2-5

14+

45min

A game by
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Illustrated by
PAUL MAFAYON

BUNNY KINGDOM in the Sky™

Ever since General Mafayette spotted a mysterious Great Cloud from his airship, the New World isn't the only mysterious land waiting to be conquered. Now, the Bunny King has expanded your missions of exploration. Returning laden with Wondrous Resources might just help you secure the coveted title of "Big Ears".

But that's not all... Rabbit settlers fanning out across the New World are organizing into Districts, and trade has begun to flourish... Play your cards right and profit from the situation!

GAME RULES

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This rulebook describes the game components and setup specific to this expansion. It also presents the rules that differ from the base game.

Components

- 1 Great Cloud board
- 86 Rabbit figurines (46 violet and 10 of each color in the base game)
- 7 City figurines
  - 2 Level 1 Cities
  - 1 Level 2 City
  - 1 Level 3 City
  - 3 Carrotadels
- 20 Building tokens
  - 14 Farm tokens
  - 4 Rainbow tokens
  - 2 Chimney tokens
- 30 Coin tokens
  - 5 Coins worth 5
  - 10 Coins worth 3
  - 15 Coins worth 1
- 50 Exploration cards
  - 29 Territory cards
  - 2 Territory/Building cards
  - 7 Building cards
  - 10 Parchment cards
  - 2 Action cards

Setup

1. **Set up the base game as normal,** except for the Exploration cards (see point 4).

2. **Next, place the Great Cloud board next to the New World board.** Place onto this board the 12 Wondrous Farm tokens, 2 of the Rainbow tokens (one of each color) and the 4 level 1, 2 and 3 Cities from the expansion.

3. **Set aside the Coins, Carrotadels and remaining tokens near the game boards,** within easy reach.

4. **Shuffle together the Exploration cards from the expansion and the base game to form a draw pile,** and place it face-down next to the game boards.



Cards per player

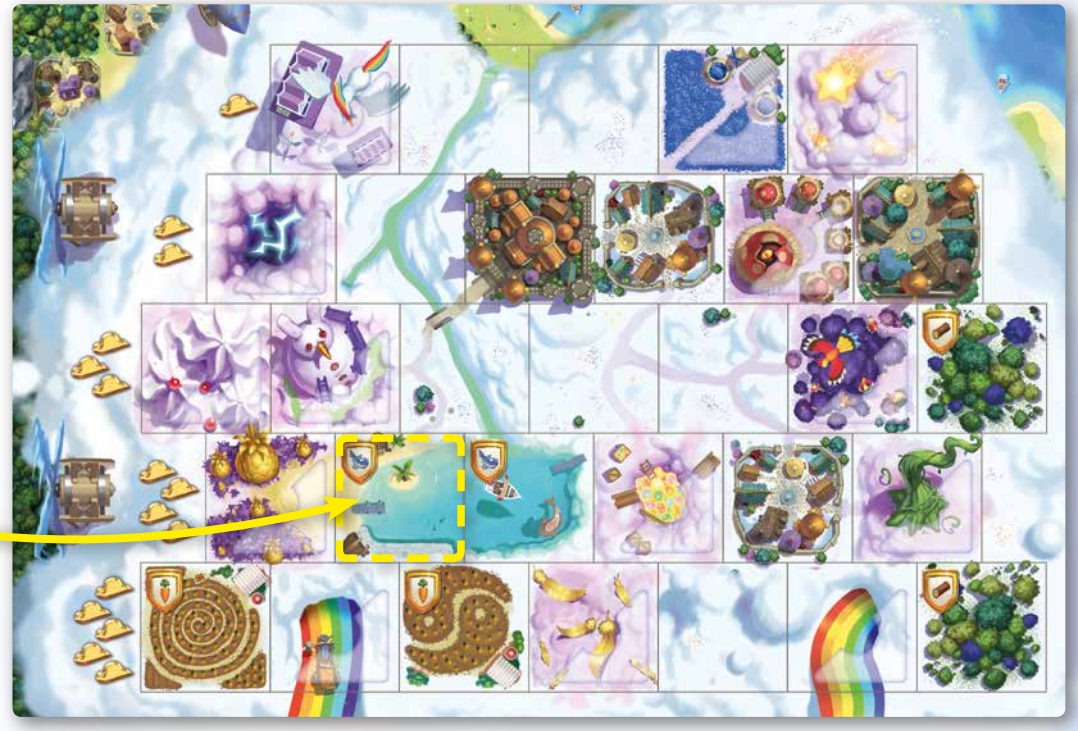
The number of cards dealt to players for each Round depends on the number of players, and is different than in the base game:

Number of players	2	3	4	5
Number of cards per Round	12	15	12	10

In a 3-player game, pick 3 cards instead of 2 during phase A- Selection/Draft. In a 2-player game, form Reserves containing 12 cards.

Great Cloud board

This game board shows the Great Cloud, featuring 31 spaces arranged in five rows. Each space is a Territory that you will be able to control and farm. **You can place your Buildings on either the Great Cloud board or the New World board** (subject to meeting the Building Requirements).



Territory coordinates

Each space on the Great Cloud board represents a Territory, defined by its coordinates and terrain type. All Territories are associated with a single Territory card. The coordinates of these spaces consist of a pictogram representing its row and a figure defining its position in the row.



Territory types



Sea, **Forest** and **Field** spaces produce the same Basic Resources as on the New World board.







Nimbus spaces do not produce any Resources.



The **City** spaces on the Great Cloud board are neutral until a player takes control of them.



Rainbow spaces link the Great Cloud to the New World.



Wondrous Resource spaces each produce a Unique Resource.

Rabbit figurines

The new color of Rabbit lets you play with a fifth player. As the expansion inherently makes you play more Territory cards, the box includes an additional 10 Rabbits of each color.

It is not possible to play a 5-player game without using the cards in the expansion: *the base game does not contain enough cards for five players.*



Parchments

The eight new Missions and two new Treasures ( ) introduce new strategic options. These cards function like the Parchments in the base game.



City figurines

The expansion includes 7 Cities: two level 1, one level 2 and one level 3 City, plus three Carrotadels.

- The level 1, 2 and 3 Cities in the expansion have set locations on the Great Cloud board and are obtained by playing the corresponding Territory cards.





- Carrotadels are Cities with a Strength of 5. **Their Strength is not added to that of any other Cities** in the same Fief during the Harvest phase. They are obtained by playing the corresponding Building cards.

When you harvest in a Fief that contains a Carrotadel, there are two possibilities:

- If your Cities (excluding the Carrotadel) have a combined Strength greater than 5, ignore the Carrotadel.
- If your Cities (excluding the Carrotadel) have a combined Strength of 5 or less, ignore them. Your Fief has a Strength of 5.



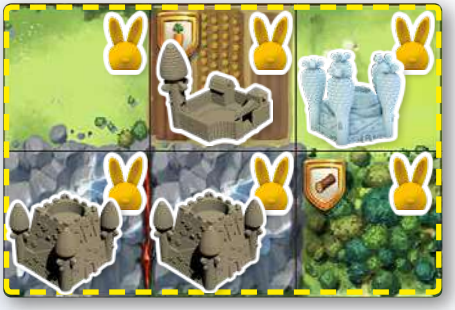
Note: If you have two or three Carrotadels in the same Fief, always ignore the second and third ones.

Example



The Strength of this Fief would be 3 without counting the Carottadel, so its real Strength is 5.

Example



The Strength of this Fief is 7 without counting the Carottadel, so the Carottadel is ignored.

Farms

14 new Farms are available.

- A new type of Unique Resource has been introduced: Wondrous Resources ( ). **The 12 Wondrous Farms have set locations on the Great Cloud game board** and are obtained by playing the corresponding Territory cards.

  Wondrous Resources act just like Luxury Resources when determining the Wealth of your Fiefs.




- Two new Luxury Farms are available. They function in the same way as the Luxury Farms in the base game and are obtained by playing the corresponding Building cards.




Rainbows

The two Rainbow cards are Territory/Building cards. Each corresponds to a pair of Rainbow tokens and a space on the Great Cloud board. **Each pair of tokens connects two of your Territories in different Fiefs, as if they were adjacent** (in the same way as the Sky Towers in the base game).

When you play a Rainbow card, place one of your Rabbits on the matching Territory space (which already contains a Rainbow token); then lay the card face-up in front of you and place the second, matching Rainbow token on it.

You will be able to place this token during the Construction phase. Two special rules apply:

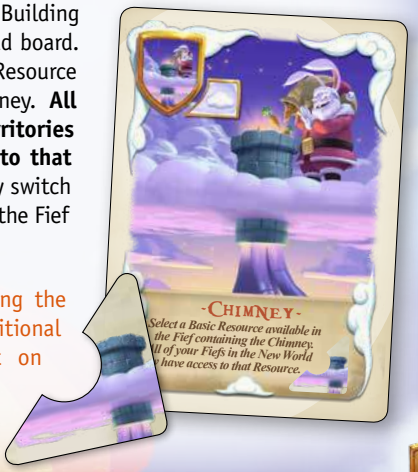
- it can only be placed on the New World board
- you can move it during each Construction phase (but must not remove it from the board completely).




Chimneys

Each of the two Chimneys is built by playing a Building card. They can only be built on the Great Cloud board. During each Harvest phase, select a Basic Resource present in the Fief that contains the Chimney. **All of your Fiefs that include one or more Territories on the New World board now have access to that Resource.** During each Harvest phase, you may switch this Basic Resource (among those available in the Fief containing the Chimney).

Note: The Chimney effect applies only during the Harvest phase. Chimneys do not produce additional Resources. They therefore have no effect on Missions such as the Carpenter or Bun-Shee.



Coins

Coins give you at the end of the game, **via the Trade score**. Manage your change using the and Coins. There are two ways to obtain Coins:

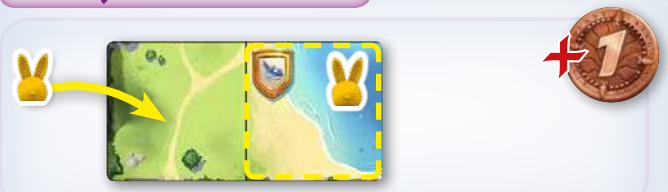
- Each of the two Tax Collector Action cards immediately gives you two Coins.
- **Whenever you create a new District, collect a Coin.** A District is a Fief that contains two or more Rabbits.

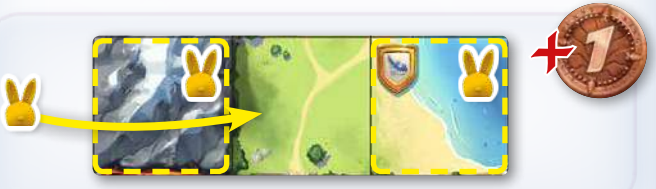
Note: You only receive a Coin when you create a new District. Do not take a Coin when you expand or modify an existing District.

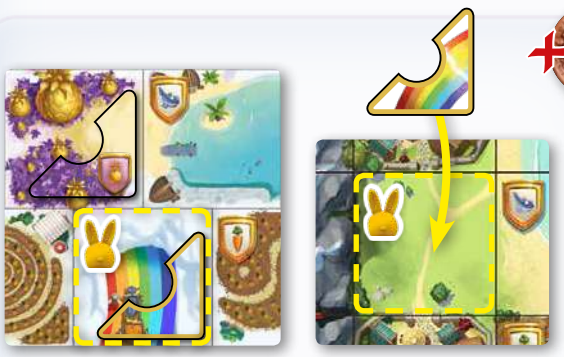




Examples : Coin Reward

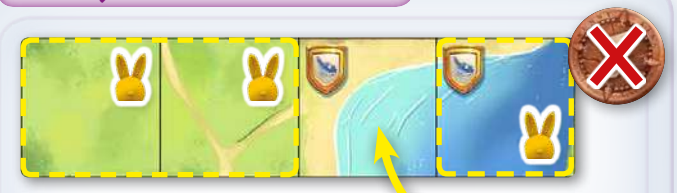




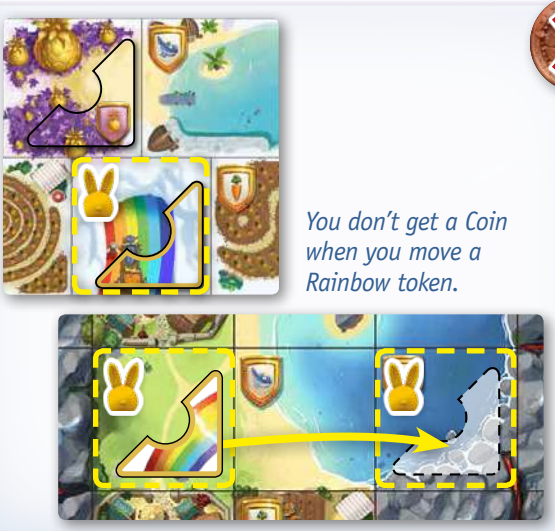


You get a Coin when you connect two Fiefs composed of one Rabbit with a Rainbow or a Sky Tower.

Examples : No Coin Reward



You don't get a Coin when you extend an existing District.



You don't get a Coin when you move a Rainbow token.

Trade

Trade offers a new way to earn at the end of the game. To calculate your Trade score, **multiply the value of your Coins by the total number of Unique Resources (i.e. Luxury Resources and Wondrous Resources) that you produce.**

Trade score = **Number of Coins** x [**Number of Luxury Resources** + **Number of Wondrous Resources**]

Example



= 7 x (2+3) = 35



Building requirements



This Building can only be placed on a Plain.



This Building can only be placed on the Great Cloud board.



This Building can only be placed on the New World board.

Note: **There can never be more than one Building in a particular Territory.** No Buildings may be placed on a space that already contains a Wondrous Farm or a Rainbow.

Notes on Bunny Kingdom cards

Burgomaster, King of Thieves and **Bun-Shee:** Carrotadels count as Cities.



Diplomat et **Explorer:** Also score the edges and corners of the Great Cloud board.





Terminology

Trade: Score calculated at the end of the game by multiplying the player's coin value by their number of Unique Resources.

District: Fief containing two or more Rabbits.

Wondrous : Type of Unique Resource produced by certain Territories on the Great Cloud board.



Credits

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Thanks to our playtesters: Koni Garfield, Igor Polouchine, Team IELLO and the Friday testers, Origames staff and tester groups.

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