Starting the Game

There are two teams: Silver and Gold. Each team has 16 animals - one Elephant, one Camel, two Horses, two Dogs, two Cats, and eight Rabbits. Each animal has a different strength - in the previous lineup, they are listed from strongest to weakest. The board is 8 squares by 8 squares and has four trap squares. The Gold team goes first, and can place their 16 animals in any arrangement they desire along the bottom two rows of the board. They do this by clicking on the animal button, then clicking on the square they wish the animal to occupy. Once they have finished placing all 16 of their animals, they must click the “End Turn” button in order for the Silver team to be able to place all 16 of their animals in any arrangement they desire along the top two rows of the board. Once the Silver team has placed all 16 animals and ends their turn by clicking the button, the game begins.

Gameplay

All animals except Rabbits can move in all four cardinal directions (that is, no diagonals). Rabbits can move any cardinal direction but backwards. On a turn, a player must move at least one square and can move up to four squares total. These movements can be split among as many animals as the player wants. Once the player has completed their turn, they must hit the “End Turn” button in order for the other player to begin their turn. This process repeats until one player reaches the winning conditions. In order to move, a player must click on the animal they desire to move. Potential squares to move to will highlight in green. If there is an opposing animal on a square highlighted in green, that means that the opposing animal can be pushed by the friendly animal.

Freezing

If a player’s animal is moved to a position beside an animal belonging to the opposing player that is stronger than it, the animal is frozen and cannot be moved unless either a friendly animal is adjacent to it or the opposing animal moves away.

Pushing/Pulling

If an opposing animal of lesser strength is beside a player’s animal, the player can push or pull the opposing animal. In order to push an opposing animal, the opposing animal must be in front of the friendly animal. The player then moves the friendly animal forward into the space occupied by the opposing animal, and the opposing animal will move to one space ahead of where it previously was. In order to pull an opposing animal, a player must first select the “Pull piece?” toggle, then have a friendly animal stationed in front of an opposing animal. The friendly animal must be moved forward in order to pull the opposing animal into its previous location. Note - an animal CANNOT pull and push simultaneously.

Trap Squares

An animal is captured if it moves into a trap square without a friendly animal beside it. Animals can be pushed or pulled into trap squares.

Winning Conditions

A player wins the game when one of their rabbits reaches the opposite side of the board, when they have eliminated all of the opposing player’s rabbits, or when they have eliminated all possible moves for the opposing player.