

BUNNY ISLAND PRINT'N'PLAY SUPPLEMENTAL INFORMATION

Thank you for downloading, printing, and playtesting our awesome game!

There are a couple things to know about this print'n'play version of our game:

PROVIDED

- 40 Map Cards
- 24 Surprise Cards
- 24 Movement Cards
- 4 Quick Refs
- 4 Score Sheets
- 8 Carrot Tracking Cards

WHAT IS NEEDED

60 Poker Chips (15 each of 4 colors)

This item is just a recommendation; the goal is to be able to easily stack the token used and be able to see the color from the side.

Other acceptable items: colored discs, cubes, buttons, etc.

50 Carrot-tracking Items

The number suggested is potentially greater than what will reasonably end being used. Please use the carrot-tracking cards found in this packet (also seen on this page) to easily collect and disperse carrots.

4 Pawns

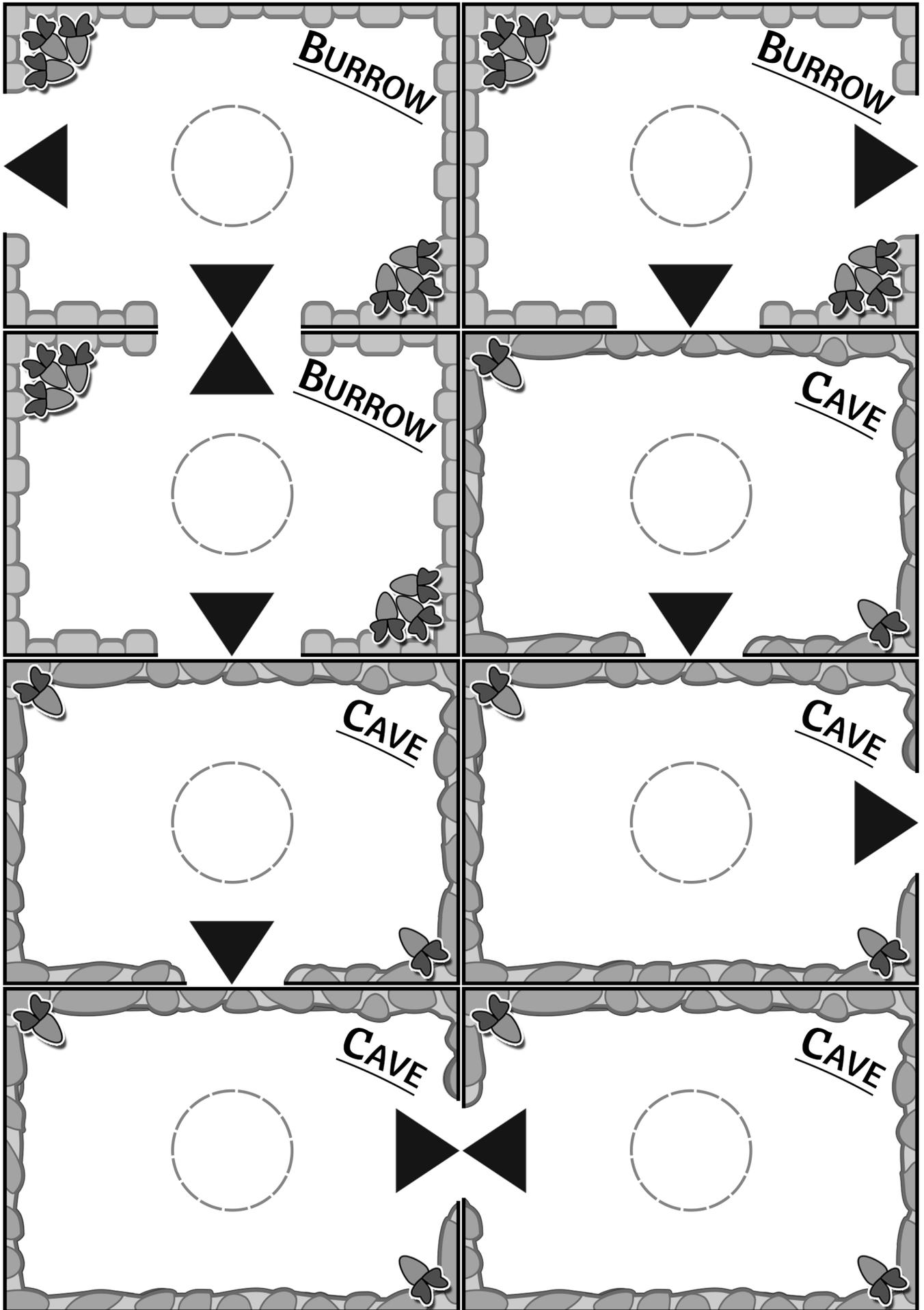
Scissors to cut out cards

Optionally, you could sleeve these cards to make them easier to play with!

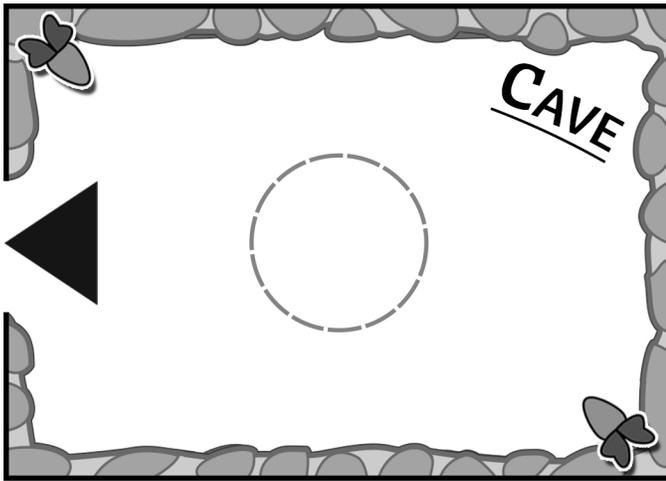
1000 CARROTS
PLAYER 3

100 CARROTS
PLAYER 4

1000 CARROTS
PLAYER 4



CAVE



A square board with a dashed circle in the center. A butterfly is in the top-left corner. A black triangle points left from the left edge.

Discovery!

Draw 2 



A square board with a black triangle pointing down from the bottom edge.

Discovery!

Draw 2 



A square board with a black triangle pointing left from the left edge.

Discovery!

Draw 2 



A square board with a black triangle pointing right from the right edge.

Discovery!

Draw 2 



A square board with a black triangle pointing up from the top edge.

 Short Game

Founder's Hill

Every time you land here harvest 500  and draw 1 



A square board with a black triangle pointing down from the bottom edge.

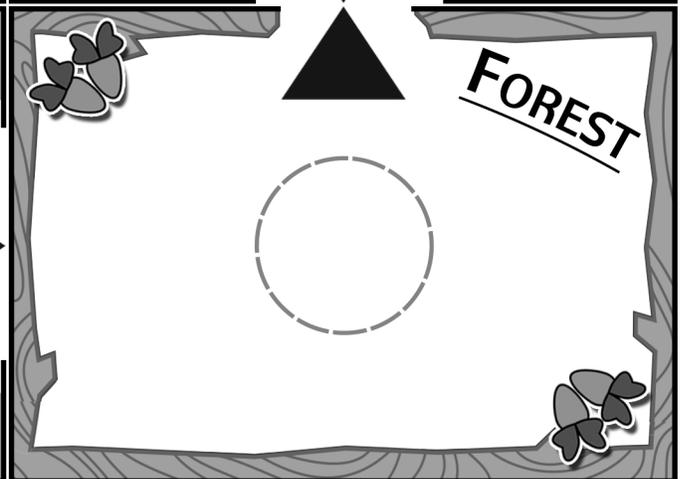
Founder's Hill

Every time you land here harvest 500  and draw 1 

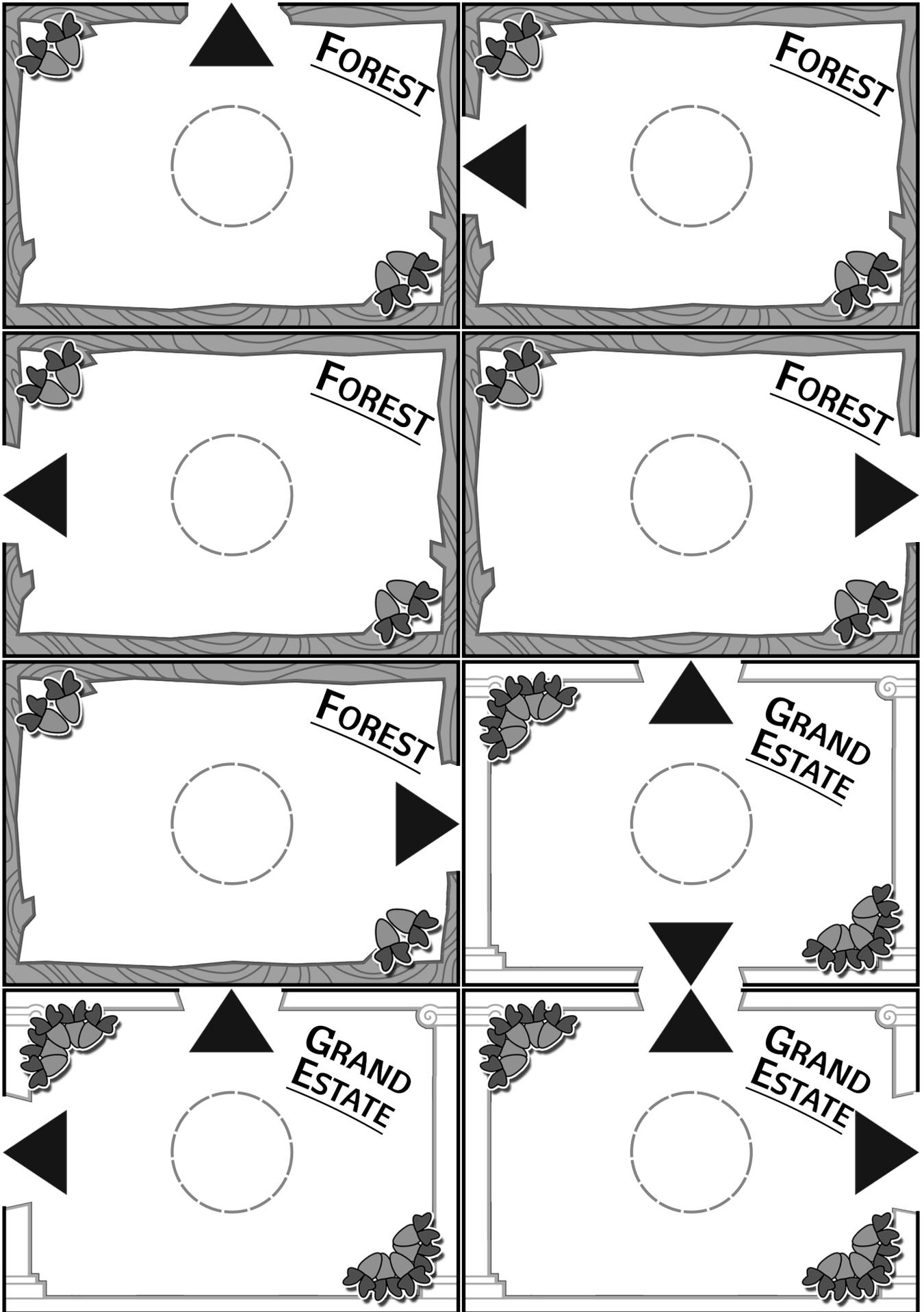


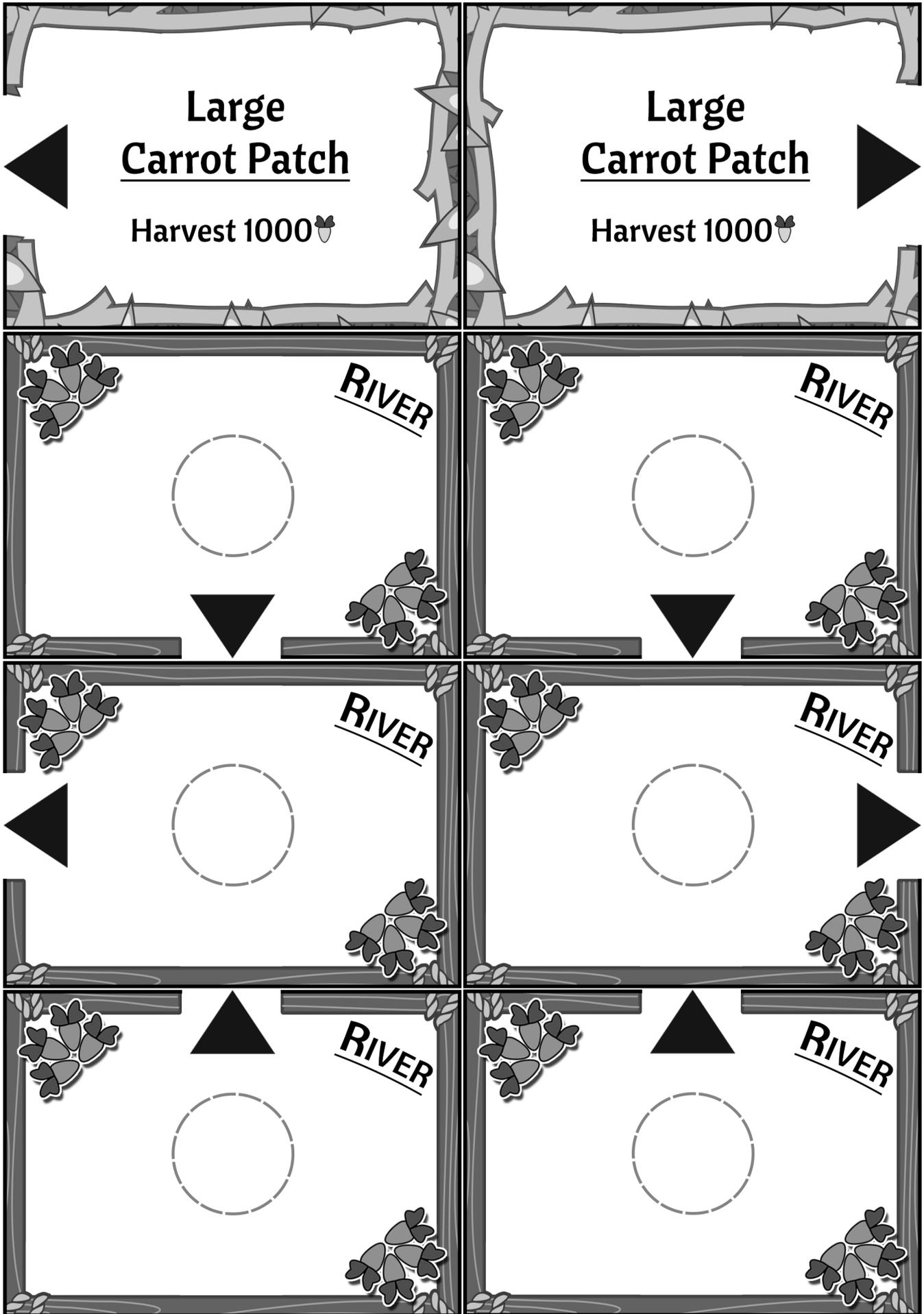
A square board with black triangles pointing left from the left edge, right from the right edge, and down from the bottom edge.

FOREST



A square board with a dashed circle in the center. A butterfly is in the top-left corner and a clover is in the bottom-right corner.







**Small
Carrot Patch**

Harvest 500 🥕



**Small
Carrot Patch**

Harvest 500 🥕



Tunnel

When landing here,
harvest 200 🥕

*The next space you move
to is the Founder's Hill*



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When landing here,
harvest 200 🥕

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to is the Founder's Hill*



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MOVE 1 SPACE

MOVE 1 SPACE

MOVE 1 SPACE

MOVE 2 SPACES

MOVE 2 SPACES

MOVE 2 SPACES

MOVE 2 SPACES

MOVE 3 SPACES

MOVE 4 SPACES

MOVE 5 SPACES

MOVE 5 SPACES

MOVE 5 SPACES

MOVE 5 SPACES

MOVE 6 SPACES

MOVE 6 SPACES

**100 CARROTS
PLAYER 1**

**1000 CARROTS
PLAYER 1**

Quick Reference

CAVE			FOREST		
Building Cost	Harvest / Pay Tax	Victory Points	Building Cost	Harvest / Pay Tax	Victory Points
100	200	400	100	300	700
100	100	300	100	300	500
1	1	2	1	2	3
BURROW			RIVER		
200	500	1500	300	800	2000
200	300	1000	300	500	1400
1	3	4	2	3	5
GRAND ESTATE			GRAND ESTATE		
500	1500	3500	500	1500	3500
400	800	2400	400	800	2400
2	4	6	2	4	6

Exploring Phase

1. Place two map cards.
2. Move your bunny to one of them and follow its rules or build a Camp.
3. Pass turn.

Building Phase

1. Play a movement card and move.
2. Everyone may play Surprise Cards.
3. Harvest Carrot Tokens or pay tax, build a new camp/village/town, or follow Event rules.
4. Draw a movement card.
5. Pass turn.

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Exploring Phase

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2. Move your bunny to one of them and follow its rules or build a Camp.
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Building Phase

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2. Everyone may play Surprise Cards.
3. Harvest Carrot Tokens or pay tax, build a new camp/village/town, or follow Event rules.
4. Draw a movement card.
5. Pass turn.

BUNNY ISLAND™

Score pad

	Name	Name	Name	Name
 Town				
 Village				
 Camp				
Totals				

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Year Tracker

1	2	3	4	5	6	7	8	9	10	10 Year Short Game
11	12	13	14	15	16	17	18	19	20	

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	Name	Name	Name	Name
 Town				
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ADVANCE



Move the active player forward 1 space.

(If there are multiple directions available for moving, the player who played this card gets to choose the direction.)

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ADVANCE



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EARTHQUAKE

Remove the top Building token from the Territory that the active player is on.

(This includes Building tokens controlled by the player who plays this card. This can cause another player to gain control of the Territory.)

EMPTY HARVEST



If harvesting, 0  are harvested.

(Other Surprise cards can increase this.)

EPIC DISCOVERY

If the active player draws any , they draw 2 extra.

EQUAL GROUND

If paying tax, pay 0 

(Other Surprise cards can increase this.)

EVERY BUNNY WINS 


Each player
gets 100 

EXTREME ADVANCE 


Move the active
player forward
2 spaces
*(If there are multiple directions
available for moving, the
player who played this card
gets to choose the direction.)*

FREE LABOR 


If establishing,
0  are required.
(Other Surprise cards can increase this.)

FULL HARVEST 

If harvesting,
500  more
are harvested.

GO HOME!


Move the active
player to
Founder's Hill.
*(Other Surprise cards can move
the active player after this.)*

HUNGRY WORKERS 

If establishing,
500  more
are required.

LIGHT WORK 

If establishing,
500  fewer
are required.

PEACE & QUIET 


Cancel the effects
of all other  .
Discard them.
No other 
can be played.

POOR HARVEST 

If harvesting,
500  fewer
are harvested.

RICH RESORT

If paying tax,
pay 500  more

SEVERELY LOST


Move the active
player to an
adjacent Map card.

*(There doesn't have to be a
Map card arrow connecting them.)*

SINKHOLE

The active player
loses 100 

TAX HOLIDAY

If paying tax,
pay 500  fewer

THWARTED!


Cancel the effect of
any  currently
in play and
discard it.

(You get to choose which card.)

THWARTED!


Cancel the effect of
any  currently
in play and
discard it.

(You get to choose which card.)

100 CARROTS
PLAYER 2

1000 CARROTS
PLAYER 2

100 CARROTS
PLAYER 3