

Item no.: 384821

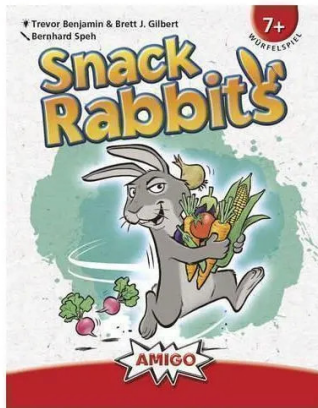
## AMI02405 - Snack Rabbits

from **9,26 EUR**

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shipping weight: 0.10 kg

Manufacturer: AMIGO Spiel + Freizeit GmbH



### Product Description

This lively dice game is all about the carrot - or sometimes crunchy radishes. In each round it's all about Roll the dice and hop? Or wait and see and stop?The players want to steal juicy vegetables as rabbits. To do this, they have to jump over farmer Benno's fence. If you roll the dice high enough and jump high enough, you make it over the fence. If you stop and wait, you can collect dice. So you have to decide with every move: Hop or stop? However, if you wait too long, other rabbits will snatch the vegetables from under your nose. The aim is to steal as many vegetables as possible before the farmer is back.How to play Snack Rabbits (EN) MBE3:- Shuffle all the vegetable cards and set them out as a draw pile. Shuffle the Farmer Benno card under the bottom 10 cards of this pile.- Place the fences in the middle of the table in order of height and take one coloured rabbit cube each. Set aside the white rabbit cubes as a general supply.- On your turn, reveal a card from the draw pile and place it on the space under the corresponding fence. Then choose HOPP or STOPP.- HOPP: Roll any number of dice and dare to jump over a fence. If one of your dice shows at least the number on the fence, you have made the jump and receive all the vegetable cards on the selected field. If you don't make the jump, you go home empty-handed.- STOP: Instead of rolling the dice, you take a white die from the supply.- If you reveal Farmer Benno, you skip revealing new cards and try to steal as many vegetables as possible. When all fields are empty, the game ends.- Whoever has the most cards of one type of vegetable receives the number printed on the card as points. All others receive 1 point per card.-Whoever has the most points at the end wins!Contents:- 64 cards- 12 dice- 5 fence tiles- 1 set of instructionsDimensions:- 12.4 x 9.6 x 3.2 cmAuthor:- Trevor BenjaminGraphics:- Bernhard SpehSuccess factors:- Entertaining dice game for in-between games- Exciting game with an annoyance factor- Broad target group

### Specifications

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prices and availability

