Warren Bound Paper Proto-type

You are the incorporeal being known as the rabbit deity Aimon, a divine creature dedicated to saving rabbits from large overpowering forces. Your task is to guide your now warren-less rabbits to a new home. The catch is there are several hungry wolves who are looking for a nice plump rabbit to tide them over for the day. Make use of cover and special abilities called deity powers to help avoid the predators along the path.

Good Luck!

Game pieces

10 Backgammon Pieces = Rabbits

Ninjas = Wolves

Chess Pieces = Trees

Crumbled paper = Rocks

Dominoes = Bushes

Rabbit Rules

**Movement**

Before you move a rabbit you must decide beforehand if the rabbit will be sprinting or sneaking.

Sneaking: Can move up to 3 tiles, will make the least noise. (represented as 2 on table)

Sprinting: Can move up to 6 tiles, will make more noise. (represented as 3 on table)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | 3 |  |  |
|  | 3 | 2 | 3 |  |
| 3 | 2 | 1 | 2 | 3 |
|  | 3 | 2 | 3 |  |
|  |  | 3 |  |  |

Rabbits do not need to move cover to cover.

They can walk up to 3 tiles out of cover

They can run up to 6 tiles out of cover

**Sound**

Rabbit - 1

Walk - 2

Run/Crowded Cover - 3

Predator Rules

Movement – 8 tiles per turn

Vision 5x5 triangle

Special Note: Predators will try to move towards the last thing that they see or hear, unless the other target is closer

Sight Range

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |

Hearing Range

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Cover

If the number of rabbits in a hiding spot exceeds the max number, then the cover generates a sound equal to the sound size made when rabbits run. (refer to below to see these limits)

Bushes Can Hide 3 rabbits.

Trees can hide 2 rabbits.

Rocks can hide 1 rabbit.

When moving from cover you must count the first space out of cover as your first movement.

Panic

As rabbits are moved across the map they will naturally generate panic when close to predators or when rabbits die. When panic reaches its max, it will cause all active rabbits on the field to panic, which will make the rabbit perform a random action.

Panic starts at zero and will only activate when it reaches 100 points.

The number of panic generated depends on how close predators get to hiding rabbits.

Three spaces away from a hiding rabbit generates 3 panic pts.

Two spaces away from a hiding rabbit generates 4 panic pts.

One space away from a hiding rabbit generates 5 panic pts.

A rabbit dying generates 40 panic pts.

The number generated will only be equal to the closest point they get to a rabbit per predator turn:

Ex. A wolf moves within three spaces of a hiding rabbit, then two spaces and then stops. While the wolf was briefly three spaces away from the rabbit only the 4 pts of panic are generated because that’s the closest point the predator got to the hiding rabbit that turn.

Panic Actions

When panic reaches 100 pts a D12 is rolled for each rabbit on the map. The roll will determine what action it does.

If the dice roll is 1, 2, 11, 12:

The rabbit becomes frozen in fear and is unable to move during the next turn.

If the dice roll is 3, 4, 5, 6, 7, 8, 9, 10:

The rabbit runs 6 spaces in the direction corresponding to the number rolled. (If it reaches the boundaries of the map it will stop there.

|  |  |  |
| --- | --- | --- |
| 3 | 4 | 5 |
| 10 | Rabbit | 6 |
| 9 | 8 | 7 |

Deity Powers

As you are assuming the role of Aimon, the rabbit deity you will have access to abilities that will allow you to distract predators. This will open opportunities for you to move your rabbits while predators are distracted.

Deity powers will be limited to only 4 uses per playthrough of the paper prototype, so use them wisely.

To use a deity power, on your turn you select either a bush or tree on the map and that will generate a large sound bubble represented below.

After using deity powers, you will have a one turn cool down before you will be able to use them again.

The only object deity powers can’t be used on rocks.

Noise range of deity powers used

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |

Win/Lose Condition

In order to win you need at least 5 of the 10 starting rabbits to make it to the exit.