**JUMP IN - USER MANUAL**

The obstacles are: Mushroom, Fox, Rabbit, Hole.

Foxes take up two spaces, head and tail. All other obstacles occupy one square.

The following explains how the obstacles move around the board:

**Rabbit:**

Rabbits can only move by jumping over one adjacent obstacle, empty holes are NOT obstacles.

Once a rabbit is in a hole, it can be jumped over by other rabbits.

Side note: Rabbits can jump out of their holes to facilitate another rabbit's path.

Rabbits can jump over a foxes, or from its head to tail or tail to head.

**Foxes:**

Foxes can slide depending on their initial direction, however many spots needed.

**Mushrooms and holes are stationary. Please don’t try moving them – it won’t work.**

The objective of the game is to move the rabbits and foxes, through a series of movements around the obstacles until all the rabbits are safely in their hole. The user will be prompted to choose and animal by entering their corresponding number, and the coordinates they would like to move it to. The coordinates must be entered in the form “xy”, with x being the value in the horizontal axis (the row number), and y being on the vertical axis (the column number).