BUNNY MONEY GUNNY

3 players • 20 minutes • Ages 13 +

A fast-paced game of outwitting and backstabbing your opponents as you hop, blast, and cash in on your way to victory.

Setup

To get started, you should have 12 cards (3 each of plain Bunny, Money, and Gunny, and 1 set with text), 5 tokens (meeples) in each of 3 colors, and 15 score chips. You will also need exactly three players – not two or four, but exactly three.

Each player should take one of each type of plain cards, and 4 tokens of one color. Shuffle the 3 cards with text and set them out in a row to form the playing field. The left end (where you'd start reading) is the "bottom," while the right end is the "top" of the card row.

Randomly place one of the remaining tokens next to each card. This token establishes the front of the line for this card. Leave enough room for the line to extend out as the

BOTTOM

GUNNY MONEY BUNNY

Front of line

Back of line

TOP

game progresses.

Place the point chips in a stockpile to the side.

Playing the game

The game proceeds in a series of rounds. A round consists of 4 steps.

Step 1. Choose cards

Each player places their three cards in a stack face-down in front of them, in any order they choose. Once a player's cards are down, they may not change the order of the cards for the rest of the round.

Step 2. Place tokens

All players flip their top card at the same time. This is the player's bid for where they would like to place a token. *If all three cards are different*, each player places one token at the end of the line that is next to the card in the playing area that matches the card they just flipped. *If two players choose the same card*, the third player (the odd one out) places their own token at the end of the appropriate line, then chooses what order the other two players' tokens will go in at the end of the line they both wanted to be in. *If all three players choose the same card* in this step, no tokens are placed this round.
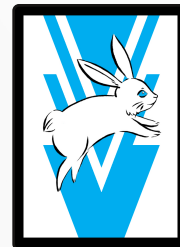
Step 3. Rearrange cards.

All players flip over their second card. This is their vote for rearranging the cards in the playing area. If at least two players vote for the same card, that card is moved into the slot at the top of the playing area, and the other two cards slide down. The lines of tokens do not move – rearranging the cards changes both the order of the cards, and which token line is next to which card.
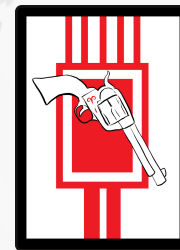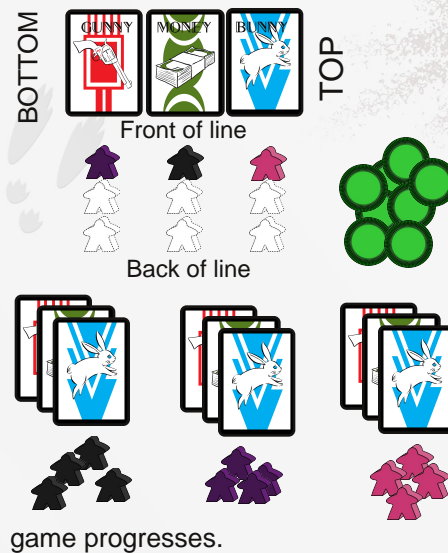
Step 4. Card actions

Starting from the bottom card, the players controlling first two tokens in each line will get to perform the card's action. The card actions are:

BUNNY "Hop" one token to the end of a different line. The token that hops can be one belonging to any player, and may be taken from any position in the playing area. It can even be the token that is at the front of the Bunny line! The token that hops must go to the end of a different line from the one it was originally in. The second Bunny action of a round may not move the same token that was moved in the first Bunny action of that round.

GUNNY "Shoot" one token, removing it from its position in line and returning it to its owner's unplayed reserve. The token that gets shot can be anywhere in the playing area and may belong to any player.

MONEY Score one point. The player takes one point chip from the stockpile.

After a card action has been performed, the token that triggered it is moved to the end of its own line (unless that token had moved to a different line as a result of the Bunny action, in which case it is already at the end of a different line!)

The player whose token is now at the front of the line then gets to do an action. Being able to do an action depends on which token is at the head of the line when it comes time for the action – so use of the Bunny and Gunny actions can change who gets to do future actions during the round.

End of the game

The game ends when one player scores their fifth point. That player is declared the winner. Note that because points are allocated one at a time, it is not possible to have a tie in

The same token cannot trigger the same card action twice. If a token is the only one in line when it finishes its action, only one action for that card will occur this round. However, the same player may do the card's action twice if they have two tokens in line.

Once the second action for the bottom card has been taken, move on to the next card above it, and do two actions for that card in the same way. Then do likewise for the top card.

Once the last action for the top card has been completed, the round ends. The third card in a player's stack does not have any effect.

Bunny Money Gunny. If two players have 4 points each and have the first two tokens in line at Money, the game ends as soon as the first player in line takes their point.
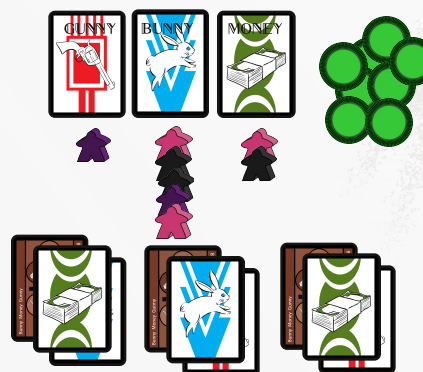
Example round
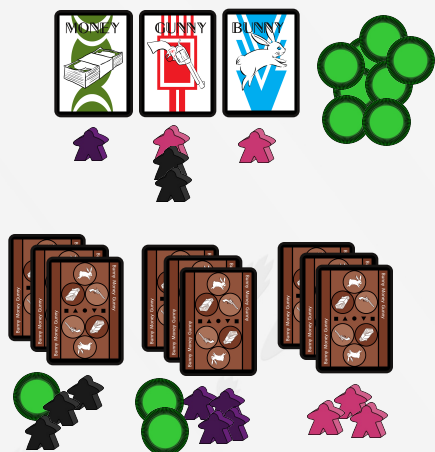
Step 1: All players secretly choose how to stack their cards.


Step 2: All players reveal their top card. Black chose Bunny, so they place a token at the end of the Bunny line. Because Purple and Pink both chose Gunny, Black decides what order to place them in.


Step 3: All players reveal their second card. There are two votes for Money, so it is moved to the top spot, while Gunny and Bunny slide down.

Step 4, Gunny action: Purple is first in line at Gunny, and they choose to eliminate the Black token on Money. The Purple token goes to the back of the line. There are no more tokens on Gunny, so there is no second Gunny action.
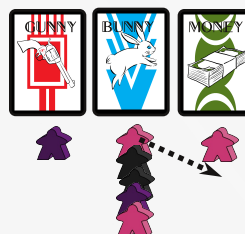
Step 4, Bunny action I: Pink is first in line at Bunny and decides to hop that token to the back of Money.
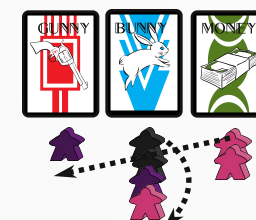
Step 4, Bunny action II: Black is now at the front of the Bunny line. They decide to hop the Pink token that was already on Money to the end of the Gunny line. The black token then goes to the end of the Bunny line.

Step 4, Money action: Pink is at the front of the Money line, so they get one point, then the Pink token goes to the end of the line. Since there are no other tokens on Money, there is no second Money action this round, and the round ends.