

# Bunny Money Gunny

A game for exactly three players

*Game draft Jan 27, 2014, by Stentor Danielson, Glittercats Fine Amusements*

## Components:

3 sets of 5 colored meeples each

15 point tokens

4 sets of 3 cards: Bunny, Money, and Gunny

## Setup:

Shuffle one set of cards and place them randomly in a row, with room next to each for a line of meeples. Designate one end of the row of cards to be the top. Give each player the meeples of one color. Place the point tokens in a pool near the playing area.

## Play:

Each round proceeds in the following phases:

### *1. Stack Cards*

Each player secretly stacks their cards in any order they choose, face-down.

### *2. Place Meeples*

All players flip over the top card of their stack. Each player places a meeple next to the corresponding card on the playing area. If there are already meeples there, the newly placed ones go at the back of the line (away from the cards). If two players flip the same card, the third player decides what order to place the other players' meeples in at that card in the playing area. If all three players flip the same card, no meeples are placed this round. If a player does not have any meeples left, they still flip a card for meeple placement, but they do not place a meeple. (Note that a player may trigger “no meeples placed” by flipping the same card as the other two players even if they do not themselves have any meeples remaining.)

### *3. Move Cards*

All players flip the second card in their stack. If all three cards are different, nothing happens. If there are two or three of a kind, move the corresponding card into the top position, and slide the other two down to the other two positions. Do not move the meeples – the point of this phase is to change which cards are next to which meeples.

### *4. Card Actions*

Starting with the card at the bottom of the row, the player whose meeple is at the front of the line (closest to the card) carries out that card's action. The actions are:

*Bunny:* Move one meeple (belonging to any player) from any place in one line to the back of another line.

*Money:* Score one point, by claiming a point token.

*Gunny:* Remove any one meeple from the playing area, returning it to its owner (who may then place it again in a subsequent turn's Place Meeples phase).

Once the player has finished the action, they move their meeple to the back of the line. (Note that if they used the Bunny action to move their own meeple from the front of the Bunny line, it will already be at the back of its new line.)

The process is then repeated once, with the meeple that is now at the front of the line. Each meeple may be used to claim a given card's action only once per turn – that is, if there is only one meeple in the line, that player only gets to do the action once. However, if a player has two meeples in the line and the other one comes to the front after the first one is moved to the back, that player will get to do the card's action twice.

The second Bunny action may not move the same token that was moved in the first Bunny action of that turn.

After the second card action (or after the first if there was only one meeple in line), move to the next card and begin its card actions. Only two actions of any card will occur on a turn – additional tokens farther down the line do not get to claim actions.

Once all three cards' actions have been completed, begin a new round.

### **End game:**

The first player to score five points wins.

### **Example turn:**

At the start of the turn, the playing area looks like this:

[Bunny] [R]  
[Gunny] [B] [Y] [Y]  
[Money] [B]

The players flip their first card:

Y: Bunny

R: Gunny

B: Gunny

Yellow places a meeple at the end of the Bunny line. Because Red and Blue both played Gunny, Yellow gets to decide what order their meeples go in. Yellow decides to place Red first and Blue second:

[Bunny] [R] [Y]  
[Gunny] [B] [Y] [Y] [R] [B]  
[Money] [B]

Now the players flip their second card:

Y: Money

R: Bunny

B: Money

Because there are two votes for Money, Money is moved to the top and the other two cards slide down:

[Money] [R] [Y]  
[Bunny] [B] [Y] [Y] [R] [B]

[Gunny] [B]

Now card actions, beginning with Gunny, the card in the bottom position. Blue is first in line, so they decide to kill the Yellow meeple on the Money card. Blue then moves to the end of the Gunny line (which doesn't matter since there's only one token on Gunny).

[Money] [R]

[Bunny] [B] [Y] [Y] [R] [B]

[Gunny] [B]

Since there was only one token on Gunny, no second Gunny action occurs this turn. On Bunny, Blue is once again first in line. So Blue decides to “hop” his meeple from the front of the Bunny line to the end of the Money line.

[Money] [R] [B]

[Bunny] [Y] [Y] [R] [B]

[Gunny] [B]

Now the first in line at the Bunny card is Yellow. Yellow decides to hop the Red meeple from the Money line onto the Gunny line. Then the Yellow meeple at the front of the Bunny line moves to the end of the line.

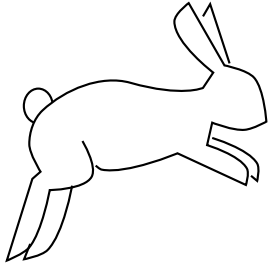
[Money] [B]

[Bunny] [Y] [R] [B] [Y]

[Gunny] [B] [R]

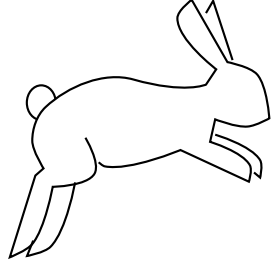
Now that two Bunny actions have been completed, we move to the Money line. Blue scores one point and moves to the end of the line. As happened with Gunny, since there is only one meeple in the line, no second Money action occurs. The turn is now complete.

BUNNY



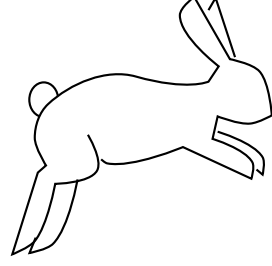
Move one token to the end of a different line

BUNNY



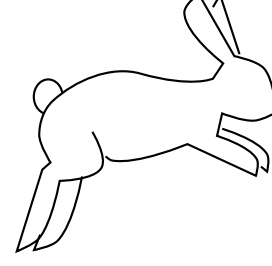
Move one token to the end of a different line

BUNNY



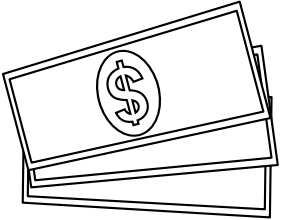
Move one token to the end of a different line

BUNNY



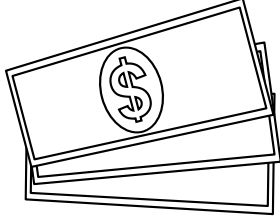
Move one token to the end of a different line

MONEY



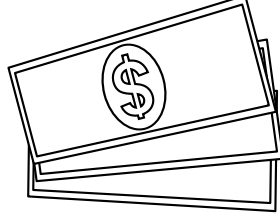
Score one point

MONEY



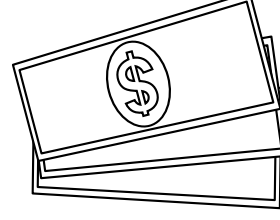
Score one point

MONEY



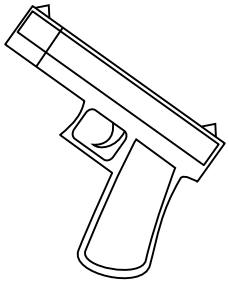
Score one point

MONEY



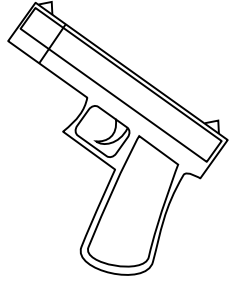
Score one point

GUNNY



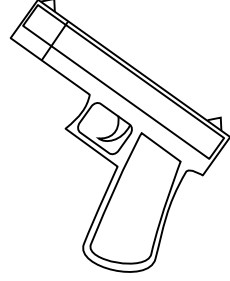
Return one token to its owner

GUNNY



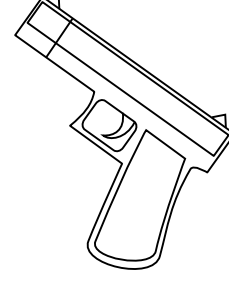
Return one token to its owner

GUNNY



Return one token to its owner

GUNNY



Return one token to its owner

# BUNNY MONEY GUNNY

To play Bunny Money Gunny, you will need the following:

5 meeples (or other tokens) of each of three colors

15 tokens to represent points

1 set of cards. Print out one copy of this page on cardstock, then cut out the cards.

Then you're ready to play!