# Bunnies & Burrows

Bunnies & Burrows ( B & B ) is a role @-@ playing game ( RPG ) inspired by the novel Watership Down . Published by Fantasy Games Unlimited in 1976 , the game centered on intelligent rabbits . It introduced several innovations to role @-@ playing game design , being the first game to allow players to have non @-@ humanoid roles , and the first to have detailed martial arts and skill systems . Fantasy Games Unlimited published a second edition of the game in 1982 , and the game was modified and republished by Steve Jackson Games as an official GURPS supplement in 1992 .

As rabbits , player characters are faced with dangers mirroring those in the real world . The only true " monsters " in the game are humans , but there are many predators and natural hazards . The characters ' position in the food chain promotes an emphasis on role @-@ playing and problem solving over combat .

## History

Originally published by Fantasy Games Unlimited in 1976 , only two years after the first role @-@ playing game Dungeons & Dragons was published , this edition is now long out of print . The game was inspired by Richard Adams ' fantasy novel Watership Down , and the players were given the opportunity to take on the role of rabbits . As such , the game emphasized role @-@ playing over combat for , according to Steffan O 'Sullivan , " You 're playing a rabbit , after all ? how much combat do you want to do ? " David M. Ewalt , in his book Of Dice and Men , commented that Bunnies & Burrows " pushed setting even farther " than other early RPGs like Dungeons & Dragons and En Garde ! , as the " player characters were intelligent rabbits and had to compete for food , avoid predators , and deal with internal warren politics " . The poor production values provided a barrier to the acceptance of the game . The art , by Charles Loving , was " sketchy and of poor quality " , while the document as a whole gave the appearance of having been typewritten .

Building on this first edition , in 1979 , B. Dennis Sustare wrote " Different Worlds Present the World of Druid 's Valley : A Bunnies & Burrows Campaign " in Different Worlds , a magazine published by Chaosium . It detailed how to combine the world of Bunnies & Burrows with other fantasy worlds . This was followed by the mini @-@ adventure " The Jackrabbits ' Lair " , written by Daniel J. Maxfield , in Pegasus , a magazine published by Judges Guild .

A second edition of Bunnies & Burrows was printed in 1982 by Fantasy Games Unlimited , although the continuing popularity of the first edition is evidenced by how it was still being actively played in 2008 .

During a rise of " retro " games in the late 1980s and early 1990s , Steve Jackson Games entered negotiations with Dennis Sustare and Scott Robinson , the current owners of the Bunnies & Burrows copyright , to publish an official GURPS supplement . In 1988 , O 'Sullivan wrote an unofficial conversion of Bunnies & Burrows to GURPS while the negotiations continued . He indicated that he hoped to one day work on the official supplement . GURPS Bunnies & Burrows was published in 1992 .

The setting also had an unofficial conversion in 2004 to be used in Risus : The Anything RPG by Boyd Mayberry under their " Rules for Free Fan @-@ Supplements and Articles " .

## Gameplay

The original game was very innovative for its time ( less than two years after the first published RPG ) . Not only could you play non @-@ humanoids for the first time , but it was the first role @-@ playing game to have detailed martial arts rules , the first attempt at a skill system , and the first RPG to appeal as widely to women as to men .

Bunnies & Burrows was the first role @-@ playing game to allow for non @-@ humanoid play . In addition , it was also the first role @-@ playing game to have detailed martial arts rules ( known as " Bun Fu " ) and the first attempt at a skill system . For its time , the game was considered " light years " ahead of the Original Dungeons & Dragons .

Players of Bunnies & Burrows take the role of rabbits as their player characters . Interaction with many different animal species is part of normal gameplay . Humans , whose thought processes and motivations are completely alien , are the only monster to be encountered .

Bunnies & Burrows has the advantage of offering players an intuitive grasp of relative dangers and appropriate actions not possible in game worlds that are substantially fictional . For example , a player is told their character is confronted with a fox . There is an immediate intuition on the amount of peril a rabbit is facing . Although player characters are substantially weaker than many of the dangers they face , the game is one of the first to encourage problem solving and outwitting obstacles , rather than out @-@ fighting them .

The mechanics of the role @-@ playing game system were created specifically for Bunnies & Burrows , common at the time of its original publishing . It features eight abilities and eight classes . The task resolution system is based on rolls of percentile dice . Although newer systems have updated game mechanics significantly , the ideas presented in Bunnies & Burrows created the framework for modern role @-@ playing games .

= = Reception = =

Although the game had " incredible role @-@ playing potential " , the concept of role @-@ playing rabbits can be viewed as bizarre , and as such at least one commentator believes that " most people thought it was stupid " when it was first released . This view is mirrored by Lev Lafayette , who , when describing his first exposure to the game , says " Oh , how we laughed . ' Who on earth would want to roleplay a rabbit ? ' , we mocked . ' What 's the point ? You can 't do anything ! ' " .

= = Publications = =


= = = Books = = =

Bunnies & Burrows ( 1976 ) , Fantasy Games Unlimited
Bunnies & Burrows ( Second edition ) ( 1982 ) , Fantasy Games Unlimited

= = = Articles = = =

Different Worlds Present the World of Druid 's Valley : A Bunnies & Burrows Campaign ( B. Dennis Sustare , 1979 ) . Different Worlds , Chaosium
The Jackrabbits ' Lair ( Daniel J. Maxfield ) . Pegasus , Judges Guild