

DIRECTIONS FOR PLAYING



Cotton-tail and Peter

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PARKER BROTHERS, Inc.

SALEM, MASS.

FLATIRON BLDG., N. Y.

DIRECTIONS FOR PLAYING

The game is supplied with a dice cup and two dice to determine moves, also with four playing pieces. The two larger playing pieces, red and gray, represent the foxes. The two smaller pieces, white and brown, represent the rabbits.

RULES FOR PLAYERS

The player representing the fox uses the large red piece. The player representing the rabbit uses the small white piece. These pieces are placed in their respective corners on the circles which are designated by the words "Red Fox starts here," "White Rabbit starts here."

The rabbit player begins. The number of spaces of his move is determined by a throw of both dice, represented by the total of the spots shown uppermost. The turn then passes to the fox player who, in turn, throws the dice and moves as many spaces as shown by the combined dots uppermost on both dice.

The combined throw of two dice cannot be used to advance in a straight line. The move warranted by each of the dice thrown must be made separately and at right angles. For example, if a 5 and 2 are thrown, the players piece may be moved seven spaces, five spaces in one direction and two in another at right angles (using 2 or 5 as the first move), following the black straight lines and placing the pieces in all cases on the circles.

The object of the game for the rabbit player is to land his piece safely on the space marked "White Rabbit's Home" and the object for the fox player is to capture the rabbit piece by landing on the space occupied by it. This capture is made by the fox player by exact throw, using both the

moves warranted by the two dice thrown by him and the capture holds good unless the rabbit escapes. An escape is made as follows:

After the fox lands on him (as above) the rabbit has the privilege of one other throw and if the move warranted by this throw takes him into the Brier Patch, that is to say, lands him on any of the five red circles on the immediate center of the board, he has escaped and the game continues as before; he, of course endeavoring to reach the white rabbit's home by exact throw. When he does this, by using the moves warranted by either one or both of the dice thrown, he WINS THE GAME. In case the rabbit fails, after his original capture, to land in the Brier Patch or in his home, he has not escaped the fox and the fox WINS THE GAME.

The Brier Patch, being of advantage to the rabbit, is offset by giving two turns to the fox on any throw where the dice come double on the first play of the turn, that is, two 2s, two 3s, two 4s, etc. In case of throwing a double, the advance is the same as on other throws. If it were a double 3, for instance, he would advance three in one direction, then 3 at either right angle at his discretion.

In playing, either the rabbit or the fox may pass over a circle occupied by the other or into or over the Brier Patch. The rabbit, however cannot land on a circle occupied by the fox.

The rabbit cannot be captured if he is on any one of the red circles in the Brier Patch.

RULES FOR PLAYING THE GAME WITH FOUR PLAYERS

Each player selects one of the four pieces, one representing the red fox, one the gray fox, one the white rabbit, one the brown rabbit. These are placed in the designated corners.

The rules are the same as for the two-handed game except as follows:

Either fox may catch either rabbit. The brown rabbit must reach, by *exact throw*, *his own home*, marked Brown Rabbit's Home, as the white rabbit must reach, by *exact throw* *his own home*, as described in the two-handed game.

During the play, the two rabbits may occupy the same circle, but a fox landing there *captures both*. It is allowable, also, that the foxes may occupy a circle together.

The white rabbit begins the play followed by the brown rabbit, which is in turn followed by the red fox, and then the gray fox. The turns continue in that order.



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