




Once again, the hunter prowls the forest. All the animals flee in terror! Well, not really. Only a stupid animal would call attention to itself. In our forest, the animals are smart, otherwise their heads would be decorating the hunter's mantelpiece. Our animals just casually saunter away, while convincing the hunter that he must be looking for something else. "Are you hungry for rabbit, Mr. Hunter? Well, you see, I'm a moose. Oh, no, not a moose with antlers like that..."

Players take on the roles of rabbits and moose. One player, acting as narrator, lays down cards that indicate which animals are most likely to get away. The other players use their hands to make rabbit ears or moose antlers of various shapes in an effort to look like an animal the hunter won't shoot. When the narrator turns over the hunter card, the other players freeze, and the narrator scores each animal

according to the cards. Players advance their rabbit and moose figures along the forest trail, distancing themselves from danger based on how well they scored. Then a new player takes the role of narrator and starts the next round. The game ends after everyone has been narrator twice, and the player whose figures are farthest ahead wins.

## YOUR FIRST GAME

When you play for the first time or when you introduce a new player to the game, we recommend starting simply. The deck of scoring cards has 39 advanced cards, marked with a  symbol in the corner. Remove these from the deck and leave them in the box for now.

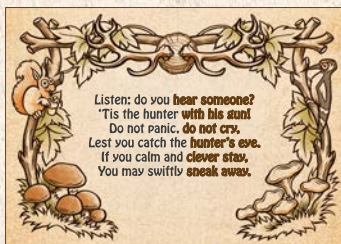
You will play the first few rounds without these advanced cards. This allows new players to get accustomed to the game and simplifies the rules. You can ignore the last two pages of the rulebook and get started playing earlier.

Once everyone has had a chance to be the narrator, you can

explain the more advanced rules and shuffle the advanced cards into the deck. You will play the second half of the game with the full deck. For later games, you can start with a full deck and play by the full rules.

On the other hand, if you have the feeling that everyone will have more fun without the advanced cards, you can leave them in the box for the entire game. This simplification makes the game accessible even to younger children. You can always introduce the full rules later, when everyone is ready for the challenge.

## CONTENTS



1 sheet with a poem on each side



6 player cards, one in each color



12 figures  
 (1 rabbit and 1 moose in each color)



15 trail cards



basic

advanced

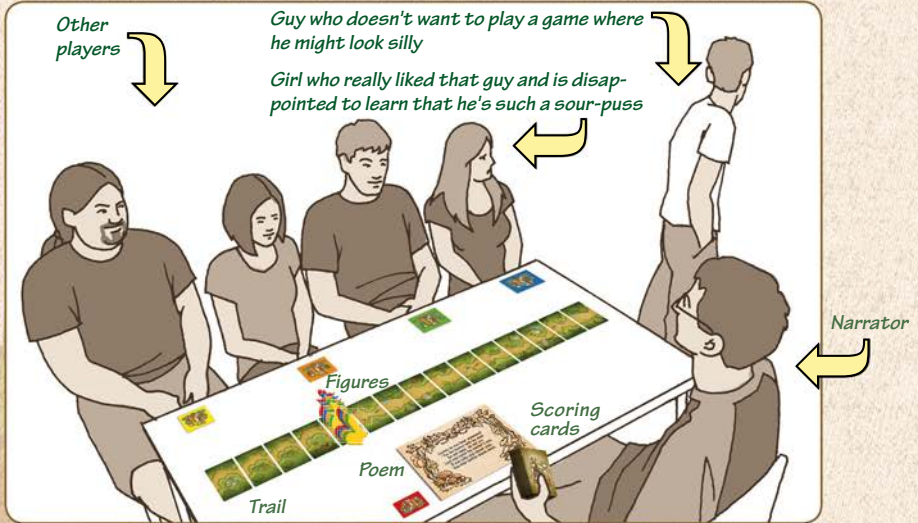
111 scoring cards – 72 basic and 39 advanced



# SETUP

In the first round, the narrator is the player who looks most like a moose. In case of a tie, choose the player who looks most like a rabbit. If players are still tied, choose the narrator randomly. Or just pick the narrator any way you like. The narrator sits on one side of the table with the other players on the opposite side. A rectangular table is ideal, preferably a table long enough for most of the players to fit on one side.

Lay the trail cards in a row in the center of the table. Each player (including the narrator) chooses a color. Place the player card with your color in front of you to remind people which color is yours. All the moose and rabbit figures should be placed on the fifth card of the trail with their noses pointing forward (towards the longer part of the trail). The narrator lays the poem sheet on the table so that the shorter poem (the one with 6 lines) is up. The scoring cards should be shuffled, and the narrator takes this deck in hand.



# THE ROUND

Each round is played the same way, with the narrator leading the action.

## THE NARRATOR

### Betting

The narrator chooses one of the other players and places his or her player card in front of that player. Whatever happens to that player's animals will also happen to the narrator's.


### Dealing

The narrator begins to read the poem slowly and clearly. On the first word of each line, the narrator draws a card

and looks at it (but the other players can't see it yet). When the narrator gets to the boldfaced part of the line, he or she places the card on the table face up, oriented right-side-up to the other players (and upside-down to the narrator). The narrator does this for each line, so that at the end of the poem there will be six cards in a row on the table.







The narrator immediately begins the poem again, drawing a new card. This card is placed on the table on top of the first card. (Again, it is placed face up, oriented toward the other players.) The next card covers the second card, and so on. The card drawn for the last line covers the last card in the row, and the narrator begins again. Thus, the table will have a row of six piles of cards. In each pile, only the top card will be visible. These top cards will be continually changing as the narrator covers up the old ones with new cards from the deck.



**Tip:** Creative narrators can play around with their recitation. The poem could be jolly, goofy, or dramatic. You can even sing it. Don't worry about looking silly. The other players will be looking sillier. (See below.)

The poem should be read steadily, but not too quickly. New cards should appear at a reasonable tempo.

## HUNTER CARD

The first time through the poem, a hunter card has no effect. The narrator just lays it down in its place in the row, as though it were a scoring card. However, if the poem has been read at least once that round (so that each of the six piles has at least one card) the hunter card ends the poem. The narrator looks at each card before putting it on the table. If the narrator sees the hunter card, instead of reading the second (boldfaced) half of the line, the narrator says, "Bam!" and slaps the card down onto the bare table. (The hunter card should be laid in front of the narrator so that it does not cover up any of the six piles.)



**Example:** The narrator has just read the poem the first time through. Six cards are on the table. Two of them are hunter cards, but that doesn't matter: a hunter in the first six cards has no effect. The narrator begins reading the poem again. On the first line, he covers the first card. On the second line, he draws the next card and sees that it is a hunter. Instead of finishing the line, he says "Bam!" and slams the hunter card down in front of him, not covering any of the other cards on the table.

Listen: do you



hear someone?



'Tis the hunter



**BAM!!!**



## THE OTHER PLAYERS

When the narrator says, "Bam!" the other players must freeze and hold their positions.





Players hold their hands to their heads to indicate moose antlers or rabbit ears. Because they do not know when the hunter is coming, they should have their ears or antlers up all the time (except, perhaps, the first time through the poem). They can change their ears and antlers at any time until the narrator says, "Bam!". Once this happens, the players cannot alter their ears and antlers.

And that is the essence of the game. The cards that the narrator deals out have various point values which indicate the optimal appearance for survival.

Not all moose antlers are alike. Some antlers are wide, and some are compact. Some antlers point up, and some point down. Rabbit ears have their peculiarities, too. Some ears are on top of the head, and some are on the side. Some ears are straight, and some are floppy. And then, of course, there are the tongues... but we'll get to those in a minute.

Most cards depict either a certain type of antler or a certain type of ear along with a point value. Animals with higher point values are better: they are the ones most likely to escape the hunter. Some cards have negative point values, indicating that these are features players should avoid.

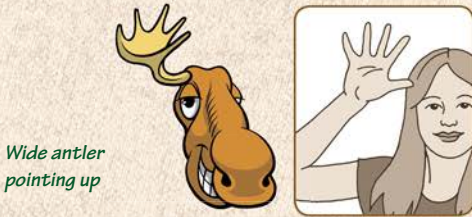
After one time through the poem, six cards are on the table. As the narrator keeps reading, these cards are covered up by new ones. Once a card is covered up, it no longer applies. Only the top card on each pile counts. Players try to make the ears or antlers that give them the most points. (See "Scoring" below.)

In order to score points, a player must have either rabbit ears or moose antlers, but not both. Anything else is just a funny-shaped bush, which scores no points.

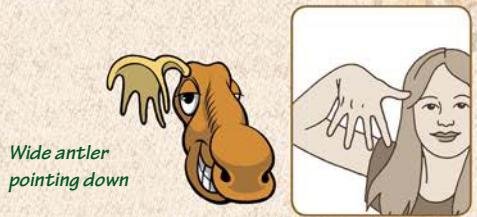
## MOOSE ANTLERS

Moose antlers always come in pairs. A moose with only one antler is not a moose. It is a funny-shaped bush. You cannot mix antlers and ears. The two antlers can be the same or different.

An antler can be wide or compact. It can point up or down. Thus there are 4 different types of antler:



Wide antler pointing up



Wide antler pointing down



Compact antler pointing up



Compact antler pointing down

To make an antler, stick out your thumb and press it against your temple. An antler without a thumb is not an antler. Your fingers should point up or down. If you aren't physically able to point your whole hand down, you should at least

bend your fingers so that they point down. Your fingers should either be spread wide or they should be so close together that they touch. Try to avoid holding your fingers parallel but not touching.





# RABBIT EARS

Rabbit ears always come in pairs. A rabbit with only one ear is just a funny-shaped bush. You cannot mix ears and antlers. The two ears can be the same or different.

Ears can grow either on top of a rabbit's head or on the side. They can be straight or floppy. Thus there are four types of ears:

*Straight ear on top.*



*Straight ear on the side.*



*Floppy ear on top.*



*Floppy ear on the side.*



An ear is made with two fingers. The other fingers are closed in a fist and the thumb is tucked in beside them. These two characteristics provide a clear distinction between an ear and an antler. If you have difficulty sticking out only two fingers, you can use all four, but your thumb needs to stay tucked in. Make sure the other players can tell the difference between your rabbit ears and your moose antlers.

An ear on top of the head must be clearly on top. If two ears are on top, they should touch. (It is allowed to have one ear on top and one on the side.) To keep things clear, it helps to hold the ear on the back of your head, as shown. An ear on the side of your head should be held next to your temple. Avoid making ears that are not clearly either on top or on the side.



To indicate a straight ear, point your fingers straight out. To make a floppy ear, your fingers should be curled. In theory, a floppy ear could almost look like a fist, but

a proper floppy ear is cuter than a fist, as you can see from the following illustration:





# SCORING CARDS

Each card depicts an attribute and a point value. A player who matches the card scores the indicated points (which can be positive, negative, or a multiplier of other points).

## SINGLE EARS AND ANTLERS



To match a card depicting one ear or one antler (on either the right or left side of the card) you have to have the same type of ear or antler on the same side of your head. Cards are dealt facing the players. Read them as though you are looking into a mirror. So if you see a wide antler pointing up on the right side of the card, you can match it with a wide antler pointing up on the right side of your head. Your left antler does not score points with this card, but you must have both antlers to be a moose.



## AMBIGUOUS EARS AND ANTLERS



Life in the forest can be cruel. The antlers and ears of some creatures are incomplete. You can tell whether a broken antler points up or down, but you can't tell whether it is wide or compact. To match the card, your antler on that side of your head must be pointing in the indicated direction, but it doesn't matter whether the antler is wide or compact. (But it must be one or the other.) The same is true for incomplete ears. You can tell whether they are on top or on the side of the rabbit's head, but you can't tell if they are straight or floppy. You match the card with either a straight or floppy ear in the correct position.

The following table summarizes these ambiguous ears and antlers:

<p>An antler pointing up, either wide or compact.</p> 	<p>An antler pointing down, either wide or compact.</p> 	<p>An ear on top of the head, either straight or floppy.</p> 	<p>An ear on the side of the head, either straight or floppy.</p> 
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**Example:** The player on the left matches all four cards. The player on the right matches none of the cards.



## DOUBLE EARS AND ANTLERS



**Example:** The player does not match the first card (neither antler is pointing up). The player has one antler matching the second card (wide and pointing down) and scores -1 point for this card. Both antlers match the third card (pointing down), so the player scores +2 points for it.



Some cards depict both ears or both antlers. If either of your ears or antlers matches the card, you score the points for that side. If both ears or antlers match, you score the points for both sides.



0 points



-1 point



+2 points

## MOOSE CARDS AND RABBIT CARDS



Some cards have only a moose or a rabbit without antlers or ears. You match the moose card if you have two antlers. You match the rabbit card if you have two ears. The type of antlers or ears does not matter.

## SCORE REVERSAL



This card applies to all players, whether they have ears or antlers. It turns positive scores negative and negative scores positive, as explained on the next page.



# SCORING

Players can change their ears, antlers, and tongues until the narrator reveals the hunter with a “Bam!” At that time, all players must freeze. They will receive points based on the six cards showing on the table. (The hunter card that the narrator slams down does not affect scoring and should not cover any of the six piles in the row.)

The narrator calculates the score for each of the other players, starting with the player on the left and moving right. For each of the six cards, check to see if the player matches it. If so, slide that card up out of the row. If the player matches only one side of a double ears or antlers

card, turn the card so that the corner on that side points toward the player (as shown).

Add up all the points (positive and negative) on the cards you slid out of the row. If a card is turned, count only one of its two numbers.



**Example:** The player matches one card for +2, one side of a double ear card for -1 and both sides of another double ear card for +1 and +1. This adds up to  $2 - 1 + 1 + 1 = 3$ .



The score reversal card ( $\pm$ ) is a special case. It applies to all players and reverses the calculated score. Positive scores become negative, and negative scores become positive. Two score reversal cards cancel each other out. (If there are three score reversal cards, then the reversal applies.)



**Example:** The player matches the -3 card and one antler on the +1 card, for a total of -2 points. Because of the score reversal card, the resulting score is +2 points.



Whether positive or negative, your score indicates how far you move one of your figures along the trail. Which figure you move depends on which animal you are portraying. If you have rabbit ears, you move your rabbit figure, and if you have moose antlers, you move your moose figure. After calculating your score, the narrator should announce your move: for example, “Moose ahead 3” or “Rabbit back 2”. Once your score is announced, you can finally lower your hands and move the appropriate figure.

One of the narrator’s figures is moved, too. At the beginning of the round, the narrator bet on one of the other players. After being scored, this player also moves the narrator’s figure (of the same type) the same number of spaces ahead or back.

After scoring a player, the narrator should not wait for the figure to be moved. Instead the narrator should immediately return the cards to their places in the row and start scoring the next player. Scoring should move as

rapidly as possible. After a few minutes of wearing antlers or rabbit ears, people start to get uncomfortable.

Players should follow along as the narrator scores and check to be sure it is done correctly, pointing out errors either verbally or by shaking their heads wildly and making animal noises.



**Tip:** Because all players are getting their points from the same cards, it is common for two or more players to be portraying the same animal.

Scoring will go faster if you handle all of them at the same time. The narrator should watch for look-alikes, and if you see the narrator scoring another player portraying the same animal as you are, you should point this out.





**Example:** When the narrator said “Bam!” the other players froze in the positions depicted. The narrator immediately begins scoring, from left to right. The first player matches the second card (once) and the third. The narrator says, “Moose ahead 3” and the player moves his moose figure 3 spaces forward. The narrator notices that the fourth player also has antlers like this, so he tells her to move her moose forward 3 as well. She does so. And because she is the player the narrator bet on, she also moves the narrator’s moose figure ahead three spaces.

Meanwhile, the narrator has moved on to the second player. She matches the second card twice (+2) but also the sixth card (-2). The narrator says, “Your moose doesn’t move” and moves on to the remaining player. The third player had a bad round. He matches the first card for +1, but he also matches the fourth card for -3. This gives him a total of -2. The narrator announces, “Rabbit back 2” and the player moves his rabbit figure 2 spaces back.



## BUSHES

Sometimes players freeze in a position that is neither a rabbit nor a moose. They might have only one ear or one antler, or a monstrous combination of both. It’s possible that when the narrator said “Bam!” they had just lowered their hands and were caught with nothing on their heads. The cards do not apply to these players. The narrator

simply indicates that the player looks like a bush, and the player moves both figures back one space (even if one of the six scoring cards is a  $\pm$  reversal). If the narrator bet on this player, the player should also move the narrator’s figures back one space.





## CATCHING UP

No one likes to be last, not even moose or rabbits. After scoring all players, some figures get to catch up.

The rabbit farthest behind all other rabbits is moved one space forward. (If multiple figures are tied for last rabbit, all of them move). The same applies to the last moose. If all rabbits (or moose) happen to be on the same space, then they are all last and they all move one space ahead.



**Example:** In this example, three moose moved forward 3, one rabbit moved forward 4, and one rabbit moved back 2. After scoring, the rabbit that moved back is moved forward one, as are the two moose that did not move.



## THE TRAIL

Figures move along the trail, forward or backward. When a figure runs off the forward edge of the trail, take enough cards off the other end and put them on the forward end so that the figure can advance the required number of spaces. If you have to move cards out from under figures that have fallen far behind, simply advance them to the last space left. Similarly, if a figure needs to move backward beyond the edge of the trail, take cards from the front. However, do not take cards out from under the figures that are far ahead. If a figure is standing on the foremost card, leave it there, and simply move the backward-moving figure onto the rearmost card. There are 18 spaces in the trail, so no figure can ever be more than 17 spaces behind the leading figure.

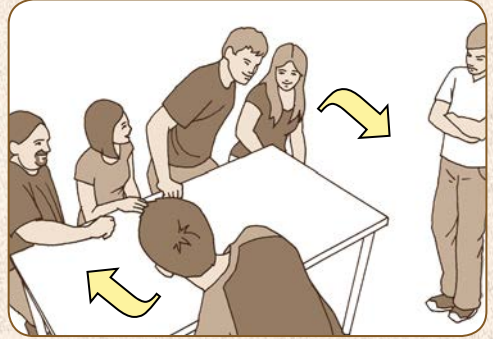
As the trail cards are moved from end to end, your trail might need to bend a bit to keep it on the table.

## THE GAME

Now you know what happens in each round. To be certain, let's summarize:

- The narrator bets on one player.
- The narrator reads the poem and lays down scoring cards. The other players use their hands to represent various ears or antlers. The narrator keeps reading through the poem until he or she comes to a hunter card. (And the narrator ignores hunter cards the first time through.) Then the narrator says, "Bam!" and the players freeze.

- The narrator scores each player and declares which figure should be moved and by how much. Players move their own figures (and the one on whom the narrator bet also moves the narrator's figure).
  - The last rabbit (or rabbits) and the last moose (or moose) move forward once space.
- This ends the round. Each player rotates one seat to the left. The player on the narrator's right will become the narrator for the next round, and the narrator will sit in the seat on the left.



The used cards are stacked off to one side, and the new narrator picks up the remaining deck and begins the next round the same way. At the end of the round, players rotate again, and a new player becomes narrator. If the cards run out, shuffle the used cards together and make a new deck. (If the new narrator thinks they will run out, it's a good idea to shuffle and make a new deck immediately, so that there will be no delays during the round).

The game ends when every player has been the narrator twice.

The order of finish is determined by the rear figure of each player. So the winner is the player whose rear figure is farthest ahead. Break ties in favor of the player whose first figure is farthest ahead. The first figure only matters when breaking ties.



**Example:** Orange wins because her rear figure is farthest ahead. Red, Blue, and Yellow have their rear figures on the same space, so their order is determined by their first figures. Yellow gets second. Blue and Red tie for third. Green is last: even though his moose is in first place, his rabbit is behind all the other figures.





If you are playing your first game (or if you are introducing the game to new players) we recommend that you stop explaining the rules here so you can play the first half of the game. Once everyone has had a chance to be the narrator, shuffle the advanced cards into the deck and explain the rules on this page so that you can play the second half of the game with the full deck. If, after playing the first half of the game, you think the simplified rules are challenging enough by themselves, you can

play the second half without these rules and without the advanced cards. But if your group can handle the advanced rules, we definitely recommend playing with the full deck. The advanced cards add interesting tactical elements. And anyway, the game is more fun when players are a little bit confused and cannot immediately tell which animal will give them the most points.

## AMBIGUOUS EARS AND ANTLERS

Advanced cards have more possibilities for ambiguous ears and antlers.

An antler which points both up and down can be matched by making an antler with the depicted shape, regardless of which way it points. (However, the antler must point up or

down. Otherwise the player looks like a bush.) An ear with a bandage around it can be matched by making an ear with the depicted shape, regardless of whether the ear is on top of the head or on the side (but of course the ear must be in one position or the other).



## STICKING OUT YOUR TONGUE

Yes, it's true. Whether you have ears or antlers, you can also choose to stick out your tongue. And you can pull it back in or stick it out again as the narrator reveals cards. But once the narrator says, "Bam!" you must freeze as you are, whether your tongue is in or out.

So what is the effect? A moose that sticks out its tongue looks like a rabbit, and a rabbit that sticks out its tongue looks like a moose. Don't ask why. It is just one of those mysteries of nature.

There are three reasons why sticking out your tongue might be a good idea:

### 1) Cards With Tongues



This one is simple. A card that shows animals sticking out their tongues gives you the indicated points if your tongue is sticking out, regardless of whether you have antlers or ears. But you can stick out your tongue even if this card is not showing.

### 2) Rabbit Card or Moose Card



This is where things get interesting. Until now, you could match the rabbit card only if you had ears and match the moose card only if you had antlers. But sticking out your tongue reverses this.

If you have ears and stick out your tongue, you match the moose card and not the rabbit card. But you still match all the cards with ears that you would have matched normally. You're just a moose with rabbit ears.

Similarly, if you have antlers and stick out your tongue, you become a rabbit with antlers. You can match antler cards and you match the rabbit card, but not the moose card.

The advanced rabbit and moose cards have x2 multipliers. If you match one of these, add up all your points on the other cards and then multiply by 2. (If you match two multiplier cards, multiply by four.) For example, if a rabbit x2 card is showing, you want to make high-scoring ears so you can double the point value or make high-scoring antlers and stick out your tongue. (If you make ears and stick out your tongue, the rabbit card will not apply to you.) Be careful. If your total score is negative, the multiplier will give you twice as many negative points!



### 3) Advancing Your Figure

But even when no rabbit, moose, or tongue cards are showing, it can still be useful to stick out your tongue and change yourself from one animal into the other. When you score points, you move the figure of the animal you are pretending to be. Sticking out your tongue changes your animal, thus changing which figure you must move.

For example, if your rabbit is lagging behind and the narrator is dealing antler cards worth a lot of points, you can make matching antlers and stick out your tongue. This gives you points for antlers but you score them by moving your rabbit figure.





### Example of Advanced Scoring:

The player matches the two middle cards for +5 points. She has antlers, but because she is sticking out her tongue, she matches the rabbit card that gives a  $\times 2$  multiplier. She moves her rabbit figure ahead 10.

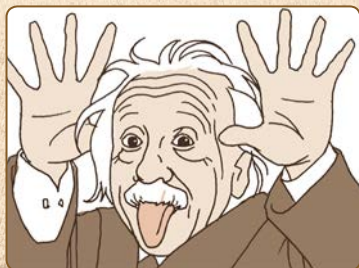
Note that she has managed to avoid matching the negative second card. Because she is sticking out her tongue, she is not a moose and the card does not apply to her.



## VARIANTS

For a more challenging game, turn the poem sheet over and read the longer poem. It has eight lines, so there will be 8 piles on the table. This makes playing and scoring more difficult.

If you want to play with younger children, leave out the advanced cards. You can also hide part of the poem so that it has only four lines, resulting in only four piles of scoring cards on the table.



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