

BUNNY BOOM



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BUNNY BOOM
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Manufacturer **Panda Games**

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GOAL OF THE GAME



There are rabbits everywhere!

It's a full-blown invasion, and it seems like nothing can stop these adorable little critters from multiplying! The village is out of control and the villagers have had enough of tripping over all these rabbits at every turn!

In Bunny Boom, your goal is to saddle the other villagers with the rabbit problem! To achieve this aim, you'll have to tactically play cards from your hand to move the bunnies as far away from yourself as possible. But watch out! Even as you offload one batch of bunnies, you'll be bringing yet more rabbits into the village, and you might even cause a BUNNY BOOM!

Every new card played will add to the chaos. You might even be forced to move to a new location, or find that rabbits start appearing in your own home!

The villager who ends the game with the fewest bunnies will be the winner!



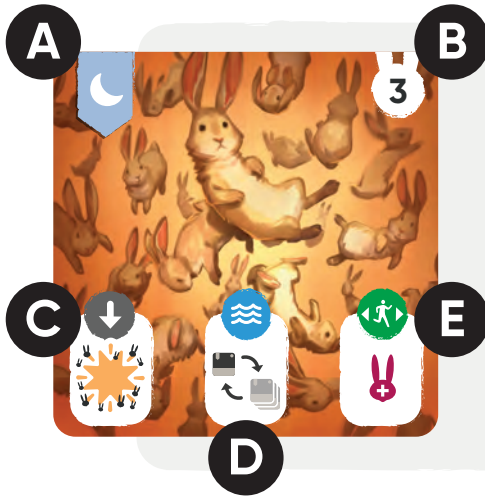


GAME OVERVIEW



60 cards, comprising 48 base cards and 12 Variant cards,
divided into 6 suits

The 6 card suits



- A** Suit
- B** Bunny value
- C** Play effect
- D** River effect
- E** Movement effect



30 purple cards

(24 base cards, 3 Fox Variant cards, and 3 Burrow variant cards) for 2-player games



30 oranges cards

(24 base cards, 3 Fox Variant cards, and 3 Burrow variant cards) for 3–4-player games



CONTENTS



4 Villager pawns



1 game board



50x 1 Bunny tokens



10x 5 Bunny tokens



10x 10 Bunny tokens



1 Carrot token



1 Fox token



1 Burrow token



1 sand timer



4 Home tiles

1 center tile



SETUP

2-player game



Place the central tile in the center



Each take a Villager pawn and the matching Home tile in the color of your choice.



Put both Villager pawns and the Carrot token on the center tile.



Shuffle the purple base cards.

If you do not play with variants, remove cards with a



with a



Deal a hand of 3 cards face down to each player.



Create a face-down draw pile with the remaining cards, then deal 3 of these face up to create the river.



Each add 1 bunny to your own Home tile.



The player who most recently ate a carrot goes first.



Optional: give the sand timer to the starting player.

SETUP

3–4-player game

Follow the setup for a 2-player game, with the following adjustments:



Put the additional Villager pawns on the center tile.



Shuffle the purple and orange base cards together.



Fox Variant



Also add the Fox token to the center tile.



Burrow Variant



Also add the Burrow token to the center tile.



Add 1 Fox card for each player. For a 2-player game, add the purple Fox cards to the purple base cards. For a 3–4-player game, add the purple and orange Fox cards to the purple and orange base cards.



Add 1 Burrow card for each player. For a 2-player game, add the purple Burrow cards to the purple base cards. For a 3–4-player game, add the purple and orange Burrow cards to the purple and orange base cards.



HOW TO PLAY A TURN



In a 2-player game, you will be building lines of cards to the left and right of the center tile. In a 3-player game, you can also build a line above the center tile. In a 4-player game, build lines in all 4 directions.

1. If you are using the sand timer, flip it now. Check your hand of cards.
2. If you are playing with the timer, you have until it runs out to play a card from your hand onto the board.
3. You can place your card either:
 - A. in 1 of the spaces around the center tile (left, right, above, or below),
 - B. in an empty space next to another card, or
 - C. on top of an already played card, following the phase and card placement rules (see “How to play the game” and “Card spaces” below).



If the sand timer runs out before you play a card, you must take a penalty: check the river cards for the highest bunny value, then add that many bunnies to your Home tile.

Note: this time limit only applies to Step 2 of your turn: playing a card from your hand.



HOW TO PLAY A TURN



4. Activate the Play effect of the card you have just played.



Important: the Bunny Boom card is the only exception to this rule. When you play one of these cards, activate its Play effect after Step 4: moving your Villager pawn.

5. Move your Villager pawn to the card you've just played. You must move orthogonally. As you cross each card in between, activate its Movement effect. Do not activate the Movement effect of the starting card of your movement and of the card you just played. If any of the cards you cross have Bunny tokens on them (see "Play effects, Bunny Boom" page 20), add these to your Home tile.



6. If the card you just played has a River effect icon (waves) next to its Play effect symbol, now select 1 of the cards in the river that has a River effect. Immediately activate this River effect, then discard the card. If none of the cards in the river has a River effect, you don't get to activate anything this turn.



7. Draw back up to 3 cards. You can draw from the draw pile and/or the river.

8. Draw new river cards to replace any that were discarded or that were drawn in the previous step.



Now it's the next villager's turn!

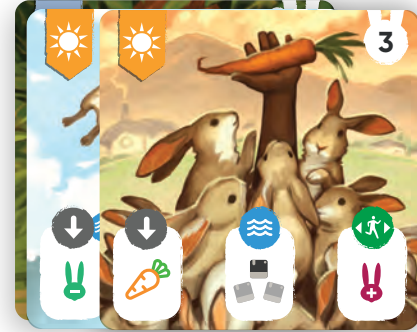
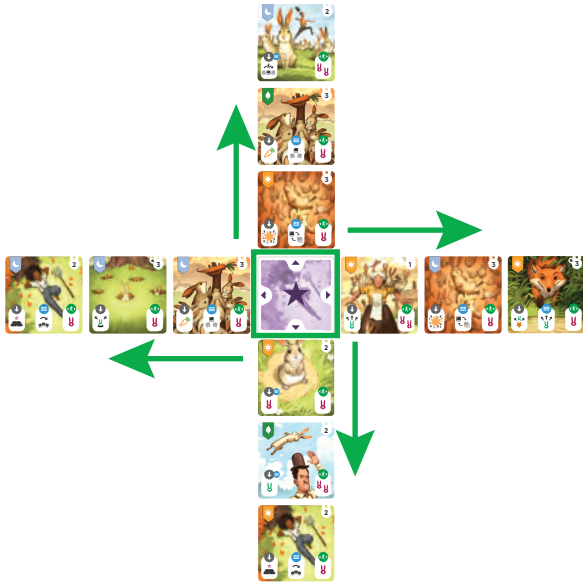


HOW TO PLAY THE GAME



Villagers take turns in clockwise order.

The game is played over 2 phases.



Level 1 phase

During this phase, you and your fellow villagers will play cards in lines around the center tile (above, below, left, right), with a maximum of 3 cards in each line.

Once this initial layer of cards has been created, move on to the 2nd tier phase.

Level 2 phase

During this phase, you and your fellow villagers will play cards on top of other previously played cards.



Card spaces

There are 2 categories of card space, determined by the card suits that have been played there.



Open spaces

If the card you just played does not match the suit of the card immediately below it, check the bunny value of the card you just played and add that number of bunnies to your Home tile. The suit of the card you just played is now the suit any subsequent cards played here must be compared with.



Closed spaces

If the card you just played matches the suit of the card you are playing it on top of, this card space is now closed, and no other cards can be played here. This does not affect the Movement effects of the top cards in these spaces: continue to activate these when you cross them.



Important

- ✗ You can't skip your turn
- ✗ You can't play a card into a space your pawn is occupying
- ✗ You must end your turn with 3 cards in your hand

- !!! All movements must be made orthogonally
- !!! If you can activate a River effect, you must do so
- !!! A maximum of 3 cards can be played side by side in a line in any direction from the center tile (above, below, to the left, to the right); you can't play a 4th card next to them















Movement effects



Add 1 bunny to your Home tile



Add 2 bunnies to your Home tile



Bunny Boom, the idea

It all started with a TV news report about a bunny infestation problem in a small Australian village. The news immediately caught my attention. I was fascinated by the idea of bunnies causing chaos and mischief, and that's when the spark of inspiration ignited. I wanted to create something that was not only fun and easy to learn but also strategic and engaging. The concept of Bunny Boom was born.

I envisioned a game where players had only two actions on their turn - playing a card and moving their villager. The game would be simple enough for anyone to pick up, but it would also offer a depth of tactics that would keep players coming back for more.

And that, my friend, this is how Bunny Boom was created.

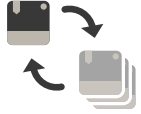
It shows that inspiration can come from the most unexpected places!



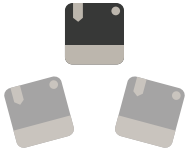
EFFECTS



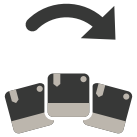
River effects



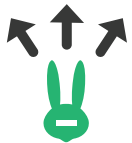
Discard a card from your hand to the bottom of the draw pile, then draw a new card from the top of the pile



Swap 1 card from your hand for 1 card drawn randomly from another villager's hand



Draw back up to 3 cards, then all villagers give their hand of cards to the villager on their right



Move 1 bunny from your Home tile to the Home tile of each of the other villagers. If you don't have enough bunnies to go round, you get to choose which villagers you'll inflict bunnies on this turn!





EFFECTS



Play effects



Bunny Boom — Place a 1-Bunny token on each card (but not on the center tile). (When players cross cards with Bunny tokens on them, they must add these bunnies to their Home tile)



Bring a Villager pawn to this card and give the Carrot token to the corresponding player (this gives them +4 bunnies at the end of the game). This player must activate the Movement effect of any cards their pawn crosses on the way, in the order they cross them



Move 1 bunny from your Home tile to the Home tile of each of the other villagers. If you don't have enough bunnies to go round, you get to choose which villagers you'll inflict them on this turn!



Skip over 1 card of your choice during your movement this turn (don't activate its Movement effect)





EFFECTS



Play effects



Return directly to the center tile without having to cross any cards on the way



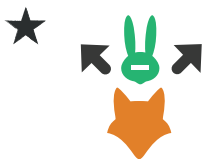
Add 1 bunny to your Home tile and activate a River effect of a card in the River



Discard 1 bunny from your Home tile and activate a River effect of a card in the River



Put the Burrow token on your Home tile. Each time another villager crosses a Burrow card, give them 1 bunny from your Home tile



Move the Fox token to the card you just played. If the Fox token crosses any cards with a Villager pawn on them on the way, the corresponding players must take 1 bunny from your Home tile and add it to their own





OTHER DETAILS



Carrot token



You are given the Carrot token when another villager moves your pawn to a Carrot card.

The villager who has the Carrot token at the end of the game adds 4 bunnies to their final total score.

All movements must be made orthogonally.





END OF THE GAME



End-game conditions

The game ends when 1 of the following 2 conditions has been achieved:

- › The draw pile runs out
- › There are no more spaces for cards to be played (the top 2 cards in each space are from the same suit)

Final scoring

1. Count the Bunny tokens on your Home tile
2. Add the bunny values on the cards in your hand to your total
3. The player with the Carrot token adds 4 bunnies to their total

The player with the fewest bunnies wins the game

Ties

In case of a tie, the player with the fewest bunnies in Bunny tokens wins the game. If there's still a tie, you'll just have to play another game to decide the victor!





QUICK REFERENCE



6 cards suits



Movement effects



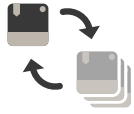
Add 1 bunny to your Home tile



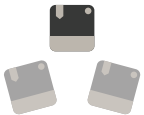
Add 2 bunnies to your Home tile



River effects



Discard a card from your hand to the bottom of the draw pile, then draw a new card from the top of the pile



Swap 1 card from your hand for 1 card drawn randomly from another villager's hand



Draw back up to 3 cards, then all villagers give their hand of cards to the villager on their right



Move 1 bunny from your Home tile to the Home tile of each of the other villagers.



Play effects



Bunny Boom — Place a 1-Bunny on each card (but not on the center tile).



Bring a Villager to this card and give him the Carrot (+4 bunnies at the end of the game)



Move 1 bunny from your Home tile to the Home tiles of each of the other villagers.



Skip over 1 card of your choice during your movement this turn



Return directly to the center tile without having to cross any cards on the way



Add 1 bunny to your Home tile and activate a River effect of a card in the River



Discard 1 bunny from your Home tile and activate a River effect of a card in the River

Variants



Put the Burrow token on your Home tile. Each time another villager crosses a Burrow card, give them 1 bunny from your Home tile



Move the Fox token to the card you just played. If the Fox token crosses any cards with a Villager pawn on them on the way, the corresponding players must take 1 bunny from your Home tile