

# Bounce Bunny Bounce Official Ruleset

43 cards:

- 20 Directional Shocks
- 6 Universal Shocks
- 5 Carrots
- 5 Stop
- 2 Spy
- 2 Bunny
- 2 Card Swap
- 1 Bonus Shock

## The Object

Collect **Carrot** cards while navigating the **Field of Play** and **Bouncing** your opponent. First player to collect 3 **Carrot** cards is declared the winner.

## The Setup

The **Field of Play** is formed by laying cards face-down in a 5 by 7 grid. The cards that make up the **Field of Play** are chosen as follows:

- Remove and set aside 6 **Universal Shock** cards, 2 **Bunny** cards and 5 **Carrot** cards.
- Shuffle the remaining cards.
- Lay shuffled cards face-down in a grid with 5 rows and 7 columns leaving 5 random spaces open on the grid.

\*\* The row closest to the dealer is considered the **Bottom** of the **Field of Play** and no **Carrot** cards should be placed in this row.\*\*

- The dealer places the 5 **Carrot** cards face-up into the open spaces on the grid.
- Each player is then given 3 **Universal Shock** cards and 1 **Bunny** card.

Card	Card	Carrot	Card	Card	Card	Card
Card	Carrot	Card	Card	Card	Card	Card
Card	Card	Card	Card	Carrot	Card	Card
Carrot	Card	Card	Card	Card	Carrot	Card
Card	Card	Card	Card	Card	Card	Card

## The Play

The game begins after the dealer has created the **Field of Play** and each player has one **Bunny** card and 3 **Shock** cards.

Each turn consists of 3 phases:

1. **Movement Phase-** The player **bounces** their **Bunny** onto ONE card inside the **Field of Play**. The card must be adjacent to the player's card unless **Wrapping** around the **Field of Play**.
  - a. To enter the **Field of Play** a **Bunny** will **Bounce** onto one card in the **Bottom** row. Subsequent **Bounces** are at the player's discretion.
2. **Action Phase-** The player reveals the card underneath their **Bunny** and performs any related action called for by that card: Once the Action is complete this phase ends.
  - a. **Directional Shock-** there are 4 types of shock cards; LEFT, RIGHT, UP, and DOWN. Their direction is determined by the stripe of red on the side of the card. Upon revealing this card, the **Bunny Bounces** to the next adjacent card dictated by the **Directional Shock** card. At that point, the next card is revealed to the player and if additional action is indicated, player continues to do so until landing on a non-movement card.
    - i. **Directional Shock** cards can chain together to form multiple bounces across the grid. It is possible to **Wrap** around the **Field of Play**.
    - ii. Once that player is stopped, all **shock** cards are returned face-down.
  - b. **Swap-** Player **Swaps** two cards on the grid.
    - i. This can include **Carrot** cards.
    - ii. This does not include either **Bunny**.
    - iii. This card is left faceup for the duration of the game and can be reused by any **Bunny**.
  - c. **Stop-** This card ends the movement of the **Bunny** immediately and is turned facedown at the end of that player's turn.
  - d. **Bonus Shock-** Will replenish the player with one **Universal Shock** card.
    - i. Cannot exceed a maximum of 3.
    - ii. This card is left faceup after the player's turn and can be reused by any **Bunny**.
  - e. **Spy-** Allows player to view one unknown card on the **Field of Play**.
    - i. **Spy** card does not need to be revealed to all players
    - ii. Once the unknown card is viewed it is replaced face-down.
    - iii. The **Spy** card is left face up and can be used again by any **Bunny**.
  - f. **Carrot-** Once landed upon, the **Carrot** card is removed and placed near that player.
    - i. This ends the player's **Action Phase**.
    - ii. First player to collect 3 **Carrot** cards is declared the winner.
3. **Shock Phase-** At the end of the turn, the player may choose to spend one **Universal Shock** card and **Bounce** the opponent's **Bunny** onto one card in any adjacent or **Wrap Around** direction. The opponent must then perform the action called for by that card before starting their turn.

- a. The **Universal Shock** card is set aside and can not be used unless replenished by a **Bonus Shock** card.

The turn then moves to the other player and the game repeats, taking turns between players until one player has collected 3 **Carrots** and wins the game.

### Special Moves

- If a player **Bounces** their **Bunny** onto a card occupied by another **Bunny** the second **Bunny** is then **Bounced** out of the **Field of Play**.
  - **Bouncing** a **Bunny** can only happen if both **Bunnies** are currently on the **Field of Play**.
  - A **Bounced Bunny** must re-enter from the **Bottom** of the **Field of Play**.
- **Wrapping Around** can occur if a player is located at the edge of the **Field of Play**. During the movement phase of the player's turn, the player can choose to **Wrap Around** the **Field of Play** and will arrive on the opposite end of the **Field of Play**.
  - This is similar to a Pac-Man style of movement.
  - Player can only move 1 space.
  - The **Bunny** will arrive on the opposite side of the **Field of Play** but remain in either the same row or column.
- Empty spaces (once **Carrots** are removed) are ignored and **Bunnies** can skip over these areas.
- If **Directional Shock** cards result in a **Bunny** becoming stuck in a loop of movement, that **Bunny** is **Bounced** off the **Field of Play**.
  - A **Bounced Bunny** must re-enter from the **Bottom** of the **Field of Play**.

### The Win

The first player to collect 3 **Carrot** cards is declared the winner.