

BUNNY DROPS



A FLIPPEROO & BUNNY POO
CARD GAME!

BUNNY DROPS: A CARD GAME

OBJECTIVE:

Accumulate the most points by feeding bunnies. However, be cautious! Points can be lost due to unfed bunnies, excess food, and unswept bunny droppings.

CARD PREPARATION & SET-UP:

Remove the cards marked 5+ for games with two to four players.

Shuffle the cards thoroughly and place in a pile on the table pink side up. Deal three cards to the right of the pile to form column headers and three cards below it to form row headers.

Fill the nine spaces between the headers with cards from the main deck, turning each card over to its food side (with a green background). The initial grid should resemble the following layout:



PLAY AREA

Deck: Pink side up

Column headers

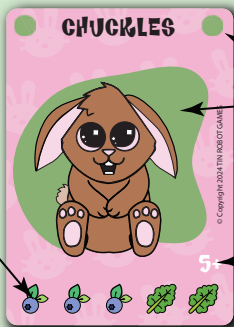


Row headers

Food side

CARD ANATOMY:

Required bunny food. Worth 1pt. each if bunny is completely fed.



Bunny colour tag

5 & 6
Player
cards

WILD CARDS:

Can represent any single food item

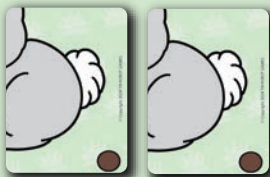


BUNNY DROPS CARDS:

Each Bunny Drop card collected is worth **-1 point** at the end of game, unless it is swept. A collected Broom & Dustpan will sweep up to 3 Bunny Drop cards, turning them into **+1 point each**.

-1pt

-1pt



+1pt

+1pt

+1pt



GAME PLAY:

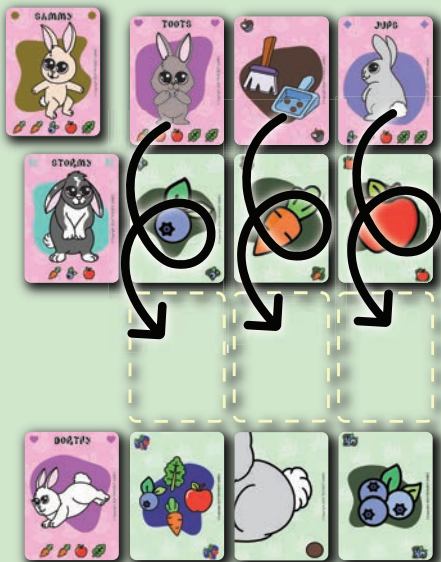
Choose a starting player. Play then continues in a clockwise direction.

During a player's turn, they select either a column or a row to collect, and place those cards on the table in front of them keeping the cards in the same face-up orientation. This includes the pink card in the header and the corresponding green cards.



Refill the emptied row or column with header cards:

- If a row was chosen, replenish the cards from the corresponding column headers by flipping those cards over to their green side.
- If a column was chosen, replenish the cards from the corresponding row headers by flipping them over to their green side.
- Now deal out new header cards from the main deck to fill in the missing cards (left to right, then top to bottom).





The game concludes when a number of rounds is achieved based on the total number of players. Players should have an equal number of turns. Rounds can be tracked by the number of pink cards a player has:

2 players: 8 rounds **3 players:** 7 rounds
4 players: 6 rounds **5/6 players:** 5 rounds

SCORING:

A bunny is deemed fed if paired with food cards that match all of their desired food symbols displayed at the card's bottom.

If a bunny requires only one of a particular type of food, and a player possesses a card with multiples of that food, the card can only be used to feed that specific bunny. Multi-food cards cannot be split across bunnies.

Players earn 1 point for each food item symbol on the bunny cards that have been successfully fed.

If a bunny has not been completely fed, deduct 2 points from the player's score for each unfed bunny.

Players also deduct 1 point for each leftover food card (regardless of whether it is single or multiple).

A Broom & Dustpan card can clean up to 3 Bunny Drop cards. Swept Bunny Drops are worth +1 point. Unswept Bunny Drop cards deduct 1 point each.

Finally, if a player's bunnies (fed and unfed) all have different colour tags (i.e. no repeating colours), they get a bonus 3 points.

POINTS SUMMARY:

- +1 pt: For each food item symbol on fed bunny cards.
- +3 pts: If all bunnies collected have different colour tags.
- +1 pt: For each swept Bunny Drop card.
- 2 pts: For each bunny not completely fed.
- 1 pt: For each leftover food card.
- 1 pt: For each Bunny Drop not swept up.



Sample player score example (6-player game):
Total Score = 7 points



WINNING THE GAME:

The player with the highest score at the end of the game wins. In the event of a tie, the player with the most fed bunnies wins. If still tied, the player with the fewest leftover food cards wins. If still tied, the player with the fewest unswept Bunny Drops wins.

If all the above are equal, then it's a tied game.

CREDITS:

For more information on rules and videos, visit tinrobotgames.com and follow us on social media @tinrobotgames

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