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**User Manual**

Game Contents:

* 5x5 Gameboard
* 3 Rabbits
* 2 Foxes
* 3 Mushrooms
* 2 challenges (only for Milestone 1)

Rules of the Game:

* Rabbits can only jump over other game pieces and they can also jump over multiple pieces
* Rabbit cannot move to blocks beside them
* Mushrooms are stationary
* Foxes can either move vertically or horizontally, but not in both directions
* Foxes cannot move over other game pieces
* There cannot be multiple rabbits in one hole
* Game is won once all rabbits are in a hole (one rabbit per hole)

Meaning of abbreviations:

* R on the board is Rabbit, with the letter trailing it being the first letter of the colour (i.e. RW – rabbit white)
* F on the board is Fox, with the letter trailing it being the first letter of the colour (i.e. FR-fox red)
* HH is hole
* MM is mushroom
* SS is empty slot

Commands to play:

* Once the game is started you will be prompted to enter a challenge number
* To move a rabbit or fox type “move”, the animal type, the colour of the animal, and the direction it should move (i.e. move rabbit white up, move fox red right)
* Type “rules” for rules on how to play
* Type “commands” for a list of commands
* Type “show” to show the current state of the game board
* Type “quit” to stop playing the game