

The RABBIT AND DOGS Travel Game (Hase und Hunde Reisespiel)



MAKERTEAM®

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updated 19. 4. 2024 | published 19. 4. 2024

Summary

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[travelgame](#) [hund](#) [spiel](#) [hase](#) [brettspiel](#) [reisespiel](#)

This is our 110 x 70mm (travel) version of the well known classic boardgame RABBIT AND DOGS made for 2 players. First appearance was around 1.300 A.D. in Riga.

Start: The 3 dogs start on the yellow mentioned points. The rabbit may start on a white field which the player prefers.

Moving: The DOG player has to arrest the rabbit by moving ONE of his three tokens each round FORWARD, UP, DOWN, DIAGONALLY but NEVER backwards to where they came from! The rabbit token can be moved in any direction to escape from the dogs. Each player moves only 1 field per round.

Winner: The rabbit is CATCHED when it can't move anymore in its turn. The dogs have 10 rounds only to get the rabbit else they loose and the rabbit wins.

The tokens can be placed in the secret compartment in the board. Very easy, fast and funny (travel) game.

REMARK: You can also play “ACHI - The soldier game” (an early mill game from Africa) on this board!

This fully scaleable version is made for multicolor print. We recommend to print upside down.

Material: PLA
Layerheight: 0.2mm
Infill: 15%

Supports: NO

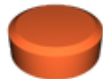
Tipp: If the lid fits TOO STRONG reduce size to 99/98%.

Model files

board.stl



token.stl



lid.stl



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