Rabbit Island:

Explore, Build, Conquer!

v.0.16

2-4 players
45-90 minutes
Ages 13+

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Introduction

You are a rabbit – one of a wandering band of rabbits in search of a new land to call home. After many months at sea, you and your companions discover a beautiful, uninhabited island.

Upon landing, you and the other rabbits formulate a plan for exploring the mysterious island. Once divided into your tribes, each of you set out to explore the island, discovering where you can build homes and plant carrots.

It is up to you to lead your tribe into the unknown and develop the largest and most successful civilization on the island!

Components

1 Instruction Book
4 Rabbit Pawns
1 Score Pad and Pencil
88 Building Tokens (22 tokens per color)
Carrot Tokens
- 40× 10 Carrot Tokens
- 20× 50 Carrot Tokens
- 12× 100 Carrot Tokens

4 Quick Reference Guides
37 Map Tiles
Territory Tiles
- 6× Cave
- 6× Forest
- 6×Meadow
- 3× Lake
- 3× Valley

Event Tiles
- 1× Founder's Hill
- 1× Founder's Hill (Short Game)
- 9× Rabbit Hole
- 4× Carrot Patch

24 Movement Cards
- 2× Move 1
- 4× Move 2
- 6× Move 3
- 6× Move 4
- 4× Move 5
- 2× Move 6

27 Action Cards *(full list on page 9)*
3× Earthquake Counters *(plain wooden tokens)*

Only have time for a Short Game (30-45 minutes)? You'll find the Short Game Rules on page 7.

Setup

1. Place the Founder's Hill Event Tile in the center of the table.

Founder's Hill will serve as "home base" for each rabbit leader as they set out to explore.

2. Place the Rabbit Holes, Earthquake Counters, and Score Pad nearby.
3. Shuffle the Map Tiles, Movement Cards, and Action Cards separately into three face-down piles.
4. Each player chooses a color and receives:
   - 1 Rabbit Pawn *(of chosen color)*
   - 22 Building Tokens *(of chosen color)*
   - 1 Quick Reference Guide *(of chosen color)*
   - 100 Carrot Tokens *(can be of any combination of Tokens to reach 100)*
5. Place every player's Rabbit Pawn on the Founder's Hill Tile.
6. Set aside the remaining Carrot Tokens to create the Community Carrot Bank.

Whenever you gain or spend Carrot Tokens, you'll take them from or return them to the Community Carrot Bank.

7. Deal to each player the following number of face-down Map Tiles:
   - 2 Players: 11 tiles
   - 3 Players: 9 tiles
   - 4 Players: 7 tiles

You may look at your own Map Tiles, but not the other players'.

8. Put the remaining Map Tiles back in the box. They won't be used in this game.
9. Choose the first player randomly.

How to Win

At the end of 20 years, the player with the most Victory Points (VP) wins. At the end of the game, each player gains Victory Points as follows:

- By placing Building Tokens to build Camps, Villages, and Towns (variable VP)
- If the player has the most Carrot Tokens (+1 VP)
- If the player has the largest Harvest Group—a chain of connected Territory Tiles controlled by the same Territory Owner (+1 VP)

Who will come out on top? Conquer your opponents and feast with your tribe!

Important Concepts

Territory Tiles and Building Tokens

Much play in Rabbit Island centers on placing and building on Territory Tiles. There are five types of Territories:

- Cave
- Forest
- Meadow
- Lake
- Valley

Throughout play, you will have opportunities to place your Building Token onto a Territory Tile.

Camp
Every territory starts with a Camp

Village
Upgrade from a Camp to a Village

Tile Title
There are five different Territories

Town
Upgrade from a Village to a Town

=

Building Cost
Pay this many carrots to the Community Carrot Bank and place your Building Token on the tile (or upgrade a previous Building Token).

Harvest
This is how many carrots you will gain from the Community Carrot Bank if you are the Territory Owner and you or another player land on this tile.

Victory Point
At the end of the game, you will earn these points for every Building Token you've placed.

Building Token Center
Place your Building Token here when building.

Pathway Arrow
Follow this path forward to navigate the island.

Each Building Token represents one of three Territory Levels: Camp, Village, and Town.

When on a Territory with no Building Tokens, you may build a Camp. To do so, pay the Camp's Building Cost in Carrots, shown on the Territory Tile, and place one of your Building Tokens on the tile.

When on a Territory with a Camp, you may upgrade it to a Village; when on a Territory with a Village, you may upgrade it to a Town. To do so, pay the Village or Town's Building Cost shown on the Territory Tile, and stack one of your Building Tokens on top of the other token(s) on the Territory Tile.

When upgrading, do not remove any Building Tokens already on the Territory Tile.

While your Building Token is on top of the stack on a Territory Tile, or if your token is the only one, you are the Territory Owner.

A Territory can only hold one Camp, one Village, and one Town.

You may only build or upgrade once per turn.

Never change the order of stacked Building Tokens. It matters at the end of the game!

Harvesting and Harvest Groups

Throughout play, you'll have opportunities to harvest Carrots from Territory Tiles that you own. When you harvest from a Territory Tile, you gain Carrots equal to the tile's Harvest shown for its highest-stacked Building token.

Some Territory tiles may form a **Harvest Group**. A Harvest Group contains two or more Territories owned by one player that are adjacent to one another (up, down, left, or right) or connected to each other by adjacent Territories. A player may own multiple Harvest Groups.

When you land on **any** of the Territories within your Harvest Group, you harvest from **all** of the Territory Tiles in your Harvest Group.

You may also harvest Carrots from a Territory Tile owned by an Opponent. This is explained further on page 6.

Game Summary

First, players will take turns exploring the island, playing the **Explore Phase**. Starting with the first player, each player takes a turn, going clockwise. When every player has one Map Tile in hand, the Explore Phase ends permanently.

For the remainder of the game, the players will take turns building up the island, playing the **Build Phase**. After each player has taken one turn playing the Build Phase, mark one year on the **Score Pad**. When year 20 is marked, the game immediately ends.

Do not mark years during the Explore Phase.

Explore Phase

During this phase, players will take turns exploring the island by laying down Map Tiles.

1. **Place Tiles.** Place 2 Map Tiles on the table.
2. **Move Pawn.** Move your Rabbit Pawn to one of the 2 Map Tiles you placed.
3. **Resolve Tile.** Resolve the effect of the Map Tile to which you moved your Rabbit Pawn.
4. **Check for End.** If no players have Map Tiles, end the Explore Phase.

Step 1: Place Tiles
Place 2 Map Tiles on the table, following the placement rules below. If you cannot legally place any of your Map Tiles, discard them and draw an equal number of Map Tiles.

If you ever have only one Map Tile in your hand, discard it immediately.

If you have no Map Tiles, skip this step and move to Step 4.

Step 2: Move Pawn
You must move your Rabbit Pawn to one of the 2 Map Tiles you placed.

Step 3: Resolve Map Tile
If you move your Rabbit Pawn to a **Territory Tile**, you may pay the Building Cost for a Camp and place your Building Token on the Tile, as explained at the top of page 3.

If you move your Rabbit Pawn to a **Carrot Patch**, you may resolve its text.

Carrot Patch: Harvest 50 Carrot Tokens and draw 1 Action Card.

Step 4: Check for End
If any players still have more than one Map Tiles in their hands, begin another Explore Phase, starting with the next clockwise player.

Map Tile Placement Rules

Path

You can only place a new tile where an existing pathway arrow leads to an empty space on the table.

Switchback Paths

Two indented sides are allowed to border one another.

Pathway Arrows Cannot Touch

Arrows on Map Tiles cannot point to one another.

Stay on the Table

Your playing surface serves as an outside boundary for the game board.

One Direction

Map Tiles must have their text facing in the same direction as Founder's Hill.

If the players have only one Map Tile in their hand, discard this final Tile and place Rabbit Holes on all open spaces led to by the Paths, except Paths on Founder's Hill —these paths are considered incomplete and cannot be traveled through.

The island is now fully explored! The Explore Phase ends permanently after this Step.

For the remainder of the game, play the Build Phase instead of the Explore Phase. Start the Build Phase with the same player who started the Explore Phase.

Build Phase

It's time to start building! Players now take turns moving along the paths formed by the Pathway Arrows, Building Territories, upgrading buildings, harvesting Carrot Tokens, and collecting Action Cards.

At the beginning of each Build Phase, deal **2 Movement Cards** face-down to each player. Then, the players resolve the following five steps:

1. **Play a Movement Card.** The active player must play a Movement Card from their hand.
2. **Move Pawn.** The active player must move her Rabbit Pawn to a new Map Tile.
3. **Play Action Cards.** All the players may play relevant Action Cards.
4. **Resolve Map Tile.** The active player must resolve the effects of her current Map Tile.
5. **Draw a Movement Card.** The active player must draw a Movement Card from the Movement Card deck.

All players should have two Movement Cards in their hands between turns.

After resolving these steps, the next clockwise player becomes the active player. **After all players have taken a turn, mark a year off on the Score Pad and begin the Build Phase again.**

Step 1: Play a Movement Card

As the active player, you must play a Movement Card from your hand. This card is then put into the Movement Card discard pile. If this deck has no cards, shuffle the deck's discard pile into a new draw pile.

Step 2: Move Pawn

Move your Rabbit Pawn the number of spaces shown on the card. You must move the total number of spaces printed on the card.

You must move your Rabbit Pawn forward along the Path. If you reach a fork in the path, you may choose which direction to move in.

Rabbit Holes

When your Rabbit Pawn reaches a Rabbit Hole, you must use one movement space to return your Rabbit to Founder's Hill.

If you land on a Rabbit Hole as a result of your final movement space, your Rabbit lands on the Rabbit Hole and resolves the effect there. On your next turn, you must spend your first movement space to move your Rabbit to Founder's Hill.

Step 3: Play Action Cards

Starting with the active player, each player (in clockwise order) may play an Action Card or choose to pass. After playing an Action Card, discard it (the sole exception here is for Earthquake, in which the card is discarded after its final action is resolved).

If every player, starting with the active player, passes, then this step ends. If any player plays an Action Card, then the opportunity to play an Action Card continues to every player again, until all players pass.

Action Cards can only be played during this step.

You may have more than 5 Action Cards in your hand during your turn, but if you have more than 5 Action Cards in your hand by the end of your turn, you must immediately discard down to 5.

Interrupt Action Cards

Some Action Cards are **Interrupt Action Cards**, which may cancel or move the effect of one or more Action Cards.

An Interrupt Action Card can be played as normal or immediately after another Action Card is played. Interrupt Action Cards are resolved **immediately**, before the effect of the regular Action Card can take place.

EXAMPLE
"Advance" In Action

Red Rabbit has moved 4 spaces to a Lake tile which has a Camp owned by Blue Rabbit. Blue Rabbit can play the Action Card **Advance** to move Red Rabbit forward one Map Tile before they can choose to upgrade Blue Rabbit's territory.

An Interrupt Action can move or cancel the effect of another Interrupt Action.

EXAMPLE
How "Advance" Moves The Other Actions

Red Rabbit plays **Free Labor** in order to build a new territory without paying its Building Cost. Blue Rabbit then plays **Advance** which moves Red Rabbit forward onto a Carrot Patch Event Tile. **Free Labor** can no longer go into effect, since Event Tiles cannot be built on. Both **Free Labor** and **Advance** are discarded.

EXAMPLE
Turn Order & How Thwart can Thwart a Thwart!

Blue Rabbit is the active player, so she has first opportunity to play an Action Card. She passes to Red Rabbit, who plays **Advance**.

Next to act is Yellow Rabbit, who plays **Thwart** to interrupt Red Rabbit's **Advance**. Play returns to Blue Rabbit, who plays **Thwart** to interrupt Yellow Bunny's **Thwart**, which means the original **Advance** takes effect.

Play returns to Red Rabbit, who chooses to pass. Yellow Rabbit also passes, so Blue Rabbit resolves the Action Card, and then resolves the effect of the Map Tile.

Step 4: Resolve Map Tile

Territory Tile Owned by No One
You may build a Camp on the Territory *(page 3)*.

Territory Tile Owned by You
You must harvest from the Territory Tile. If the Territory is in a Harvest Group *(page 3)*, you must harvest from every Territory in the Harvest Group.

Then, you may upgrade the Territory once *(page 3)* if you have enough Carrots.

Territory Tile Owned by Opponent
When landing on an Opponent's Territory, the opponent will harvest Carrots according to the Building Level they own.

You must either share the Harvest with the opponent, or upgrade the Territory once. You cannot choose to do neither.

If you choose to share the Harvest, you and the player who owns the Territory both receive Carrot Tokens equal to the Harvest value on the Territory Tile. If the Territory is part of a Harvest Group, you both gain the Harvest from every Territory in the Harvest Group. If you cannot afford to upgrade the Territory, then you will automatically share the Harvest with the Territory Owner.

However, if the Territory has a Town, you cannot share the Harvest. If the Territory does not have a Town but is in a Harvest Group that has a Territory with a Town, you may share the Harvest, which will still include the Town's Harvest in the Carrots given to you and the player who owns the Territory.

EXAMPLE
Landing on an Opponent's Territory

Red Rabbit lands on a Cave with a Camp owned by Blue Rabbit. Red Rabbit chooses to share the Harvest with Blue Rabbit.

The Cave shows that the Harvest with a Camp produces 100 Carrot Tokens, so sharing this Harvest gives Red Rabbit and Blue Rabbit 100 Carrot Tokens each.

EXAMPLE
Landing on an Opponent's Harvest Group

Red Rabbit lands on a Lake with a Village owned by Blue Rabbit. This Territory Tile is part of a Harvest Group owned by Blue Rabbit that also includes a Cave with a Camp and a Forest with a Town.

Red Rabbit chooses to share the Harvest with Blue Rabbit. Adding up all of the Territory Tiles in this Harvest Group, this Harvest produces 700 Carrot Tokens. Sharing this Harvest gives Red Rabbit and Blue Rabbit 700 Carrot Tokens each.

Step 5: Draw Movement Card

Draw a Movement Card. You should have two Movement Cards in your hand between turns.

If the Movement Deck or Action Deck has no cards, shuffle the deck's discard pile into a new draw pile.

Short Game Rules

Don't have enough time for a full game? You can play a short game by exploring a smaller island and playing through fewer years.

In a short game, you will play with slightly different rules, as listed below. All other rules remain the same.

Setup Changes

- Replace the Founder's Hill Tile with the Founder's Hill (Short Game) Tile, which has 3 starting Pawprint Paths instead of 4.
- Remove all Lake and Valley Territory Tiles from the game.
- Deal 5 Map Tiles to each player, regardless of the number of players.

Play Changes

- At the beginning of the first Build Phase round, give 2 Action Cards to each player in addition to the normal 2 Movement Cards. This only happens once, and at no further point will more Action Cards be freely given out to players.
- The game ends immediately when year 10 is marked. Follow the End of Game directions found on this page.

End of Game

When year 20 is marked, the game ends. **It's time to retire your Rabbit Leaders and reflect on the amazing civilizations you've all developed!**

Calculate each player's score by adding up the points from each category below, noting them on the Score pad. The player with the most Victory Points wins! (If there is a tie for any place, all tied players win for that place!)

Most Carrots: Award a victory point to the player with the most Carrots. (If there is a tie, no player wins the point.)

Largest Harvest Group: Award a victory point to the player with the largest Harvest Group. (If there is a tie, no player wins the point.)

Towns: On each Territory with a Town, award the Victory Points shown on the Territory for the Town to the player owning the Town. Do this for all Territories with a Town, and then remove all Towns from the game map.

Villages: On each Territory with a Village, award the Victory Points shown on the Territory for the Village to the player owning the Village. Do this for all Territories with a Village, and then remove all Villages from the game map.

Camps: On each Territory with a Camp, award the Victory Points shown on the Territory for the Camp to the player owning the Camp. Do this for all Territories with a Camp, and then remove all Camps from the game map.

You receive Victory Points for all of your Camps, Villages, and Towns, including those on Territories owned by other players.

See a the Example Score Pad on the next page.

Extra Copy of Score Pad & Quick Reference

Map Tile Quick Reference

Camp | Village | Town

= # Building Cost | +# Harvest | Victory Point

Turn Reference

Explore Phase

1. **Place Tiles.** Place 2 Map Tiles on the table, using the Placement Rules in the rulebook.
2. **Move Pawn.** Move your Rabbit Pawn to one of the 2 Map Tiles you placed. *You do not need to follow the Pathway Arrows for this part.*
3. **Resolve Tile.** Resolve the effect of the Map Tile to which you moved your Rabbit Pawn.
4. **Check for End.** If no players have Map Tiles, end the Explore Phase.

Build Phase

1. **Play a Movement Card.** The active player must play a Movement Card from their hand.
2. **Move Pawn.** The active player must move their Rabbit Pawn to a new Map Tile, following the Pathway Arrows forward.
3. **Play Action Cards.** All the players may play relevant Action Cards. This is the **only** time Action Cards can be played.
4. **Resolve Map Tile.** The active player must resolve the effects of her current Map Tile.
5. **Draw a Movement Card.** The active player must draw a Movement Card from the Movement deck.

VICTORY EXAMPLE

First the players counted up their total Carrot Tokens, and then the Territories in their Harvest Groups, and assigned the extra Victory Points as necessary.

Then Towns were tallied for each player and removed from the board; then Villages and so on. The final totals show that Acorn & Colbalt have tied for first place!

Doing very well in one category (Towns, for example) may not be an indicator that a player has done well in every category.

Good luck!

	Russet	Saffron	Acorn	Colbalt
Total Carrots	2,000	1,800	5,500	900
Harvest Group Size	4 *territories*	3 *territories*	2 *territories*	1 *territory*

Acorn & Colbalt are tied for first place!

Action Card List

Advance (x5): Move the active player's Bunny Pawn forward 1 space. (If the Bunny could move in multiple directions, the player of this card chooses the direction.)

Drought (x1): The active player harvests 0 Carrots. (Other Action Cards cannot increase this.)

Earthquake (x3): When you draw this card, immediately play it face-up. An earthquake is coming! Put an Earthquake counter at the top of the countdown. After each time you play a Movement Card during your Move Pawn step, move the counter down once. When the counter hits "Earthquake!" the earthquake hits – immediately remove the top Building Token from the Territory Tile your Rabbit lands on. (If there are fewer than two years left in the game, discard this card and draw a new Action Card.)

EXAMPLE
Earthquake! in Action

Red Rabbit plays "Move 3 Spaces" at the beginning of his turn and moves onto Blue Rabbit's Town. Red Rabbit moves the counter on their Earthquake Action Card to the final Countdown position, "Earthquake!", which triggers the earthquake.

Every player has the chance to cancel or move this action by playing an Interrupt Action Card (a **Thwart!** or **Peace & Quiet** would cancel the action entirely, while an **Advance** or other movement card would redirect the **Earthquake!** to another Map Tile).

When no one Interrupts Red Rabbit's **Earthquake!**, Red Rabbit removes the top Building Token from Blue Rabbit's Town, leaving Blue Rabbit's Village. Every player may play any other Action Card that they may like at this point.

Once players are done playing Action Cards, Red Rabbit may be able to upgrade Blue Rabbit's Village, stacking a Town on it!

Epic Discovery (×1): If the active player draws any Action Card during this turn, they draw 2 more Action Cards.

Every Bunny Wins (x1): Every player harvests 100 Carrots.

Extreme Advance (x1): Move the active player's Bunny Pawn forward 2 spaces. (If the Bunny could move in multiple directions, the player of this card chooses the direction.)

Free Labor (x1): If the active player places a Building Token during this turn, it costs 0 Carrots. (Other Action Cards cannot increase this cost.)

Full Harvest (x2): The active player gains double the Carrots from their Harvest. (Two Full Harvests played on the same turn will quadruple the Carrots harvested.)

EXAMPLE
Full Harvest in Action

Red Rabbit lands on a Cave on which he owns a Village. The Harvest for the Village is 10 Carrots. Red Rabbit plays two **Full Harvests**, which allow him to harvest 40 Carrots. He then uses these Carrots to satisfy the Town's Building Cost.

Go Home! (x1): Move the active player's Bunny Pawn to Founder's Hill. (Other Action Cards can still move the active player's Rabbit after this.)

Hometown Advantage (x2): The Territory Owner gains double the Carrots from their Harvest. (Two Hometown Advantage Cards played on the same turn will quadruple the Carrots harvested.)

EXAMPLE
Hometown Advantage in Action

Red Rabbit lands on a Forest on which Blue Rabbit owns a Camp. The Harvest for the Camp is 10 Carrots. Blue Rabbit plays a **Hometown Advantage**, which allows her to harvest 20 Carrots. Red Rabbit must choose whether or not to share the Harvest (which would gain him only 10 Carrots), or upgrade the Territory to a Village.

Hungry Workers (x1): If a player is placing a Building Token during this turn, it costs double the Carrots.

Peace & Quiet (×1): Discard all other Action Cards played during this turn, canceling their effects. No further Action Cards can be played during this turn.

Poor Harvest (×2): The Territory Owner harvests 0 Carrots. (Other Action Cards cannot increase this.)

EXAMPLE
Poor Harvest in Action

Red Rabbit lands on a River on which Blue Rabbit owns a Village. The Harvest for the Village is 30 Carrots. Red Rabbit plays a **Poor Harvest**, causing Blue Rabbit to harvest 0 Carrots instead. Red Rabbit must choose whether or not to share the Harvest (which would gain him the full 30 Carrots), or upgrade the Territory to a Town

Severely Lost (×1): Move the active player's Bunny Pawn to any adjacent Map Tile. (The two tiles do not need a Pathway Arrow connecting them.)

Sinkhole (×2): The active player loses 50 Carrots, to a minimum of 0.

Thwarted! (×2): Discard any Action Card played this turn, canceling its effect. (If multiple Action Cards have been played, the player of this card chooses which is canceled.)

Special Note:
The Action Cards listed here use the same wording as the Action Cards in your review copy (e.g., "Bunny Pawn" instead of "Rabbit Pawn"). The final version of the game will have a consistent "Rabbit" wording throughout.

Thanks for your understanding!

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