



The Explosively Fun Card Game!



Do you get confused when reading instructions?

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SCAN FOR VIDEO INSTRUCTIONS

Have doubts? Get in touch.

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At first, the rabbit only wanted a few carrots. Then he wanted them all.

He was a quiet little thief—sneaking in without a sound, taking one or two carrots, and hopping away happily with one in his mouth. No one minded.

But one day, he started taking more... and more. The carrots began to disappear. The Rabbit Hole grew so large it seemed to have no end. And sometimes, he leaves a mischievous surprise: a Carrot Bomb! If you don't defuse it in time, everything goes flying—and the rabbit takes your entire harvest.

He's not here to play fair. He's here to take it all.

### GAME SETUP

1 Each player receives 10 Carrot Cards.



Any extra Cards go back to the box.

2 Each player gets 2 Harvest Cards. Put them in front of you with the orange side up.



Active Harvest Cards

3 Set the two Special Cards aside on the table face down.



4 Include 1 Carrot Bomb Card per each player in the Action Card Pile. Shuffle all the Action Cards and place them face down.



### What You Need to Know Before You Start Playing

The game consists of multiple rounds, and the number of rounds depends on the number of players:

2 players: up to 3 rounds

3 players: up to 5 rounds

4 players: up to 7 rounds

The goal of each round is to collect Carrots and survive the rabbit's attacks.

If a player loses all their Carrots, they are out of the round and must flip one of their Active Harvest Cards to the black and white side, losing one of their opportunities to stay in the game. The round continues with the remaining players.

Players without any Active Harvest Cards (orange side up) are eliminated from the game.



A round ends when there is only one player with Carrots left. That player wins the round, but not necessarily the game. A new round begins immediately with all players who still have at least one Active Harvest Card (orange side up).

### WINNING THE GAME

The game is won by the last player standing with at least one Active Harvest Card (orange side up).

### HOW TO PLAY

1 At the start of each round, and every time the Rabbit Hole is emptied, all players must place 1 Carrot into the Rabbit Hole to calm the Rabbit's Appetite.



When Starting the game or round, the First Player must say "One for the Rabbit" when placing their Carrot.

2 On a player's turn, they draw 1 Action Card from the top of the Draw Pile and quickly flip it face up onto the Discard Pile so that all players, including the one who drew it, see it at the same time.



Follow the card's command: Take or Lose Carrots, or Reveal Surprises. Your turn ends and the game continues clockwise.

3 When a Smack Card is drawn, all players have to smack the Carrot Pile (Rabbit Hole).



The first player to smack the Carrot Pile (Rabbit Hole) wins all the Carrots (see the Table Layout on the back).

4 When a player draws a Carrot Bomb, the player to their left shuffles the two Special Cards and places them face down. The player who drew the Bomb now chooses one to try to defuse the Bomb.



The Player will lose all their Carrots unless they defuse the Bomb. If they don't defuse it they have to flip an Active Harvest Card to the black-and-white side. Good Luck!

## TABLE LAYOUT



### • THE ROUND ENDED - WHAT'S NEXT?

Take all Carrots in play and give 10 Carrots to each player with an Active Harvest Card. If a player was eliminated from the game during this round, return 10 Carrots to the box. When starting a new round, the first player is the one who won the last round.

### • WHAT IF THE ACTION CARD DRAW PILE IS EMPTY?

Shuffle the discard pile to form a new draw pile. If a player was eliminated during this round, remove that player's Carrot Bomb from the deck so there is exactly one Carrot Bomb per remaining player.

### • WHAT IF SOMEONE FLINCHES?

If a player tries to smack the Carrot Pile (Rabbit Hole) when no Smack Card has been drawn, they must pay 1 Carrot into the Rabbit Hole as a penalty.

### • I DREW A TAKE 2 CARD, BUT THE RABBIT HOLE HAS ONLY 1 CARROT, WHAT NOW?

You can only take one.

## GAME CARDS



### Carrot Cards

These cards represent the Carrots in your Harvest. You have to collect and prevent the rabbit from stealing them from you.

### Harvest Cards

These cards show how many opportunities you have to stay in the game before being eliminated.



## ACTION CARDS

### Take Cards (Set of 12)

These cards tell you how many Carrots you can take from the Rabbit Hole and add to your hand.



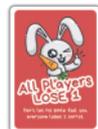
## Lose Cards (Set of 12)

These cards tell you how many Carrots the rabbit stole from you and took to the Rabbit Hole.



## Take All Carrots (Set of 2)

This card tells you that you outsmarted the rabbit and emptied the Rabbit Hole.



## All Players Lose 1 (Set of 2)

This card tells you that the rabbit stole one Carrot from every player and took them straight to the Rabbit Hole.

## Smack! Cards (Set of 3)

This card gives you a chance to take all the Carrots from the rabbit. Be the first to smack the Carrot Pile (Rabbit Hole) to claim them all.



## Bomb Cards (Set of 4)

These cards tell you that the rabbit has thrown a bomb at your harvest.



## SPECIAL CARDS

These cards are used only when a Carrot Bomb is drawn. One saves your Carrots, the other makes you lose them all.



## Chaotic Family Card Game!



## CLARIFYING DOUBTS

### • WHO STARTS THE GAME?

The player to the dealer's left.

### • WHAT IS THE RABBIT HOLE?

It's the place where the rabbit takes the Carrots he steals and where lucky players can recover lost Carrots (See the Table Layout).

### • WHAT IF THE RABBIT HOLE GETS EMPTIED?

Starting with the player who emptied it, each player places 1 Carrot into the Rabbit Hole (Carrot Pile). The first player says "One for the Rabbit" when placing their Carrot. The round continues.

### • DID THE FIRST PLAYER FORGET TO SAY ONE FOR THE RABBIT?

If they forgot or said it too late (after another player placed their Carrot), they must pay 1 extra Carrot as a penalty.

### • DID THE BOMB EXPLODE?

If a player didn't defuse the Bomb, they must discard their remaining Carrots into the Rabbit Hole.



## TIC-TAC-TOE CARD GAME WITH A TWIST

