

# Happy Bunny™



## COMPONENTS

- Illustrated Rules
- 1 Playing Field
- 40 Carrots
- (12 small, 10 medium, 18 large)
- 1 Wooden Farmer Token
- 1 Wooden Bunny Token
- 1 Colored Die

## SET UP

- Open the box and place it in the middle of the table.
  - Randomly plant the carrots in the holes, making sure to be gentle. Only their tops should be showing. Then, rotate the box so that no one remembers which carrots are where.
  - Place the bunny token on the first space of the garden path, in the sand.
  - Place the farmer token on the last space of the garden path (multicolored), where he is ready and waiting for the rabbit.
- Have the youngest player grab the colored die to start; from there play continues clockwise.

## PLAYING THE GAME

As the first player, roll the die, look at the color you rolled, and move the bunny token to the closest space on the path matching that color.

On that space is a number that tells you how many carrots you can pull anywhere from the garden. Carefully pick the carrots from the box and sort them :

## INTRODUCTION

It's the harvest time for carrots in Farmer's vegetable garden. Hop! All together, help the greedy little Bunny and try to harvest enough carrots for a lovely feast! As you pick the right ones, try to stay out of Farmer's way!

## OBJECT OF THE GAME

Happy Bunny is a cooperative game in which everyone takes on the role of a bunny that is picking delicious carrots for its family.

The bunny is trying to find the good carrots for a nice feast. All the bitten carrots that are picked go to the bunny. They are lined up alongside the box, while the unbitten carrots are planted back in the garden. Carrots come in 3 sizes, so try to get as many long bitten carrots as possible!

If you form 2 lines of carrots as long as the length of the box before the rabbit gets out of the garden, you win the game.

Happy Bunny also includes a competitive variation where everyone picks carrots for themselves; the longest line of carrots wins.



- If the carrot has a bite in it (the tastiest ones have!), carefully place it along the side of the box where a ruler is printed, with the tip of the carrot lined up with the 0. As you go on collecting bitten carrots, you must place them so that the tip of the new carrot touches the tops of the previous carrot. Once a line is finished, you start a new one alongside the first one, with the tip of the carrot aligned with the tip of the first carrot in the first line. A line is complete when the tops of the last carrot reach the end of the ruler or go over it.



- if the carrot is not bitten, put it back in the same spot you pulled it from, and try to remember that spot so that you don't pick it again.



### Example

The die shows purple, so the bunny hops forwards to the closest purple space. There is a 3 on the purple space, so the player picks any 3 carrots from the garden.

- 2 carrots have a bite in it; they go alongside the box.
- 1 carrot is unbitten, it is planted back in its spot.

Play continues this way with the next players for the rest of the game. The bunny always hops towards the barn and cannot go backwards.

### END OF GAME

You win the game when you have managed to complete 2 lines alongside the box before the bunny has reached the farmer at the end of the path (multicolored space).

### Note

The multicolored space is used as a “wild” space. When you roll a color that is no longer on the path in front of the bunny, it hops to the last space and the game ends immediately. The farmer, who is waiting at the end of the path, catches the bunny and you lose the game.

### VARIANTE: CARROTS FOR ALL!

Place the bunny token on the first space of the garden path.

In this version, everyone takes on the role of the bunny during their turn, but they collect their own individual piles of bitten carrots.

Taking turns, roll the die, advance the bunny to the closest colored space indicated on its face (in direction of the barn), pick the number of carrots corresponding to the space you land on. Only keep the bitten carrot, replant any unbitten ones in their place in the garden.

At the end of the game (when the bunny has reached the last space), have everyone line up their own carrots, tops to tip. Then, compare the lines.



The player with the longest line of carrots wins!

In the event of a tie, remove from the tied players all the **SMALL** bitten carrots from the lines and compare again.

