WABBIT WAMPAGE™

ADVENTURE BOARD GAME



CARTOON MADNESS!
ADULT STRATEGY!

Pacesetter

FOR 2-4 PLAYERS
AGE 12 TO ADULT

WABBIT WAMPAGE™

Adventure Board Game

For 2-4 Players **Age 12 to Adult**

The ultimate in strategy, luck, and comedy! One player is Farmer Brown. Others play wabbits gone berserk. All of them battle for points: plowing fields in Spring (even wabbits!), stashing carrots in Summer, whomping enemies in Fall, and destroying buildings in Winter. As seasons change, so do the objectives. Whoever earns the most points during an entire year of mayhem wins the game.

CONTENTS

- 1 gameboard
- 48 cards
- 2 ten-sided dice (see below)
- 70 playing pieces (counters)

SETUP

1. Unfold the board on a flat playing surface.
2. Punch out the playing pieces, called COUNTERS, and sort them by color.
3. A word in parentheses (such as "House" on Farmer Brown) lies in the upper left-hand corner of some counters. This shows the counter's HOME base. Set these counters on the board, color side up, matching the words to actual locations. Note: do not set up Hunters, or any yellow counters. (All names are on the back.)
4. Decide who'll play FARMER BROWN: he's the dealer. (If you'd like, roll a die; highest roller plays Farmer Brown.) Farmer Brown's counter is red, and he starts at the House. All other red counters (the Hand, Dog, and Hunters) will be controlled by the Farmer's player.
5. In each game, up to three wabbit LEADERS take part: Bad News Bunny, Thugs Bunny, and Dirty Hare. (See backs.) Starting with the person on the Farmer's right, each player *except the Farmer* now chooses a Leader wabbit, plus its two KIN of matching color. Then the player picks one of the wabbit holes on the board to call "Home," and places the Leader there. Kin go beside it in the field. No two wabbits may occupy the same hole.
6. If you're the Farmer, shuffle the cards and deal 3 to each player, including yourself. Then set the rest of the deck *face down* on the board, in the space marked "Draw." You've just formed the DRAW PILE.
7. Set the counter marked "Game Round" in the square marked "Spring 1." You're ready to play.

OBJECT OF THE GAME

A WABBIT WAMPAGE game covers the four seasons of the year. Each season, the objective— and the way to score points— changes:

Spring: plow fields with Tractor (2 points per field)
Summer: stockpile carrots (2 points per carrot)
Fall: Successfully attack other game characters (1 point per character)*
Winter: Destroy or protect buildings (varies)

All of these actions are fully explained under the "Four Seasons" below.

*Note: Players earn 1 point *year-round* —not just in Fall—for each successful attack their characters make on others. (Of course, in Fall, attacks are more frequent.)

ROUNDS AND TURNS

In a ROUND of play, each player completes one turn (first Player A, then B, etc., until it's Player A's turn again). A standard WABBIT WAMPAGE game lasts 12 rounds— 3 for each season of the year.

The Farmer always starts the game, so he has the first turn in every round. Play proceeds to the left.

After ending his or her turn, the last player in each round moves the "Game Round" marker forward one square on the board. Always keep track of which round is in progress.

CHARACTERS

Each player in WABBIT WAMPAGE controls a number of CHARACTERS. These are the living or "intelligent" creatures in the game, such as the wabbits, plus the Farmer and all his red counters. Big Horrible Monster, the Robot, and Local Critters are characters, too; they enter the board during play.

WHAT TO DO IN A TURN

During your turn, you may do any of the following things. *Skip any action, if you'd like, but don't do anything out of its proper order.*

IN THIS ORDER ONLY:

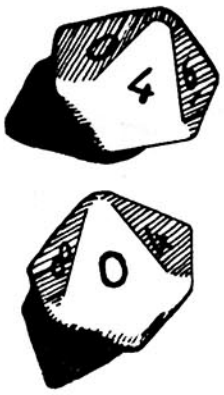
1. Discard and Draw
2. Move a *character* counter (we'll call it "X")
3. Attack with counter "X"
4. Repeat steps 2 and 3 with your other characters

WHENEVER POSSIBLE:

Play cards. All cards have information on them, telling you when and how to play them.

USING THE DICE

The WABBIT WAMPAGE game uses ten-sided dice. These work just like regular six-siders, except they produce results from 1-10 (read "0" as "10"). Whenever the rules say, "roll the dice," just roll both, and *add* the results together.



Dice roll shown = 14

STEP 1: DISCARD AND DRAW

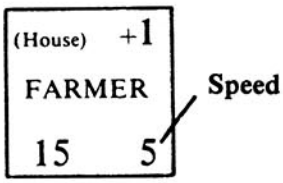
At the start of each turn, you may discard and draw up to 3 cards. Discard face up. *You may never have more than 3 cards in your hand at any given time.*

If you take the last draw-card, shuffle the discard pile well. Then turn it face down to create a new draw pile.

STEP 2: MOVE

During Step 2, you may move a character counter according to the SPEED listed in its *lower right-hand* corner. For example, Farmer Brown (shown here) has a speed of 5. That means he can move *up to* 5 spaces in a turn (he can move less, or not at all, if his player chooses).

A SPACE is any area on the board marked off by a yellow line. For example, the Pond is a space, and so are all the buildings. *The Driveway and Highway each count as one space, too.* Wabbit Holes aren't spaces.



Characters can move from space to space in any fashion they choose: diagonally, across, or up and down. They can never skip spaces, however.

Carrying Weapons

WEAPONS make characters more powerful in an attack (see Step 3). All weapons appear on green counters.

During movement, a character can pick up and carry *one* weapon. Place the carried weapon (its counter, actually) under the character's counter. Anyone can look at the weapon, so there's no need to hide it completely.

To pick up a new weapon, a character must "drop" whatever weapon he's carrying (if any). "Dropped" counters lie uncovered on the board, available to any character who comes along.

Note: No single weapon can assist more than one character on a side per turn. For example, if Dirty Hare uses the Chainsaw, then no Kin or ally (controlled by the same player) can use the Chainsaw during that same turn—even if Dirty's attack fails.

Vehicles

Three green counters show vehicles: the Tractor, Jet Pack, and Crane. VEHICLES increase speed and/or make a character more powerful (just as weapons do). Only the Tractor starts the game on the board; the other two arrive later.

The Tractor can double any character's normal speed—even a wabbit's. The Jet Pack triples normal speed. (Accordingly, speed is listed on these counters as "x 2" and "x 3", respectively.) For example, with the Tractor, Farmer Brown can move up to 10 spaces per turn, instead of his normal 5.

Characters can obtain vehicles the same way they pick up weapons: if a vehicle is lying about freely, the character just moves into the same Space, and puts the vehicle under the character counter. Note that any increase in speed only applies to *remaining* movement in a turn. So, if Farmer Brown (whose Speed is 5) moves 2 spaces to reach the Tractor, he normally has up to 3 spaces left; with the Tractor, he now has 6.

The *Crane* counter lists a speed of "3": it can move up to 3 spaces per turn. It *never* increases or enhances a character's normal speed, however. (You'll discover its best use in Step 3.)

Note: No vehicle can assist more than one character on a side per turn. So, if Thugs uses the Tractor, then no other character controlled by Thug's player can use the Tractor that turn.

Vehicles do not affect rules for carrying weapons. So, if Bad News Bunny wants to fly the Jet pack *and* carry the Cannon weapon, she can.

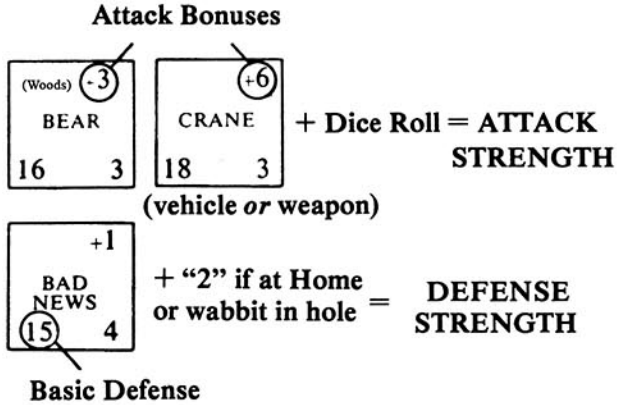
STEP 3: ATTACK

Characters attack other characters 1) to steal weapons or vehicles, 2) to send their opponents back to Home base, *and* 3) to earn points. (Characters may also attack the Tractor, Cannon, and Crane if they're unattended, to remove them from the board.)

An attack has three prerequisites: One, the attacker must have finished all (if any) movement. Two, the attacker must be in the same space with his or her "victim" (see "Shotguns and Cannon" for exceptions). And three, the attacker must declare who (or what) his or her victim will be.

How to attack: Roll 2 dice; then add any *attack bonuses* (in upper right-hand corner of counter) for your character and his weapon *or* vehicle. The result is your ATTACK STRENGTH. To succeed, your Attack Strength must exceed your victim's Defense Strength.

A victim's DEFENSE STRENGTH equals his or her Basic Defense number (in lower left-hand corner of counter), plus "2" if the victim is (a) at Home base, or (b) a wabbit in any hole. If the Attack Strength is lower than the Defense Strength, the attack fails; nothing happens.



If the attack succeeds, the victim is WHOMPED: he or she must drop all weapons and vehicles, and return to Home base. (If Home base is a wabbit hole, and a char-

acter's already there, the wabbit victim must go beside that hole instead.) If no Home exists, the victim leaves the board.

Spoils of Victory: Successful attackers may immediately pick up anything dropped by their victims. (Attackers still can't hold more than 1 weapon and 1 vehicle, however; they must drop any excess to make the switch.)

Extra attacks: Usually, a character can only attack once per turn. If the character does not move before attacking however, he or she can make *one* extra attack (Chipmunks, too). Some cards allow extra attacks, too.

CARD PLAY: THE ANYTIME STEP

Card Play can occur virtually anytime—even during someone *else's* turn. Instructions on all cards tell you when and how to use them.

IMPORTANT!

Whenever you play a card, immediately draw another from the Draw Pile to fill your hand. If you draw a card you wish to play, go ahead and play it, and draw again to fill your hand. You may play any number of cards during your turn. Don't show the cards in your hand to other players.

The WABBIT WAMPAGE deck includes seven groups of cards: Defense, Mail Order, Local Critter, Mail Zap, Character Zap, Attack, and Special. Below is an overview of each group. [Numbers in brackets show how many cards each group contains.]

DEFENSE CARDS [9]: Play these when an opponent tries to attack any one of *your* characters. In most cases, Defense cards allow you to attack the opponent before he or she attacks you—even though it's not your turn. (Note: if your Defensive attack fails, your opponent is free to attack "again" immediately.)

MAIL ORDER CARDS [12]: In this game, you can mail-order all kinds of useful things—weapons, vehicles, even two new characters.

Here's how to order: If one of your characters has moved into the mailbox space, you can place an order (character may finish movement). Play the Mail Order card *face down* in front of you. At the start of your next turn, flip the Mail Order card *face up: your package has arrived.* Set the counter for your package in the mailbox space. *Anybody* can retrieve it, but with a little planning, you'll get there first. To retrieve a package, just pick it up like any weapon or vehicle. (Note: the Monster and the Robot cannot be "picked up." They're characters on the side of the player who ordered them.)

Special Delivery Cards [2]: These send a package directly to your *main* character (Leader wabbit or Farmer) anywhere on the board. Any of your characters may place the order. Play the Special Delivery card with a regular Mail Order—face down, one atop the other. When the package arrives, turn both cards face up.

ZAP CARDS [9]: Zaps are free attacks, which occur independently of Step 3 in the turn sequence. Mail Zaps [2] affect the mail. Character Zaps [7] affect a specific character or group (such as the Dog, or a wabbit).

LOCAL CRITTER CARDS [4]: Local Critters are characters. If you play one of these cards during your turn, the character shown joins your side. Place its counter at the Home base listed on the card. Note: Chipmunks always get 2 attacks per turn, 3 if they don't move first.

ATTACK CARDS [8]: Play these during or at the end of an attack step in your turn. Most allow an extra attack. *Persuasion* Cards [3], however, allow you to "steal" a character from another player's control. Not all characters can be "persuaded"; see cards for details.

SPECIAL CARDS [6]: . . . are of course, special. The "Wild Card," for example, lets you search through the discard pile and take any card you want.

THE FOUR SEASONS

In WABBIT WAMPAGE, each season of the year calls for a different objective. These objectives don't change *what* you can do each turn (draw, move, attack, etc.); they just determine *why* you take action.

SPRING: Plow

Earn 2 points for each field "plowed" by one of your characters. *To plow a field,* just get the Tractor, and move it through a Field space. As soon as a field is plowed, place a carrot counter in that space. (Do *not* pick up carrots until summer.)

SUMMER: Stockpile Carrots

Earn 2 points for every carrot you stockpile. *To stockpile a carrot,* pick one up from a plowed field, and carry it to your Home base. When Summer ends, take the carrots off the board. Exception: Farmer Brown stockpiles carrots in the Barn, not in the House.

FALL: Attack

Earn 1 point for every character you attack successfully. But watch out, wabbits! In the Fall, *Farmer Brown sets all 3 Hunter counters on the board,* each of which carries a shotgun (noted as a +3 attack bonus on their counters). The Hunters fight only for the Farmer, and their Home base (like his) is the House. When Fall ends, Hunters leave the board.

WINTER: Get Those Buildings!

During Winter, wabbit players destroy buildings, and Farmer Brown tries to save them from destruction. Each building on the board shows a different point value.

Wabbit players: To destroy a building and earn its point value, you must attack the building directly. Every building has a Defense Strength of "17," (no bonuses exist). One successful attack rarely destroys a building, however. Each building also shows a number next to a multiplication sign: the building must be successfully attacked that number of times before it has been destroyed. *Only the player whose character makes the* last *successful attack earns the points.* To keep track of each successful attack, put a Damage counter on the building, switching to the next higher counter with each new success. A "Destroyed" marker shows a building no longer exists. (See backs of Carrot counters.)

Farmer Brown: To protect buildings and earn 1/2 their point value, keep all your enemies away. Only undes-

troyed buildings earn points for you at year's end. So attack! Attack! And attack! (And as you'll see next, those attacks may be worth points, too.)

Note: Unless he or she has the H-Bomb, no character may attack buildings before Winter.

ANY SEASON: Attack!

During any season (including Fall), players earn 1 point for each character their characters attack *successfully*.

THE SLEEPING HAND

The Hand always starts the game "asleep" under the Tree (you may wish to set up his counter face down). The Farmer's player cannot use the Hand's counter until the Hand awakes. To wake up the Hand, the Farmer or Dog character must end a movement step under the Tree.

THE POND AND THE HIGHWAY

The Pond and the Highway are *dangerous.* Each time one of your characters enters either space, you must roll the dice. If you roll "11" or more, nothing happens; keep moving if you'd like. *But if you roll 10 or less,* you've been *whomped** by the space! Drop weapon and vehicle alike, and go directly to Home base.

Exceptions: The Jet Pack saves you from these Whomps, entirely; don't roll dice. And the Duck, of course, has nothing to fear from the Pond; he doesn't roll dice there, either. Furthermore, the Pond freezes in Winter; any character can enter safely.

**Whomped: "half-drowned" or "run over."*

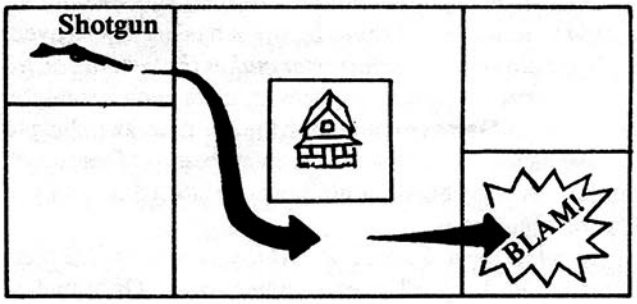
SHOTGUNS AND CANNON

Usually, characters can only attack victims in the same space. Shotguns and cannons negate that rule:

- With a shotgun, characters (including Hunters) can attack anything up to 2 spaces away. Shotguns cannot fire into or out of buildings (or their windows), however: counters inside a building are "safe" unless the attacker is inside, too. Likewise, counters outside a building are safe from a shotgun *inside.*

Note: Hunters may lose their shotguns due to a "Swipe" Defense card, but they always regain them after the attack.

- With the Mail-order Cannon, characters can attack anything *anywhere* on the board. No one is safe—not even characters inside a building!



WABBIT HOLES

Wabbit holes protect all wabbits from attacks, giving them a "+2" defense bonus (whether they are Home base or not).

Any character can occupy a wabbit hole, but only *one* may do so at a time. (Farmer Brown, for instance, might hide in a hole to keep a wabbit from entering—thus preventing the wabbit from getting a defense bonus.) The holes are "bottomless pits" in other respects: anyone can stash items and vehicles there, in any amount.

Digging New Holes

At the end of his move, any wabbit character can "dig" a brand new hole in any space that doesn't contain a building. The player just sets a "Hole" counter in that space. New holes work just as those drawn on the gameboard do, except that no one may call them "Home" base.

KEEPING SCORE

Each player has 2 "score" counters matching his or her characters. During the game, position these counters on the score area to show how many points each player has.

Here's how it works: For numbers 1-10, simply place one counter in the appropriate space. For numbers 11 and up, use both counters—one in each column. The left-hand column shows "tens," and the right-hand column shows "ones." Example: A player with 32 points should place one counter on "30" and the other on "2."

HOW TO WIN

Earn the most points during the year.

PLAYING HINTS

During each turn, flip your character counters *face down* as soon as you finish their actions. Turn them all face up again when your turn ends. This helps everyone follow the action on the board.

CREDITS

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MAIL ORDER



ACME H-BOMB KIT

Successfully attacks everyone and everything in a space, *including the user,* plus any building. Discard after one use (and remove counter).

Play *face down* when at mailbox. Turn *face up* on your next turn.

MAIL ORDER

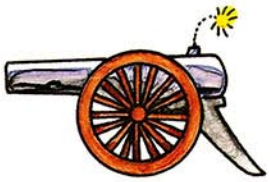


BIG HORRIBLE MONSTER

Gets meaner during play! Has 6 counters; use the weakest first, then switch to the next stronger counter each time Monster attacks successfully.

Play *face down* when at mailbox. Turn *face up* on your next turn.

MAIL ORDER



CANNON

Attacks anything *anywhere* on the board! Attack bonus: +5. Discard if Cannon is attacked successfully (remove counter).

Play *face down* when at mailbox. Turn *face up* on your next turn.

MAIL ORDER



CRANE AND WRECKING BALL

Attack bonus: +6. Vehicle speed: 3 spaces per turn. Discard if Crane is attacked successfully (remove counter).

Play *face down* when at mailbox. Turn *face up* on your next turn.

MAIL ORDER



DESTROYER ROBOT

Attack bonus: +3. If the robot gets whomped, take its counter off the board and discard this card.

Play *face down* when at mailbox. Turn *face up* on your next turn.

MAIL ORDER



DYNAMITE

Adds "+5" attack bonus to *one* attack. After use, discard card and remove counter from board.

Play *face down* when at mailbox. Turn *face up* on your next turn.

MAIL ORDER



DYNAMITE

Adds "+5" attack bonus to *one* attack. After use, discard card and remove counter from board.

Play *face down* when at mailbox. Turn *face up* on your next turn.

MAIL ORDER



DYNAMITE

Adds "+5" attack bonus to *one* attack. After use, discard card and remove counter from board.

Play *face down* when at mailbox. Turn *face up* on your next turn.

MAIL ORDER



ERASER

Use instead of attack: Eraser automatically removes any weapon or vehicle from board (discard matching cards). *After* each use, roll dice; if result is 12-20, remove Eraser from board and discard this card.

Play *face down* when at mailbox. Turn *face up* on your next turn.

MAIL ORDER



JET PACK

Vehicle speed: *triples* any character's normal speed. Discard if Pack is attacked successfully (remove counter).

Play *face down* when at mailbox. Turn *face up* on your next turn.

MAIL ORDER



SPECIAL DELIVERY

Your mail-order package drops from the sky upon arrival, landing *wherever* your character may be.

Play with any Mail Order card. Turn *face up* when mail arrives.

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SPECIAL DELIVERY

Your mail-order package drops from the sky upon arrival, landing *wherever* your character may be.

Play with any Mail Order card. Turn *face up* when mail arrives.

MAIL ZAP



BLOW UP THE MAILBOX

KABOOM! Everything (and everyone) in the mailbox space has been successfully attacked.

Play anytime, even during another player's turn.

MAIL ZAP



BOOBY TRAP MAIL

Mail-order package explodes in the hands of the *first* character to receive it. Counts as successful weapon attack. In addition, you may roll a free attack against the victim, with a "+2" bonus.

Play when character picks up or receives package during his turn.

SPECIAL



ROLLER SKATES

Temporary vehicle! Double the speed of any one character for 1 turn, then discard.

Play before your roller-skating character moves.

SPECIAL



ROLLER SKATES

Temporary vehicle! Double the speed of any one character for 1 turn, then discard.

Play before your roller-skating character moves.

SPECIAL



SNEAKY THIEF

Look at any one player's hand! Take any cards you want, but reduce your own hand to 3 cards or less by playing or discarding immediately. "Victim" immediately draws to replace lost cards.

Play at the start of your turn.

SPECIAL



WILD CARD

Search through the discard pile, taking any 1 card you want. Discard a card if you now hold 4.

Play anytime during your turn.

SPECIAL



WILD CARD

Search through the discard pile, taking any 1 card you want. Discard a card if you now hold 4.

Play anytime during your turn.

ATTACK



EXTRA ATTACK

Make 1 additional attack in your turn, after making your normal attack.

Play at the end of an attack step during your turn.

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Play at the end of an attack step during your turn.

ATTACK



PERSUASION

After playing this card, try to roll "13" or higher on the dice: if you succeed, *an opposing character joins your side*. Works against: Robot, Big Horrible Monster, and Local Critters. Victim must be in same space with your character.

Play instead of making a normal attack.

ATTACK



PERSUASION

After playing this card, try to roll "13" or higher on the dice: if you succeed, *an opposing character joins your side*. Works against: Robot, Big Horrible Monster, and Local Critters. Victim must be in same space with your character.

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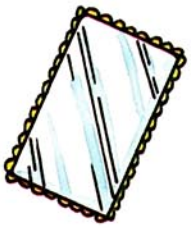
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Play instead of making a normal attack.

DEFENSE



MIRROR

Deflects shotgun pellets and cannon balls; your opponent attacks himself!

PLAY when opponent fires shotgun or cannon

DEFENSE



SCARY MASK

Your attacker drops everything, giving you both his or her weapon and vehicle if asked, *and* returns to Home base.

PLAY when opponent in same space tries to attack.

DEFENSE

SURPRISE!

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Surprise! You attack your opponent *before* he or she can attack you.

PLAY when opponent in same space tries to attack.

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PLAY when opponent in same space tries to attack.

DEFENSE

SWIPE/ SURPRISE!

SWIPE/SURPRISE!

You attack your opponent first, *and* steal his or her weapon to do it (if you wish). Return the weapon if you lose.

PLAY when opponent in same space tries to attack.

DEFENSE

SWIPE/ SURPRISE!

SWIPE/SURPRISE!

You attack your opponent first, *and* steal his or her weapon to do it (if you wish). Return the weapon if you lose.

PLAY when opponent in same space tries to attack.

DEFENSE



TRICK

Your opponent must attack any other character of your choice, including himself!

PLAY against any attack, or vs. Surprise, Swipe/Surprise card.

LOCAL CRITTER



BIG CHICKEN

Big Chicken joins your side! Attack bonus: 0. Home: Coop. Discard if Chicken is attacked successfully (remove counter).

Play anytime during your turn, keeping *face up* before you.

LOCAL CRITTER



THE BEAR

The Bear joins your side! Attack bonus: 3. Home: Bear's Woods. If Bear is attacked successfully, discard card and remove counter from board.

Play anytime during your turn, keeping *face up* before you.

LOCAL CRITTER



THE CHIPMUNKS

The Chipmunks join your side! And they can make 2 attacks per turn, instead of 1! Attack bonus: 1. Home: Tree. If the Chipmunks are attacked successfully, discard this card and remove counter.

Play anytime during your turn, keeping *face up* before you.

LOCAL CRITTER



THE DUCK

The Duck joins your side! Attack Bonus: 0. Home: Pond. If the Duck is attacked successfully, discard card and remove counter from board.

Play anytime during your turn, keeping *face up* before you.

CHARACTER ZAP



BEAR TRAP

Make a free attack against the Bear, no matter where she is on the board. Add "2" to your dice roll.

Play anytime during your turn.

CHARACTER ZAP



CHICKEN AXE

Make a free attack against Big Chicken, no matter where he is on the board. Add "2" to your dice roll.

Play anytime during your turn.

CHARACTER ZAP



CHIPMUNK POISON

Make a free attack against the Chipmunks, no matter where they are on the board. Add "2" to your dice roll.

Play anytime during your turn.

CHARACTER ZAP



DEADLY DECOY

Make a free attack against the Duck, no matter where he is on the board. Add "2" to your dice roll.

Play anytime during your turn.

CHARACTER ZAP



DOG LEASH

The Dog returns to the Dog-house! He can't move until Farmer Brown or the Hand ends a move at the dog-house to "untie" him. (Fido can still fight when tied, however.)

Play as an attack *or* defense against the Dog.

CHARACTER ZAP



MONSTER TRAP

Make a free attack against Big Horrible Monster, no matter where he is on the board. Add "2" to your dice roll.

Play anytime during your turn.

CHARACTER ZAP

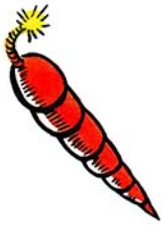


SHORT CIRCUIT

Make a free attack against the Robot, no matter where he is on the board. Add "2" to your dice roll.

Play anytime during your turn.

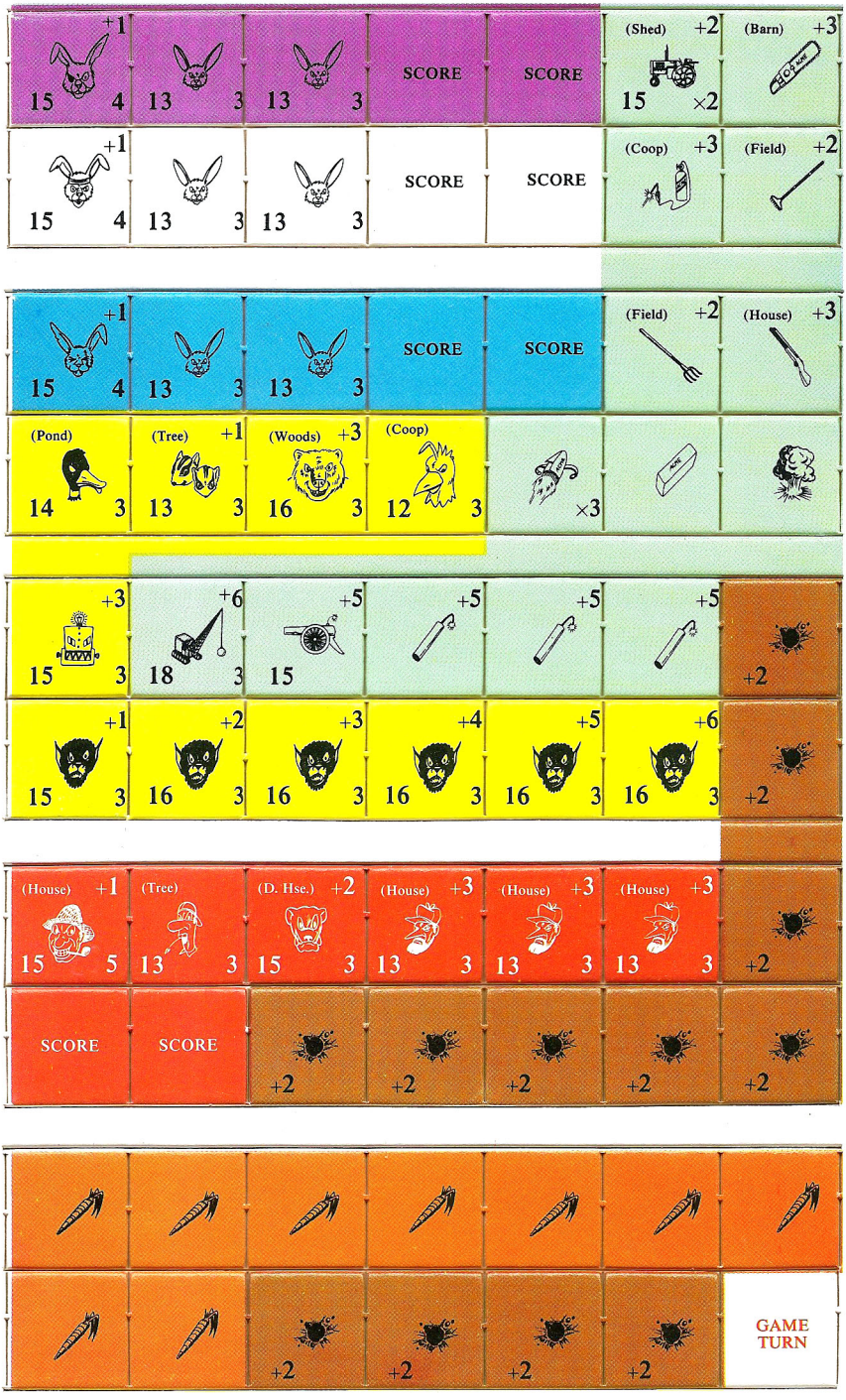
CHARACTER ZAP



WABBIT TWAP

Make an immediate free attack on one wabbit *during his or her turn*, adding "2" to your dice roll.

Play when victim enters a Field space.


+1
15 4
13 3
13 3
SCORE
SCORE
(Shed) +2
15 ×2
(Barn) +3
+1
15 4
13 3
13 3
SCORE
SCORE
(Coop) +3
(Field) +2
+1
15 4
13 3
13 3
SCORE
SCORE
(Field) +2
(House) +3
(Pond)
14 3
(Tree) +1
13 3
(Woods) +3
16 3
(Coop)
12 3
×3
+3
15 3
+6
18 3
+5
15
+5
+5
+5
+2
+1
15 3
+2
16 3
+3
16 3
+4
16 3
+5
16 3
+6
16 3
+2
(House) +1
15 5
(Tree)
13 3
(D. Hse.) +2
15 3
(House) +3
13 3
(House) +3
13 3
(House) +3
13 3
+2
SCORE
SCORE
+2
+2
+2
+2
+2
+2
+2
+2
+2
+2
GAME TURN

(Barn) +3 C. SAW	(Shed) +2 TRAC. 15 ×2	SCORE	SCORE	KIN 13 3	KIN 13 3	+1 THUGS 15 4
(Any Field) +2 RAKE	(Coop) +3 B. TORCH	SCORE	SCORE	KIN 13 3	KIN 13 3	+1 DIRTY 15 4

(House) +3 SHOT-GUN	(Any Field) +2 PITCH FORK	SCORE	SCORE	KIN 13 3	KIN 13 3	+1 BAD NEWS 15 4
H-BOMB	ERASER	J. PACK ×3	(Coop) CHICKEN 12 3	(Woods) +3 BEAR 16 3	(Tree) +1 CHIP-MUNKS 13 3	(Pond) DUCK 14 3

HOLE +2	+5 DYNA-MITE	+5 DYNA-MITE	+5 DYNA-MITE	+5 CANNON 15	+6 CRANE 18 3	+3 ROBOT 15 3
HOLE +2	+6 MONSTER 16 3	+5 MONSTER 16 3	+4 MONSTER 16 3	+3 MONSTER 16 3	+2 MONSTER 16 3	+1 MONSTER 15 3

DESTROYED	DAMAGE 1	DAMAGE 1	DAMAGE 1	(D. Hse.) +2 DOG 15 3	(Tree) HAND 13 3	(House) +1 FARMER 15 5
DESTROYED	DESTROYED	DESTROYED	DESTROYED	HOLE +2	SCORE	SCORE

DAMAGE 1	DAMAGE 2	DAMAGE 2	DAMAGE 2	DAMAGE 3	DAMAGE 3	DAMAGE 4
GAME TURN	HOLE +2	HOLE +2	HOLE +2	HOLE +2	CARROT	CARROT

FIELD

FIELD

FIELD

FIELD

Wabbit Hole

FIELD

HOUSE

x5

12 PTS.

CHICKEN COOP

x1

2 PTS.

FIELD

DRAW

DISCARD

FIELD

DUCK POND

TRACTOR SHED

x3

6 PTS.

DOGHOUSE

x2

4 PTS.

BARN

x4

8 PTS.

BARNYARD

FIELD

WOODS

DRIVEWAY

BEAR'S WOODS

MAILBOX

MEADOW

CHIPMUNK TREE

(Hand)

FIELD

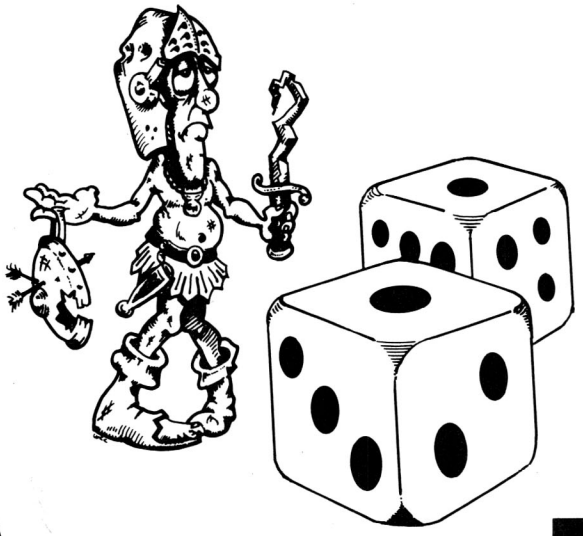
HIGHWAY

SCORE	
10	1
20	2
30	3
40	4
50	5
60	6
70	7
80	8
90	9

WABBIT WAMPAGE™ GAME

SPRING 1	SPRING 2	SPRING 3	SUMMER 1	SUMMER 2	SUMMER 3	FALL 1	FALL 2	FALL 3	WINTER 1	WINTER 2	WINTER 3

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