

# Run Rabbit Run

Will the rabbits reach their burrows before the fox eats them? Two, three, or four rabbits have to outwit the hungry fox and find the safety of their home burrow. The rabbits can hide in the bushes, but they must keep away from the ponds. The rabbits will have a number of moves (up to 12) which have to be used up between them. Since each rabbit can only move in one direction during a turn, you must carefully divide all the moves between the rabbits. The fox, which is either controlled by your opponent or by the computer, now has the chance to scamper after his supper!

Bad planning, and the rabbits may drown or be caught easily by the fox.

The game is played on a board which represents the rabbit warren. Every time the game is played the rabbits will have a new warren to explore.

## *Learning with Run Rabbit Run*

*Run Rabbit Run* has been designed to promote thinking skills in children between five and nine, although adults will also find the program challenging. It can be played by one player alone, against the computer, or by two players against each other. The rules may seem complex at first but they have been so devised that forward planning will be rewarded.

Since the rabbits are a team and share a given number of moves, this number must be partitioned amongst the rabbits carefully so that no moves remain.

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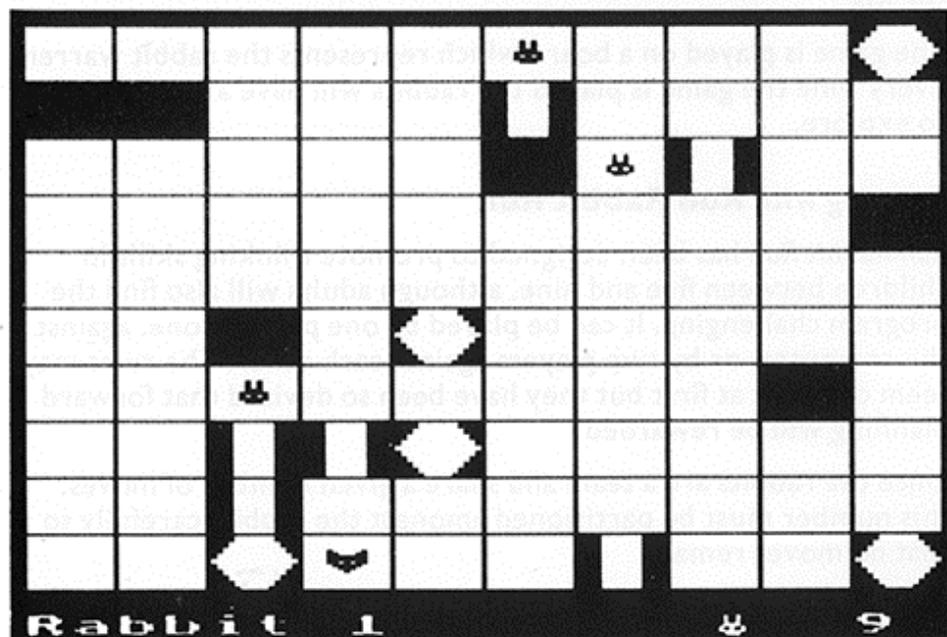


## Running the program

To load the program you should follow the loading instructions which are on page 6 of this booklet. If the program has loaded successfully, the title screen will appear. You will be asked how many rabbits you would like. Type a number between 2 and 4 and then press **RETURN** or **ENTER**. You will then be asked if you want to move the fox. If you answer no (N) the computer will control the fox.

### The board

The screen will now show the  $10 \times 10$  grid which is the board for the game. There are four types of square on the board.



The white squares are open ground, the playing area.



The blue squares represent the ponds. If any animal lands on one of these squares it will drown. The area around the grid is also water, any animal which leaves the board will also drown.



The green squares are bushes which the rabbits can hide in. If the fox lands on a bush then its turn ends at once and any remaining moves are lost. If a rabbit is hiding in a bush that the fox lands on, the rabbit is flushed out on to one of the surrounding squares.



The squares which have a white shape on a black surround are the rabbit's burrows. Each rabbit has its own home burrow which it must try to discover before it is caught by the fox. When a rabbit lands on its home burrow it is safe for the rest of the game and will not reappear. If the rabbit lands on any other burrow it will disappear until the rabbits have their next turn. It will then pop up in a different burrow. A rabbit cannot go straight back down the burrow it has just emerged from without venturing into open ground. If the rabbit does not leave the burrow entrance the burrow will be blocked to all other rabbits.



The fox and the rabbits are also drawn on the board. Whichever animal is to move next will be shown in green.



You will find it helpful if you record on paper which rabbits have visited which burrows. This will allow you to deduce which burrow is the home burrow for any rabbit.

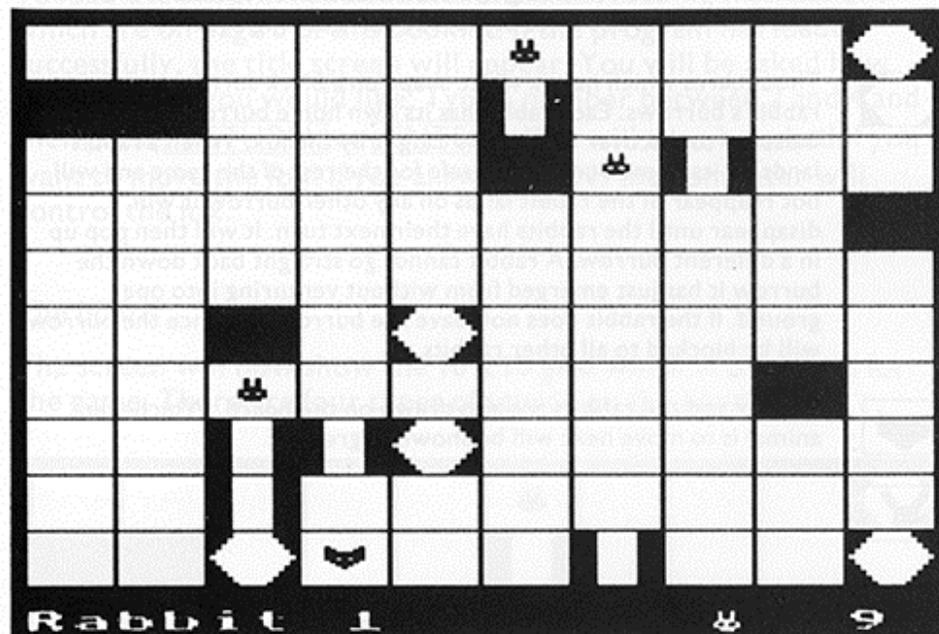
## Starting the game

The message on the screen below the board shows whose turn it is to move and how many moves they must make. The number of moves which the rabbits must make each turn is chosen at random as follows:

- 4 rabbits have from 4 to 12 moves
- 3 rabbits have from 3 to 9 moves
- 2 rabbits have from 2 to 6 moves

The fox will always have between 3 and 8 moves. Both the fox and the rabbits are moved by using the keys shown on page 8.

A typical game may begin as follows:



As you can see, the three rabbits have been allocated 9 moves; but remember there are always two constraints:

- (1) all the moves must be made;
- (2) each rabbit, in each round, can move in one direction only.

There are many ways in which the 9 moves could be distributed between the rabbits. Here is one possible solution; you could probably do better yourself.

Press  7 times to move rabbit 1 into a bush.

Press  once to move rabbit 2 into a bush.

Press  once to move rabbit 3 into a bush.

Since all the rabbits are in bushes, they are all safe for this round. You may have been tempted to move rabbit 3 four times, using , so that it was safe in a burrow, but since you have to use all 9 moves you may have ended up being forced to drown one of your rabbits in the water or leave a rabbit in the open.

## Playing the game

Once a rabbit has started moving in one direction it cannot change course during that turn. The fox, however, can change direction as often as he likes during his turn.

The rabbits must share out all the available moves between themselves. They must not have any moves left at the end of their turn. But remember, each rabbit has to keep moving in the direction it started moving.

Each rabbit is trying to find its home burrow, where it will be safe for the rest of the game. Each rabbit's home burrow can only be discovered by a process of elimination. You should try to keep track of each burrow that the rabbits visit. If a rabbit goes down another burrow it will be safe for the rest of that turn and will reappear at the mouth of a different burrow after the fox has moved. (It may even reappear at the mouth of its home burrow.) At the beginning of each turn you can identify which rabbit is which by pressing **[SPACE]**, **BBC** and **480Z**, or **[9]**, for other computers, repeatedly.

If a rabbit cannot get to a burrow it may hide in the bushes. If the fox then lands on the same square as the rabbit it will not catch the rabbit but be entangled in the bushes until its next turn. The rabbit will leap from the bush to any one of the surrounding squares. If the fox lands on the same white square as a rabbit then the fox will eat the rabbit. The fox must continue to roam, moving in any direction, until all its moves have been used up.

You will hear a beep when a rabbit goes down a burrow, or the fox eats a rabbit, or the fox lands on a bush containing a rabbit, or an animal drowns, or when an illegal move is attempted.

## Winning the game

The game ends when either no rabbits remain in play or the fox has been drowned. You will then see a final screen which tells you how successful each animal has been.

If you would like to repeat the program with the same number of rabbits press **[R]**. To play again with a different number of rabbits press **[C]**. To end the program simply press **[S]**.

## Loading and running the program

To load the program please set up your equipment as directed in your manual and then follow the instructions given below.

### Tape users

This program is in two separate parts. One side contains the program *Create*, the other side contains *Friend or Foe?*. To load the program follow these simple instructions.

- 1 Insert cassette into your cassette player with the *Create* label uppermost and rewind if necessary.
- 2 Type \*TAPE and press **RETURN**.
- 3 Type CHAIN"" and press **RETURN**.
- 4 Press **PLAY** on the cassette recorder.
- 5 The program will load and run automatically.

*Create* will allow you to design and edit your own pictures, as described earlier, and to select which two of the six pictures you wish to use. When you have made your selection you will be instructed to set the tape to the beginning of *Friend or Foe?*. Place your cassette in the cassette recorder so that the *Friend or Foe?* label is uppermost, and rewind before pressing **RETURN** on the keyboard and **PLAY** on the cassette recorder as instructed. The main program will now load and run automatically.

### Disk users

The program will run on a 40 track, single-sided disk drive.

- 1 Insert the disk into drive 0 with the label uppermost. Close the disk drive door.
- 2 Hold down **SHIFT**, now press and release **BREAK**.
- 3 Release **SHIFT**.
- 4 The program will load and run automatically.



## The key strokes

### ZX Spectrum

Direction	↓	↘	→	↗	↑	↖	←	↙
Key	1	2	3	4	5	6	7	8

### Commodore 64

Direction	↓	↘	→	↗	↑	↖	←	↙
Key	1	2	3	4	5	6	7	8

### BBC model B

Direction	↑	→	↓	←	↗	↘	↙	↖
Key	f0	f1	f2	f3	f4	f5	f6	f7

### RML 480Z

Direction	↑	→	↓	←	↗	↘	↙	↖
Key	↑	→	↓	←	F2	F4	F3	F1

For the BBC and 480Z, pressing **SPACE** during the rabbits' turn will allow you to choose which rabbit you wish to move next.

For the ZX Spectrum and Commodore 64, pressing **9** during the rabbits' turn will allow you to choose which rabbit you wish to move next.