

Rats and

Rabbits

Role-playing for the early years'
student

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Rats and Rabbits

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Published in Hong Kong by Nine Dragons RPG Ltd

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How to play

The Storyteller devises 6 to 10 *complications* which the characters (as played by the players) will try to overcome.

A story can have an *arc* if the Storyteller wants, but it is not necessary. In the above example the players are told they must deliver a message; if the Storyteller wants to, they can add more detail to that and create an arc for the story, a main idea that explains why the adventure is happening.

The players assign their dice to their skills. The bigger the dice the more chance of success in that skill. So, Shadow, above, is fantastic at hiding but not much use in water.

Players also choose a name, a fear and a background story for their animal.

Beginning the role-play

The Storyteller explains the main adventure, **“You’re going to deliver an important message.”**

Then they start storytelling, **“It’s a bright sunny morning and you gather together, ready to begin your adventure. You head out of the forest and towards the edge of town, suddenly you see a fierce looking dog, it has sharp teeth and it is very strong. You need to get past the dog.”**

The players then how they can use their skills to form a **plan** together to overcome the complication. Any skills used need to be rolled for. Rolls of 1-4 are failures. A **plan** with a failure always fails. A plan with no failures always succeeds. Storytellers must decide what happens after a plan fails, but *usually* the players get to create a new plan. Any player who experiences a sixth personal fail retires from the game. This indicates that the character has either been too badly injured to carry on (possibly even killed) or is too emotionally distraught to continue.

Player use the *Fail* area to tally up personal failures. The sixth is the end.

Failures disappear after an adventure is over.

Rats and Rabbits

Rat Skills

Climb
Swim
Squeeze into gaps
Hide
Chew through

Rabbit Skills

Hop
Run
Bite
Dig
Sense danger



Success = 5-20

1-4 = failure.

You can suffer 5 fails before you are out of the game.

Challenges

1. Get past the dog.
2. Cross the river.
3. Escape the snakes in the grass.
4. Get past the fence.
5. Get free from the netting in the vegetable garden.
6. Escape from the SPCA Officer.
7. Avoid the Alley Cats Gang.
8. Pass the message

Rat Skills

Climb d8
Swim d6
Squeeze into gaps d12
Hide d20
Chew through d10

Fails

Name: Shadow

Fear: Cats

Story: Shadow was born in an old factory building. He has 15 brothers and 12 sisters. His mother, Ghost, was an expert at hiding and taught Shadow her skills. She was killed by the Alley Cat Gang.

Name:

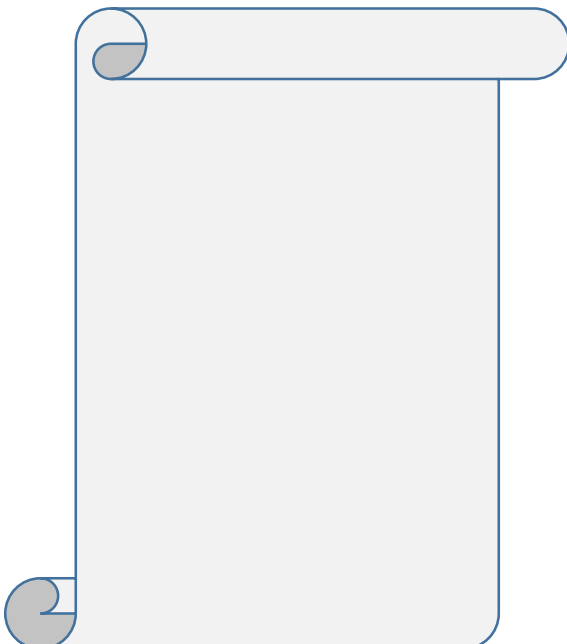
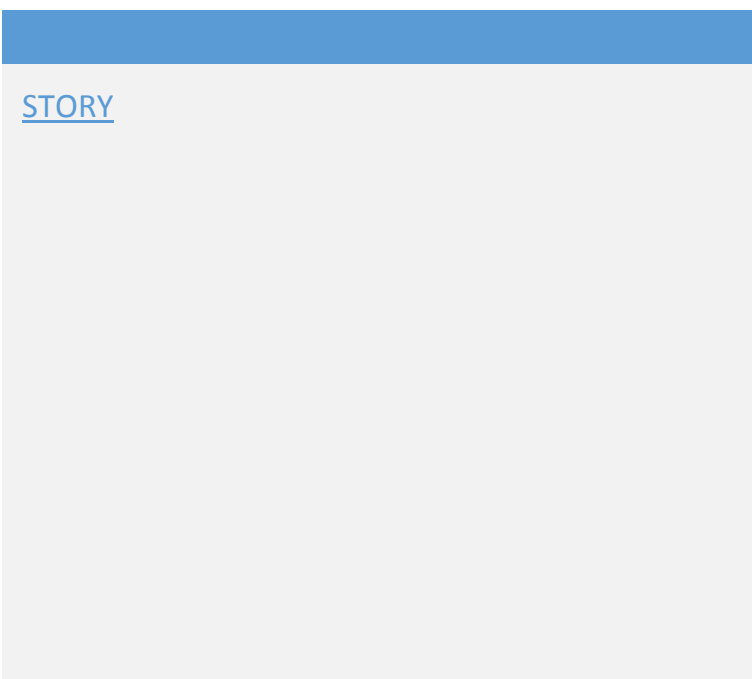
Fear:

Rat Skills

Rabbit Skills

Climb	Hop
Swim	Run
Squeeze into gaps	Bite
Hide	Dig
Chew through	Sense danger

Success = 5-20
1-4 = failure.
You can suffer 5 fails
before
you are out of the game.



Name:

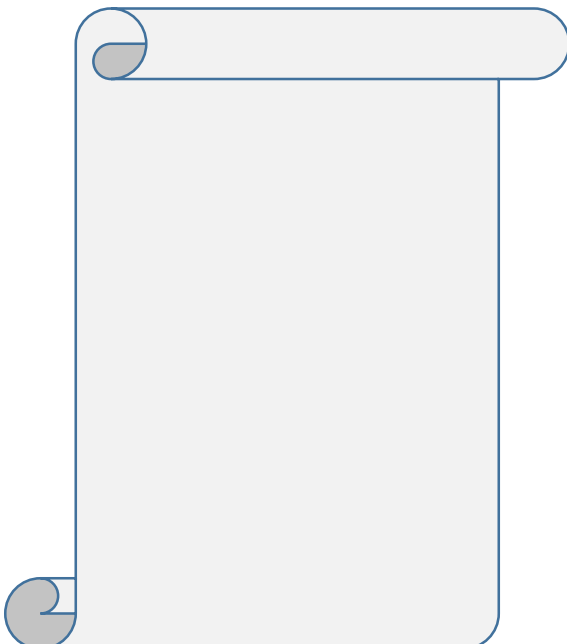
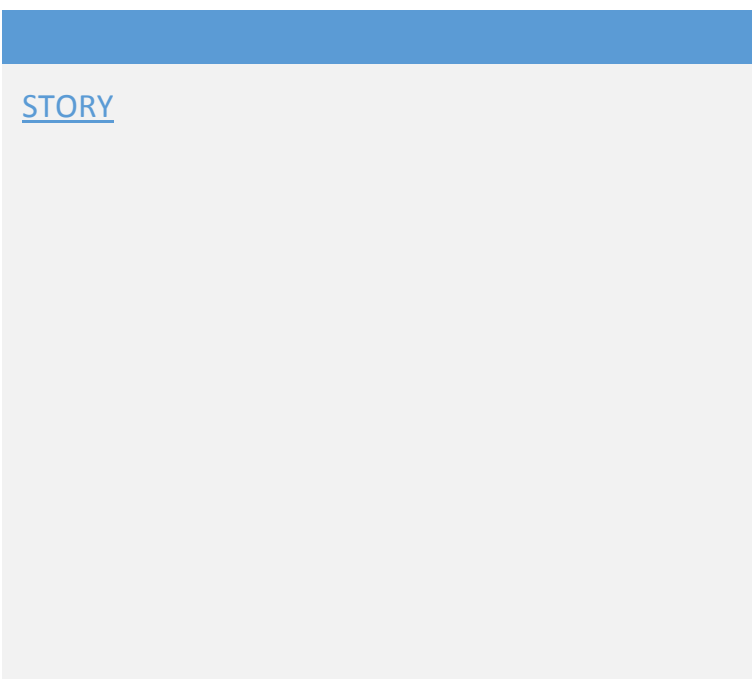
Fear:

Rat Skills

Rabbit Skills

Climb	Hop
Swim	Run
Squeeze into gaps	Bite
Hide	Dig
Chew through	Sense danger

Success = 5-20
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All about the game

Rats and Rabbits is a table-top role-playing game designed for very young children to play with adult supervision.

It promotes; collaborative problem solving; quick mental recall of number facts; social play; story telling; creative writing; understanding of chance and probability; data collection; scale drawing; measure, and, most off all ...

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