

## **Rabbids Go Home. More Videos**

*Upcoming Action-Adventure Video Game by Ubisoft*

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The action in this game takes place in a world that concentrates everything one might find in a typical US city and surroundings. Some other environments include a beach, a desert, the everglades ... The game world is organized, like a spider's web, around neighborhoods (the Hubs), each giving access to several levels. Players can move around freely and choose the level they want to play from these Hubs, but they can also collect resources, strip humans naked and even combat enemies in the Hubs. These neighborhoods evolve throughout the adventure.

There are of course plenty of obstacles along the way that will make collecting stuff a lot less easy than it sounds. Humans will start defending their freedom, siccing mean pooches on the Rabbids, designing surveillance robots and generally equipping themselves with anti-Rabbit kits and traps ... until they become Verminators. Anti-Rabbit propaganda explodes and with it the Verminator craze arises. The Humans will do anything to get back to the quiet, boring and stuff-laden existence they led before those heinous Rabbids showed up.

More Information at [www.ubi.com](http://www.ubi.com). Image and Videos Courtesy of Ubisoft. Video Montage: 3Dup.com