and can be uncovered by rabbits.

**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.

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

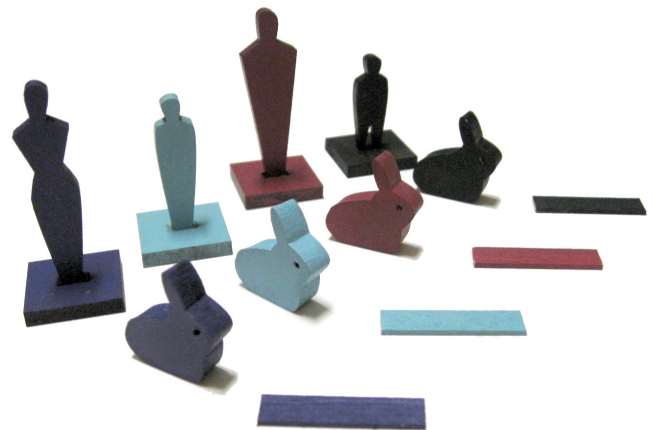
**AP chips** - use these to keep track of how many action points you have left for your turn.

**Stone Rabbits**: These can be activated by haunted objects and bestow secret powers. If you sacrifice a haunted object you collect (not receive) to the stone rabbit, they can replace your normal rabbit on the board for dream mode and destroy any tunnels they move on that isn't your own.

### AP CHIPS:



### FAMILY, RABBITS, TUNNELS:



## GAMEPLAY

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.

## STARTING the GAME

The game begins in dream mode. Once each person has moved their rabbits the game turns to day mode and now each player can begin moving their family member.

The game alternates between modes unless all haunted objects have dropped to the underground layer.

When a player collects a haunted object they decide which of the other players they will haunt. Each object is represented by a flower sticker.

The haunted object then gets placed back into the house. The player who was just haunted decides where the object will go by covering up one of the holes in the house and putting the object there.

### **Action Points:**

Action points increase the more haunted you become. 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(s) So, for example, you start out with 6AP. You can move 3 spaces in the house, so you have three AP left to use during dream mode. Any leftover points cannot be reused.

Each player must take a turn in day mode before you can move on to dream mode.

### **Cost of moving:**

moving 1 space in house = 1AP

build tunnel = 1AP

move through your tunnel =1AP

move through opponents tunnel = 2AP

build hole in floor = 4AP (only during dream mode)

### **Collecting and Moving Objects:**

To pick up an object as a person or a rabbit all you need to do is move over the space it is on and it will start traveling with you. If you are moved from your space by a power or another player crosses your path, you drop the object and another player can pick it up.

If an object is in your tunnel along with your rabbit, you can move the object as if it were a rabbit.. The object MUST move to the position of your rabbit on that level.

# CHARACTERS and POWERS

Each player starts with 6 action points and gains +2 action points for each haunted object they are given by another player. Multiple powers can be used each turn. The same power can be used more than once each turn

## (PURPLE) Catherine-

- 1 object - pregnant power - baby gives you +2 action points
- 2 objects - house wife -switch places with a player in day mode (cost =4AP)
- 3 objects - dream in color - convert 1 tunnel you move through to your color (cost =6AP)
- 4 objects - lost voice -(day/dream) One player must move in the opposite(mirror image) direction you travel (cost =4AP)

## (MAROON) Henry-

- 1 object - train speed +2 action points
- 2 objects - exterminator 1 - fill in 3 tunnel spaces of 1 player (cost =4AP)
- 3 objects - rabbit warrior - your rabbit can push back any rabbit they encounter 2spaces + (cost =4AP)
- 4 objects - exterminator 2 - reset a players rabbit to their starting position + stun them for a turn(cost =6AP)

## (BLUE) Tilly-

- 1 object - youthful determination +2 action points
- 2 objects - sleepwalking - (dream) can move Tilly in the house during dream mode (cost = 4AP)
- 3 objects - rabbit friendship - (dream) take control of another player's rabbit for your turn (cost=4AP)
- 4 objects - secret door - (dream) rabbit can enter house from hole open above them and enter back underground from any open hole in house (cost = 6AP)

## (BLACK) Carleton-

- 1 object - youthful energy +2 action points
- 2 objects - tantrum(day mode/ dream mode) draw all players 2 space towards you (cost= 4AP)
- 3 objects - stick (dream mode) stun 2 rabbits for one turn (cost = 6AP)
- 4 objects - haunted - (day/dream) open or close any tile in the floor(cost = 4AP)

**Stone Rabbits:** These can be activated by haunted objects and bestow secret powers. If you sacrifice a haunted object you collect (not receive) to the stone rabbit, they can replace your normal rabbit on the board for dream mode and destroy any tunnels they move on that isn't your own.