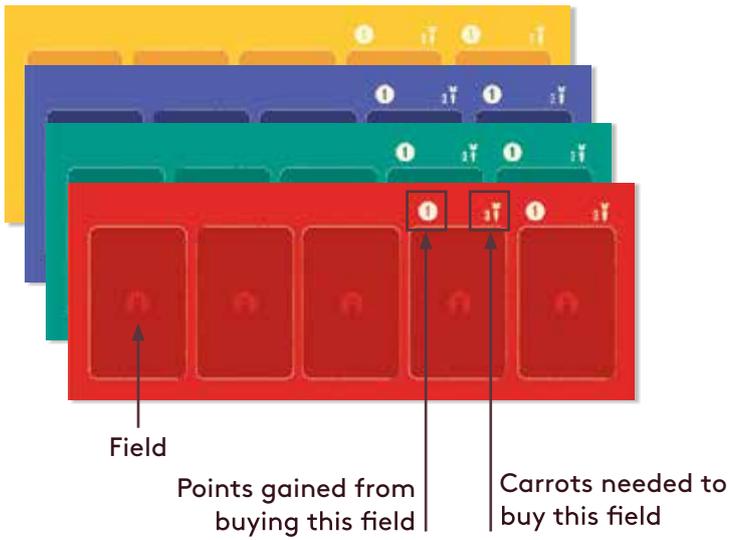


BUNNY FARM

Fields Boards



Dice

Represents number 1



Represents number 0

Carrots



1 Carrot



3 Carrot

Family Cards



Building Cards



Points gained from buying this card

Carrots needed to buy this card

Tool Cards



Points gained from buying this card

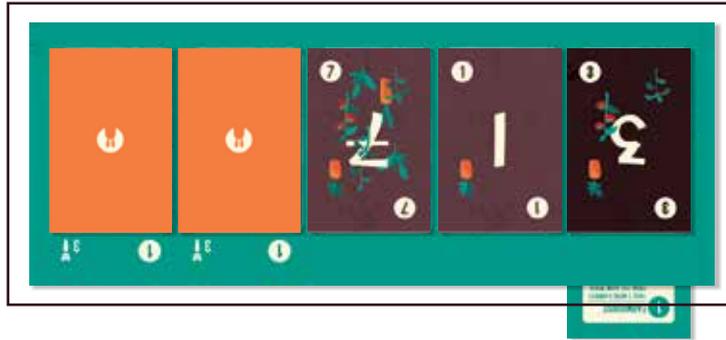
Carrots needed to buy this card

Seed Cards



BUNNY FARM | Set Up

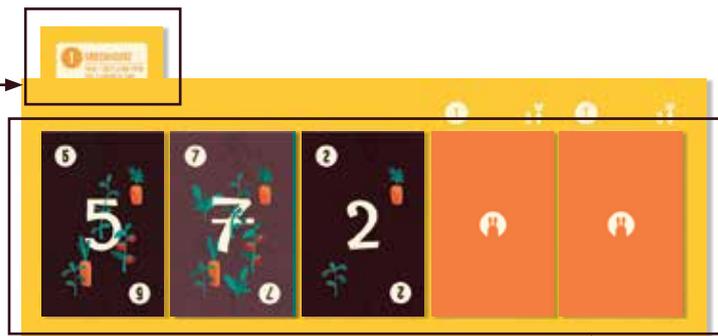
1
Lay out the Building Cards and Tool Cards on the table as shown.



2
Each player takes 1 die, 2 carrots, 1 Family board randomly and put the relative Fields board in front of you.



4
Take a Building Card (indicated on your family card) and place it under your board & right above a field of your choice, indicating that this building is built on this field.



3
Each player takes 5 seed cards and places them on their field boards. 3 facing up (activated fields) 2 facing down (unactivated fields).



5
Each player takes 5 more seed cards in preparation for the next round. The player who looks the most like a bunny is the first player.

Main Introduction

Follow the phases:

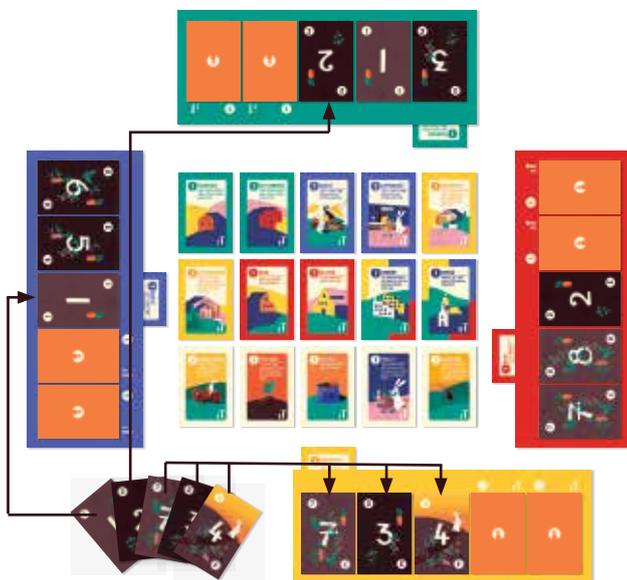
1. Sow (place the seed cards)
2. Harvest (roll dices for carrots)
3. Purchase (buy building cards, tool cards or new fields with carrots)
4. Draw 5 cards to get ready for your next turn.

'Sow' and 'Purchase' can only happen on your own turn while 'Harvest' can be happened on others' turns as well.

How to win: Be the first to score 16 points. You can get points during the Purchasing Phase.

Steps in detail

1. Sowing:



Place all 5 seed cards in your hand on any fields. Players can place seed cards on their own fields or on the other players' fields. 1 card per field, all facing up. If there are already cards on the fields, cover them with yours.

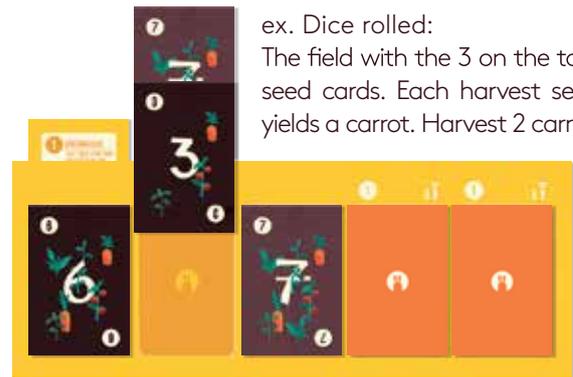
Note: Seed cards can not be placed on unactivated fields (Fields with cards facing down).



0=1/36	1=2/36	2=5/36
3=6/36	4=8/36	5=6/36
6=5/36	7=2/36	8=1/36

* Each number of the die indicates different possibilities to be harvested (with number 4 being the highest). You can refer to the possibility table on your information card or indicate the level of the possibility by the different background colours of the Seed Cards.

2. Harvesting:



ex. Dice rolled:
The field with the 3 on the top has 2 seed cards. Each harvest seed card yields a carrot. Harvest 2 carrots.

Roll the dice to get the Harvest Number (two dices added up). The fields with the Harvest Number on top can be harvested.

To harvest a field, discard all the seed cards on that field and take the same amount of carrots from the bank. (e.g. If you discard 2 cards, take 2 carrots.)

There are two ways to harvest. Choose one.

1. Co-operation

All players roll a die. Choose one player's die to add up with the number you rolled. Share half of your harvested carrots (if any) with that player. If it is an odd number of carrots, you take the extra 1 carrot. Carrots gained from Building Card functions would not be shared. Only the harvested carrots can be shared.

2. Self-Harvest

Roll 2 dice by yourself and keep all the harvested carrots (if any) to yourself.

Two dice must be used to add up to a Harvest Number. All players can harvest their fields as long as they have fields that matches the Harvest Number.

e.g. Jack has 2 fields with 5 seed cards each, both fields with a number 7 on top. Bob has 1 field with 4 cards and number 7 on top. Jack rolled 7. Jack will harvest $2 \times 5 = 10$ carrots. Bob will harvest $1 \times 4 = 4$ carrots.

*If you have no carrots and did not harvest any carrots during your turn, you can take 2 carrots from the bank.



***Be aware of the Giant Bunny!**

When the Harvesting Number is 4, all fields with number 4 on top will NOT be able to be harvested. All the seed cards in that field will be discarded. The player can not take any carrots from the bank.

3. Purchase (choose one, or none):

The active player may execute one purchase action from the below to score points.

Purchase Building Cards

Purchase one Building Card and build it above a field by placing it under the player's board.

*The active player may buy an additional building card (a total of two) for twice the price.

*There is no limit on the amount of building cards on a field. However they must be of the same type. (e.g. Market & Supermarket; Greenhouse & Big Greenhouse.)

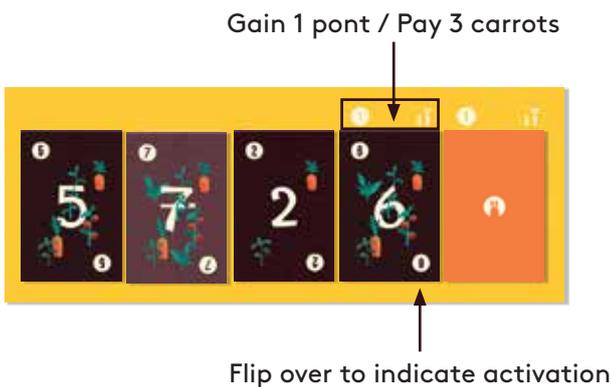
*It is not allowed to move the cards to another field. However it is allowed to rebuild the type of the building cards on a field (the original building cards must be discarded.)



Expand your farm!

Pay 3 carrots to activate the 4th or 5th field on your board and earn 1 point. Flip over the seed card on the field to indicate that it is activated.

*To activate both fields in the same round, pay 9 carrots (second field paid double).



Purchase Tool Card

Purchase a Tool Card with your carrots. The Tool Card's function will be activated immediately after being purchased.

Seed Cards



There are 8 kinds of seed cards with numbers 1 to 8. Each kind has 10 cards each. Reuse the discarded cards if the deck is used up.

*If there are not enough cards, each player will have to discard all the cards on the field with the most cards to build a new deck.

Building Cards



Warehouse (1 point):

Each Warehouse card allows its farm owner to put 1 more Seed Card on its field during each Sowing Phase.



Big Warehouse (2 points) :

Each Big Warehouse card allows its farm owner to put 2 more Seed Cards on its field during each Sowing Phase.



Greenhouse (1 point):

Each Greenhouse card allows its field to be immediately filled with a Seed Card from the seed cards deck, immediately after the Harvest.



Big Greenhouse (2 points):

Each Big Greenhouse card allows its field to be immediately filled with 2 Seed Cards from the seed cards deck, immediately after the Harvest.



Market (1 point):

Each Market Card allows its farm owner to steal one carrot from any one player after harvesting its field.



Supermarket (2 points):

Each Supermarket Card allows its farm owner to steal 2 carrots from any one player after harvesting its field.

About Market & Supermarket:

*The farm owner can only steal from one player regardless of the number of Market Cards on one field.

*Different fields with Market / Supermarket Cards can have affects on different players.

*If more than 1 player are going to use the function of Market / Supermarket Cards, start with the player who rolled the dice at this round and go clockwise.



Farmhouse (1 point):

Each Farmhouse Card allows its farm owner to take 2 more carrots from the bank every time its field is harvested.



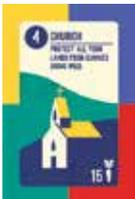
Big Farmhouse (2 points):

Each Big Farmhouse Card allows its farm owner to take 4 more carrots from the bank every time its field is harvested.



Canning Factory (3 points):

The Canning Factory copies the function of any one building card on its field. The points of that card will not be copied, only the function. The farm owner decides which building card is copied each turn. However it can not be moved to another field.



Church (4 points):

The Church protects its field from the Giant Bunny. Seed Cards are not destroyed by the Giant Bunny. However the Seed Cards cannot be harvested.

Tool Cards



Tractor:

When harvesting by yourself, roll 3 dice and choose 2.



Fertilizer:

+1 carrot while harvesting fields with any Greenhouse / Big Greenhouse Cards.



Seed Bag:

Take one more seed card to sow each turn.



Trolley:

Take +1 Carrot from the other player when harvesting fields with Markets or Super Markets. The carrot should be taken from the same player that Markets / Super Markets apply to.



Scarecrow:

Instantly exchange this card for carrots. The exchanged carrots amount should be equal to the total number of Farmhouse & Big Farmhouse cards on your farm.

Family Cards



Icecream Family

The most peaceful family.
The very first family to live here.
Rumor says that the Giant Bunny is actually.....

- Take one free Farmhouse Card at the beginning of the game.
- Change the number of Giant Bunny from 4 to any other number (only valid on your turn)



Chocolate Family

The toughest family.
They are always after the richest bunnies and manipulating the market.

- Take one free Market Card at the beginning of the game.
- Take one carrot from any one player to pay for your Market/Supermarket when purchasing.



Biscuit Family

The naughtiest family!
Hurry up and harvest your fields before they take them away from you!

- Take one free Greenhouse Card at the beginning of the game.
- Take the seeds gained by Greenhouse/Big Greenhouse from any one player's field (maximum 2 cards can be taken from the others.)



Macaron Family

The most hard working family.
They always treasure every seeds and work harder than the others.

- Take one free Warehouse Card at the beginning of the game.
- On each turn, you are allowed to take 6 seed cards to sow instead of 5.



Rabbits are a popular choice for many families because of their adorable appearance; however, due to the lack of common knowledge on rabbit care, many rabbits suffer from mistreatment, and are eventually abandoned.

Every year, thousands of rabbits live in fear and suffer in pain, becoming victims of our human society. For example: rabbits are frequently subjected to animal testing because they are mild-mannered. Rabbit fur is also still commonly used in the fashion industry.

With the release of *Bunny Farm*, we wish to advocate and promote knowledge about rabbit care, in the hope of making our world a little better for these furry creatures.

Rabbit Fact File

1. Rabbits belong to the Lagomorph order

Lagomorphs are herbivores (they feed exclusively on plants) and include rabbits and hares.

2. Rabbits are prey animals

- Rabbits are most active at dawn and dusk and usually remain underground in the day to avoid predators.
- Eyes located on the side of their head gives them a very broad field of vision.
- Large, independently moving ears can make up to 12 per cent of a rabbit's body surface and enable them to hear really well.
- A well-developed sense of smell alerts rabbits to the presence of predators.
- Muscular hindlegs are used to stand up while the rabbit scans for predators.

3. Rabbits are athletic

Rabbits have powerful hindlegs that allow them to achieve speeds of up to 50 miles per hour for short bursts!

4. Rabbits are subtle communicators

A rabbit's main mode of communicating is via scent. They deposit feces, squirt urine and chin mark to communicate with other rabbits. Rabbits also use different body postures and vocalisations to communicate. However, their vocalisations are very quiet to avoid detection by predators.

5. Wild rabbits live in underground burrows

Wild rabbits dig lots of underground inter-connecting tunnels called 'burrows' or 'warrens'.

6. Rabbits are highly social

Rabbits are territorial animals. Wild rabbits live in large groups within warrens, which are divided into small family units of two to eight individuals.

7. Rabbits have an unusual digestive system

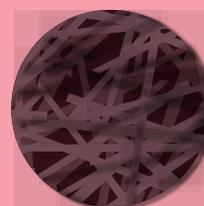
Food is passed through the gut and special droppings, called caecotrophs, are produced. Rabbits eat these caecotrophs, allowing the food to be re-ingested.

8. Rabbits have continuously growing teeth

Rabbit's top front teeth grow at a rate of 3mm a week. Grass and hay are abrasive. Eating lots of grass and hay helps to wear rabbits' teeth down and maintain a healthy digestive system. (Many people consider carrots to be the main food source for rabbits, which is not true - contrary to popular media.)



Carrots



Hay

*Yes, in this game, the primary food is carrots, but really, hay is healthier and more preferable. Our decision to use carrots was simply for art direction purpose.

9. Rabbits are productive breeders

A single female rabbit can produce approximately 30 babies in a single breeding season and can become pregnant again within hours of giving birth.

10. Rabbits are intelligent

Pet rabbits can be taught to respond to commands using positive reward-based training and can also be house-trained.

Rabbits make perfect pets, owning and caring for rabbits can be great fun and very rewarding! If you are thinking of looking after rabbits and you're committed to taking care of them for the whole of their lives, please consider adopting rescue rabbits through animal rescue organizations instead of purchasing!

BUNNY FARM



BUNNY DAILY

Left from Albuquerque, past the Toad Empire, and far past McGregor's farm lies the small fertile and (mostly) peaceful land of Bunnitopia and home to the four great bunny families: *Ice Cream, Chocolate, Macaroon, and Cookie.*

Harvesting carrots is serious business, and the four families are willing to do whatever it takes to build the largest and most successful farm in the land.

Build factories, expand your farm, sabotage crops, or even manipulate the markets in your favor. However, you'd better build some fences before the dreaded GIANT BUNNY comes and eats all your crops.

Spring is almost here.
Better get harvesting soon!

BUNNY BUSINESS IS BRUTAL!

Hop!

Game design: Li Hsiao En

Illustration:

amyonachair.com

Number of player: 2-4

Time: 20-40min

Age: 4+

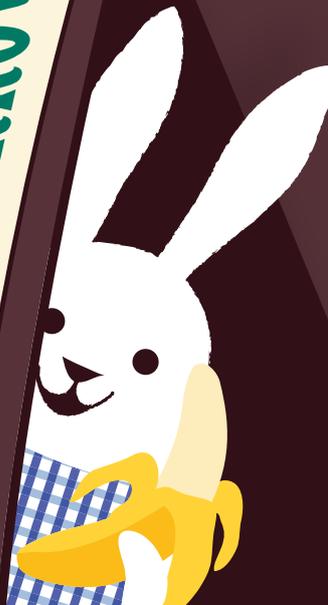
Content:

- Fields Boards x 4
- Family and Information Boards x 4
- Seed Cards x 80
- Dice x 4
- Tool Cards x 5
- Value 1 Tokens x 26
- Value 3 Tokens x 10
- Building Cards x 35



Local produce!
Hop to it!

Hop hop!
more Veggie!
BUNNIES' FARMERS MARKET
CARROTS
APPLE



產品名稱: 桌上遊戲 材質: 紙
適用年齡: 4歲以上 產地: 台灣

製造商: 奇奇企業股份有限公司
地址: 台北市光復南路612號9樓
電話: 02-27035215 統一編號: 53559476
網站: www.gege.com.tw

警告與注意事項

- *不得接觸火源。
- *請在成人監護下使用。
- *不適合3歲以下兒童使用。

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