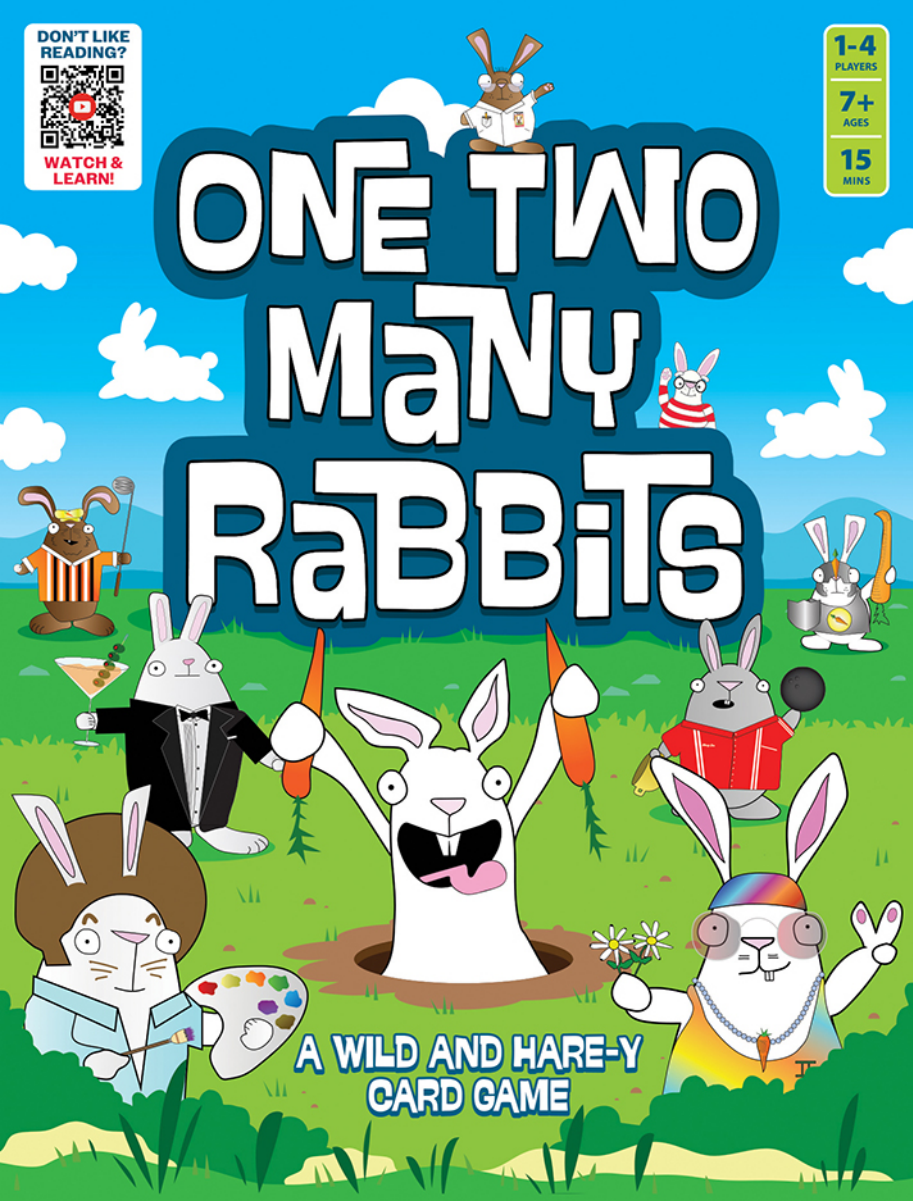

DON'T LIKE READING?
WATCH & LEARN!
1-4 PLAYERS
7+ AGES
15 MINS
ONE TWO MANY RABBITS
A WILD AND HARE-Y CARD GAME

CONTENTS

92 cards

Main deck = 36 cards

- 12 Number cards (1-12)
- 10 Piggybacks
- 6 Place Your Rab-bets
- 4 Plus/Minus
- 4 Wild

Player decks = 56 cards

- 48 Number cards (4 decks 1-12)
- 1 Wild per deck
- 1 Plus/Minus per deck

3 dice





Main Deck



Player Decks

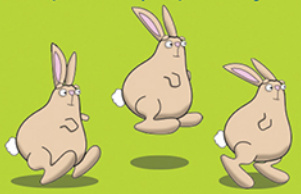


OVERVIEW

The rabbits of Wiggins Farm have been running rampant for far too long! It's up to you to round them up and toss them back into their rabbit hole. Roll one, two, or three dice and then combine the numbers to discard rabbit cards that match the outcome. But watch out! These varmints will find all kinds of ways to hop back into your hand. Be the first player to get rid of your rabbits, and win by a hare!

SET UP

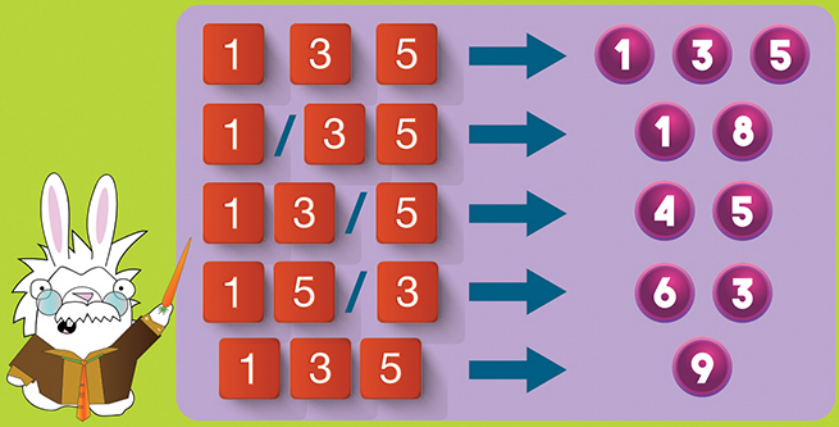
1. If this is your first time playing, take a moment to review the different types of cards. (See "Card Guide" on the inside for details.)
2. Separate the cards into five decks, according to card-back color. There are four identical Player decks, each consisting of 14 cards (Numbers 1-12, plus one Wild and one Plus/Minus). There's also a Main deck of 36 cards.
3. Shuffle the Main deck and stack it face-down in the middle of the playing area to form a draw pile. Leave room for a rabbit hole (discard pile) nearby.
4. Each player takes a Player deck and arranges their cards from lowest to highest. *(Note for small hands: lay out your cards in a row face-up in front of you.)* Place any remaining decks back in the box.
5. Place the three dice within easy reach.



HOW TO PLAY

The last person to pet a rabbit goes first and play continues to the left. On your turn, choose to **roll one, two, or all three dice.** Then discard cards from your hand that match any combination of the numbers rolled.

Example: If you roll all three dice and the rolled numbers are 1, 3, and 5, you may discard up to three number (or wild) cards by combining the numbers on the dice in a variety of ways:



Note: *Numbers on the dice may be added together in any combination (no subtraction), however Number and Wild cards can only be combined by using a Plus/Minus card. (See "Plus/Minus" for details.)*

USE ALL THE DICE OR DRAW!

If you cannot match up all of the dice you rolled with cards from your hand, you must **draw one card for each die you couldn't use** from the draw pile as a penalty. ***Tip:*** *Think carefully about the numbers in your hand before choosing how many dice to roll.*

Example: Julie rolled 3 4 2. She was able to use a 3 and a 4 to discard a 7 from her hand, but couldn't use the 2, so she must draw one card.

Notes:

- If you draw a "Place Your Rab-bets," you do not have to draw another card to fill your hand.
- In the rare case that the draw pile runs out, shuffle the discard pile to make a new one.

ROLLIN' RABBITS!

If you ever roll doubles (with two or three dice) or triples during a turn, all opponents must draw one or two cards, depending on the roll.



Doubles - All opponents must **draw one card** from the draw pile. (***Note:*** Also applies if you roll doubles during Place Your Rab-bets)



Triples - All opponents must **draw two cards** from the draw pile.

WINNING

The first player to get rid of all their Number cards immediately wins! (No penalty if active player doesn't use all their dice. Also, it's ok to have Wild and/or special cards still in hand.) In case of a tie, all tied players share the victory.

CARD GUIDE



NUMBERS

Cards 1 to 12 represent the number of rabbits in your hand. Be the first to get rid of these cards and win!



WILD

Wild cards may act as any number (including numbers greater than 12). A wild may represent a number in a Plus/Minus equation, but may not act as another special card.

PLUS/MINUS (+/-)

Typically you add dice values to equal the numbers on your cards. A Plus/Minus card allows you to combine cards to equal the dice instead! Use a Plus/Minus card with any two numbercards in your hand to make either an addition or subtraction equation that equals the number(s) on one or more dice you rolled. For example, if you rolled an 11 and have an 8 and 3 card in your hand, you can use your Plus/Minus to add them together (8+3 = 11) and then discard all three cards.



Important: *Only one Plus/Minus card per equation.*

PIGGYBACK



Piggyback cards give you the chance to "piggyback" on another player's turn! To use this card, place it face up in front of you and call out, "Piggyback!" **before** an opponent rolls the dice. Then use the numbers rolled just as if you rolled them and discard any corresponding cards from your hand. Toss the Piggyback card into the discard pile whether or not you were able to get rid of any cards.

Note: *Unlike on your own turn, you do not need to draw a card if you cannot account for all the numbers on the dice.*

PLACE YOUR RAB-BETS

Place Your Rab-bets cards must be played as soon as they are drawn. (If a player is in the middle of their turn, wait until their turn is complete before

When a Place Your Rab-bets card is drawn:



1. Whoever drew the card calls out, "Place Your Rab-bets!" Each player then chooses a number card (or wild) from their hand and places it face up in front of them. (Players holding only number "1" cards are exempt from the round. If you play a Wild, you must name a number out loud before the dice are rolled.)
2. Once everyone has placed their Rab-bet, the player who drew the card rolls two dice. **The winning number is the sum of that roll.** Any players who successfully chose the winning number may discard their card. All other players must take their cards back into their hands.
3. Toss the Place Your Rab-bets card into the discard pile and play resumes with whoever's turn is next.

Note: *If multiple Place Your Rab-bets cards are drawn at the same time, play out each card one-by-one, in turn order, starting with the current player.*

SOLO PLAY

Sometimes you don't have others around to play with, so we came up with a set of rules for solo play. The setup and rules are a bit different, but easy to follow. It's you vs. the Farm.

OBJECT

Get rid of all of your Number cards before the Farm.



SET UP

1. Take a player deck, plus an additional Plus/Minus card from another player deck.
2. Create the "Farm" by dealing six random Number cards along with the Wild and Plus/Minus cards from a player deck, plus an additional Plus/Minus card from another player deck. Place all Farm cards in front of you, face up.
3. Create a draw pile with the Main deck.

HOW TO PLAY

Regular rules apply except:

- Alternate playing between you and the Farm.
- When rolling for the Farm – always roll two dice. Also, the Farm does not have to draw a card when it cannot account for all of the numbers rolled.
- When you draw a Place Your Rab-bets card, place bets for both you and the Farm.



We'd love to hear what you thought of this game!
happycamper.games/feedback

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Happy Camper has a simple mission: bring families together through games and other joys of face-to-face play. Built into our mission is a belief in the transformative power of summer camp. To that end, a portion of profits from this game goes towards funding camp scholarships. Thanks for your support!

Happy Camper

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THREE ARCHERS GAMES