

# Carrotia

## Rulesbook



## Goal of the game

Supplies are getting low and the rabbit must brave the wilds to collect enough carrots to feed the colony! Time is short, the pathways long and the birds are circling overhead, looking for easy prey.

Carrotia is a cooperative, tile-laying game where players race against the clock to build pathways to allow the rabbit to collect carrots and escape a maze.

## Components

- 40 tiles: 12 straight pathways, 12 corners, 8 "T" junctions, 6 crossroads and 2 dead ends.
- 3 hourglasses: 30 seconds (red hourglass), 60 seconds (yellow hourglass) and 90 seconds (blue).
- 27 quest cards and 6 player cards.
- 6 bird tokens, 30 carrot tokens and 2 arrow tokens: 1 green arrow and 1 red arrow.
- 1 wooden rabbit and 6 dice.



## Overview

The game is played in three rounds. Each round is divided into two phases:

Phase 1. The players have a limited amount of time to place their tiles to create a maze.

Phase 2. The rabbit must follow the pathways and collect the carrots but only has a limited number of moves each round to escape the maze.

## Game Setup

1. Separate the three quest decks by type, 1, 2 and 3 (shown on the back of the quest cards).



2. Place the three hourglasses next to the decks, shuffle the 40 tiles and place them face down on the table with the rabbit and arrow tokens.

3. Shuffle the 6 bird tokens and place them face down beside the decks with the 6 dice.

4. Place the 30 carrot tokens as a supply beside the decks.

The youngest player begins the game and chooses a character card (your rabbit character can use its power once in each round, at any time), each other player then take turns choosing a character for themselves.





## Winning the Game



Carrotia is a cooperative game. The players win if they managed to collect 20 carrots (in a 1-3 player game) or 25 carrots (in a 4-6 player game).

## Losing the Game

The players lose the game if they do not manage to collect enough carrots by the end of round three!

## Round Overview

**Round 1:** Before each round every player is dealt a number of tiles depending on the number of players taking part, as shown on the chart below.

1 Player	2 Players	3 Players	4 Players	5 - 6 Players
10 Tiles	5 Tiles	4 Tiles	3 Tiles	2 Tiles

• **Phase 1 – Build the Maze:** Draw the top card from the Quest 1 deck and start the timer! (Turn the 30 second hourglass over). Each player takes turns placing one tile on the table until 9 tiles have been placed to form a 3x3 maze, as shown by the Quest card. The edges of each tile should match the edge of each other tile next to it. This means that a pathway should join with another pathway and have grass against grass. Instead of placing a new tile, a player can replace an existing tile (the replaced tile is put back in that players hand). Each square shown on the Quest card represents one tile on the table.



## Quest Cards

The quest cards show how to place the tiles. In the first round they form a 3x3 grid, in the second round a 4x4 grid and in the third round a 5x5 grid. They also show you where the rabbit will begin (red arrow) and the tile the rabbit has to exit the maze from (green arrow).

The quest cards also show you which tiles you will place the carrot and bird tokens on. And lastly, they indicate which way play passes during the round, clockwise or anti-clockwise (a circular arrow on the top left hand corner of the quest card).



As soon as the hourglass runs out the players must stop placing tiles! Even if the tiles are not connected correctly. There should at least be the start tile and the Exit tile (as shown on the Quest card) and tiles forming a path that can lead the rabbit from the start tile to the Exit. You then place the red and green arrow tokens next to their respective tiles and the carrot and the bird tokens on the tiles indicated by the quest card. If the players have failed to create a path leading from the entry point to the exit point or any tiles have been placed incorrectly, then you must add one extra bird token to the maze (face up on the maze wherever you like) and the players can then swap or rearrange up to 4 tiles. Next, place the rabbit on the tile that the red entrance arrow points to.

• **Any remaining tiles in the players' hands, are excluded from the game.**



• **Phase 2 – Movement:** Each player takes it in turns to move the rabbit one tile, following the pathways. Play passes clockwise or anti-clockwise as shown on the quest card. Each player must move the rabbit one tile. However, the rabbit cannot move backwards!





If a player moves the rabbit on to a tile with one or more carrot tokens on it, the rabbit collects those tokens. Place the tokens beside the store as they are gathered during the round and at the end of the round, if the rabbit reaches the Exit, add them to the store. Each player character can use their rabbit's special ability once per round, at any time. Turn your rabbit's card face down to show that you have used your special ability.

In round 1 you have 10 moves or less to reach the Exit collecting as many carrots as possible. If you don't manage to make it, you lose all of the carrot tokens collected this round! Once the rabbit reaches the Exit tile it automatically moves out (you do not need to use a move to leave the maze). You might want to use something to keep track of the rabbit's movement during the rounds.

- Before each player moves, they first roll a die for each bird in the maze. Every bird token has a different coloured border that matches the colour of its dice. If there is more than one bird in the maze, the player rolls a die for each of the birds. The dice indicate which direction the birds will fly or whether they move towards a tile with a carrot token or the rabbit on it. **Knowing before the rabbit moves where they birds will fly is a huge advantage and gives you the chance to build a strategy** (see the birds chart below).

- UP, DOWN, LEFT, RIGHT, CARROT, RABBIT: For the first four choices, the bird flies 1 tile in the indicated direction. Rolling a carrot or a rabbit means that the bird will fly one tile closer to the corresponding icon. In the case of a carrot, the bird flies towards the nearest carrot token, if two or more are the same distance from the bird then you can chose which carrot the bird will fly towards. If a bird is at the edge of the maze and the result of the roll sends it out of the maze, then nothing happens. The bird remains on the same tile.



The rabbit can take any carrot tokens carried by a bird if it moves onto their tile. The rabbit does not get affected by a bird if it moves onto their tile.

In the first round the maze will start with 1 bird on it, 2 in the second round and 3 in the third. Be careful though, when you make a mistake building the maze you will have to add an extra bird!

**Round 2:** Before phase 1 each player is dealt a number of tiles, as in the first round (see the chart), then placed face down on the table in front of them.

Each time you start a new round, first remove any remaining tokens from the maze. Place the birds face down in their pile and return any uncollected carrots to the supply. The Quest deck 2 card will show you where to place new carrot and bird tokens.

1 Player	2 Players	3 Players	4 Players	5 - 6 Players
10 Tiles	5 Tiles	4 Tiles	3 Tiles	2 Tiles

- **Phase 1 – Build the Maze:** Draw the top card from the Quest 2 deck and start the timer! (Turn the 60 second hourglass over). Each player takes turns placing one tile on the table with play passing clockwise or anti-clockwise, as shown on the quest card.

You have 60 seconds to complete the Quest 2 maze. The players only need to add 7 more tiles to the previously built 3x3 maze in order to create a larger maze of 4x4 tiles (add the tiles to two sides of the maze).

Just follow the rules presented in round 1. In this round 2 bird tokens are placed on the maze faced up and, as in round 1, if the maze is not constructed correctly you will add 1 extra bird and get 4 free tile changes.





● **Phase 2 – Movement:** Follow the rules presented in round 1 but this time you have 15 moves to reach the exit tile. Remember: you first roll to see where the birds will move, then you move the rabbit and then the birds are moving.

**Round 3:** Before phase 1 each player is again dealt a number of tiles, as in the first round (see the chart), and then placed face down on the table in front of them.

1 Player	2 Players	3 Players	4 Players	5 - 6 Players
10 Tiles	5 Tiles	4 Tiles	3 Tiles	2 Tiles

● **Phase 1 – Build the Maze:** Draw the top card from the Quest 3 deck and start the timer! (Turn the 90 second hourglass over). This time you will construct a 5x5 maze by adding 9 more tiles to the 4x4 maze. Remember to check the direction of play.

The players have 90 seconds to complete the Quest 3 maze. Follow the rules presented in round 1 but this time place 3 bird tokens, adding one more if the maze is constructed incorrectly.

● **Phase 2 - Movement:** Follow the rules presented in round 1. You have 20 moves or less to reach the Exit Point.

After finishing phase 2 of the last round, the players count the carrots they have collected. If they have collected 20 or 25 carrots they win, otherwise they lose.

Special Rule: You can pass your turn in order to add 2 single carrots to the maze anywhere you want. This action can be triggered once per round/maze and only by one player.



## Birds

Each bird has 2 effects. One when it finds a carrot token (A) and one when it finds the rabbit (B).



**Owl:** A) Turns a 3 carrot token into a 1 carrot token.  
B) Re-activates your character's ability.



**Hawk:** A) Destroys the carrot on this tile.  
B) Transfers you to the Entry point.



**Crow:** A) Picks up a carrot token and carries it along with it.  
B) Gives you all the carrots it has picked up.



**Seagull:** A) A) Picks up a carrot token and carries it along with it.  
B) Gives you all the carrots it has picked up.



**Bat:** A) Turns a carrot into a bird of your choice.  
B) Transfers you to the Exit point.



**Sparrow:** A) Destroys the carrot on this tile.  
B) Re-activates your character's ability.

### NOTES

**Pick Up:** A bird carries one or more carrots along with it in every move it makes.

**Destroy:** When a bird destroys a carrot, that carrot is excluded from the game.

**Rabbits:** Each character has a unique effect that can be used once in each round. However the Bandit has a continuing effect and breaks this rule.

If two birds move to a tile with a carrot or the rabbit, choose which bird will trigger first and then if there is still a carrot or the Rabbit on the tile, trigger the next bird and so on.