

CATCH THE KELINCIS



The village of Fordra holds an annual Kelinci Feast. The Chief has initiated a contest in preparation for this special event. Claim your prize in the Chief's contest by catching the most Kelincis by sun down! But be warned, these little creatures sense the hustle and bustle of the village and are extra zippity.

How to Catch a Kelinci?

Kelincis on the Road

To catch a Kelinci, a Kelinci must first be found. Kelincis are shuffled into the Road deck(s), just as they would be in a standard chapter of Rakasa. Players will find Kelincis on the Road(s) by hunting through the decks.

Chasing vs Letting Go

In *Catch the Kelincis*, the Kelincis can only be caught and can never be battled. Once a player draws a Kelinci, the player must decide if he or she will try to catch that Kelinci or let it run off.

If the player lets the Kelinci run off, that card counts towards the total five cards a player is allowed to draw per turn. For example, if a player drew a Road Kill and a Kelinci that was not pursued, the player could go on to draw another three cards.

If the player decides to chase the drawn Kelinci, all creatures drawn before the Kelinci must first be

defeated and no more creatures may be drawn beyond the Kelinci. Once the other creatures are defeated, the player may attempt to catch the Kelinci.

Attempting the Catching

Kelincis will be using their boosted stats. Players only need to worry about catching the Kelincis, not battling them, and only need to outdo their speed. To possibly catch a Kelinci, you must have at least 7 speed (1 speed beyond the boosted Kelinci's speed). With speed greater than 6, you may roll to see if you catch the Kelinci. Your speed beyond 7 increases your odds in the following manner:

- You have 7-8 Speed = Roll 6 to Catch
- You have 9-10 Speed = Roll 5+ to Catch
- You have 11-12 Speed = Roll 4+ to Catch
- You have 13-14 Speed = Roll 3+ to Catch
- You have 15-16 Speed = Roll 2+ to Catch
- You have 17+ Speed = Insta-Catch!

When you catch a Kelinci, use an extra dice or another form of tracking to tally your total caught Kelincis.

The Kelinci is placed in the Road discard pile after attempting to capture regardless of the result.

The Rest of the Rules

Players will have from 6am to 6pm to hunt. Each round of turns takes one hour.

Rotating Equipment Disbursement



Players will begin with a full set of two star equipment. To decide who gets what, start by shuffling all two star gear into one pile. Deal face down four green and four blue cards of two star gear to each player. Players look at their hand of cards, take one piece of equipment and pass the rest. Continue three more times. Once the cards have been passed for a total of four times, players pass once more. This time, players may swap any gear they've chosen with anything left in the deck passed to them. Once all players have finished picking equipment, the unused two star gear is collected and set aside.

The Market

Give each player one of each of the six market items. When a player uses one of these items, remove it from the game. Players may purchase random boost tokens in the market for 100 dorv. White boosts are worth 2 point of the boosted stat and yellow boosts are worth 3 points of the boosted stat.

Rakmin Turn Order

Shuffle all Rakmin tiles. Players begin the game by drawing a Rakmin tile. Players compare blue numbers and take turns in the order of their numbers from highest to lowest. In the event of a tie, players can roll to break the tie. After the first round, players turn their tiles clockwise and compare their yellow numbers, and likewise take turns in the order of these numbers. Players compare red numbers the next round and green the following round. After reaching green, players



draw new Rakmin tiles and begin the next round with blue again.

The Winner

The winner is the player with the most Kelincis at the end of the contest.