# BOUNCING Bunnies

3+

2–5

10–15 min



Pegasus Spiele

# Reiner Knizia



Reiner Knizia was born in 1957 and lives in Windsor in Great Britain. He holds a doctorate in mathematics and has already published numerous games. Reiner Knizia has been inventing games for as long as he can remember. Besides his passion as a games inventor, he enjoys travelling and is always open to suggestions for new games ideas.

In his eyes, a successful game is one where all the players feel like winners, because playing the game together was interesting and exciting.

# Components

- 1 game board (integrated in the box)
- 20 bunnies
- 1 colour die



# Story

It‘s a wonderful, warm summer‘s day, but it started to shower down. The rabbits‘ burrow is filling up with water and the little bunnies feet are getting wet. They quickly run to one of the five exits to get above ground. Who helps the most bunnies to get to safety?



# Game setup







1. Place the bottom part of the box with the game board in the centre of the table. The game board shows the rabbits‘ burrow with the five coloured exits.

2. Place all the bunnies in the centre of the burrow and have the die ready.

The aim of the game is to rescue as many bunnies as possible from the burrow.

## How to play

Play in a clockwise direction. The player with the longest ears begins and throws the colour die.



### Does the die show a colour?

Then take a look at the exit of the same colour.

If there is **no bunny sitting** in the exit of the colour thrown, take a bunny from the centre and place it in this exit.



If a **bunny is already sitting** in the exit of the colour thrown, then you can rescue it. Remove the bunny from the exit and place it in front of you on the table.



### Does the die show a bunny?

Then you can take a bunny directly from the centre of the burrow and immediatly place it in front of you on the table.

Then it‘s the next player‘s turn.

# Game end

The game ends when there are **no more bunnies in the centre** of the burrow. No one scores any points for the bunnies still sitting in the exits.

The player with the most bunnies is the winner.







## Variants

### 1st Variant:

If you throw a bunny, you may throw the die again.

### 2nd Variant:

If you throw a bunny, you must return one of your bunnies back to the burrow.
Then the game lasts longer.




Game Design: Reiner Knizia
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