

# Bunny Hoops

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**Artwork:** Andrew Bosley

*The day has finally come. The Bunnies Everywhere Show of Talent is here and you, the greatest bunny magician ever to pull a rabbit from a hat, have been training your colony of color-changing, hoop-jumping bunnies all year long.*

*But you're not the only one.*

*The competition is fierce and those other tricksters will stop at nothing to foil your plans and distract your well-trained bunnies. Your reputation, and the Golden Ears award is on the line. It's time to get your bun-buns in gear and show the world that those other magicians are just a bunch of flops.*

## About

Bunny Hoops is a game with hoops, hops, and pieces that flip-flop. It shares similarities with the classic game of Chinese Checkers: players compete to be the first to move all of their pieces across the board, jumping their own pieces over other player's in order to do so.

Players: 2-6

Ages: 8 and up

Playtime: 30-60 minutes

## Print and play instructions

*Card stock works much better than normal printing paper.*

1. Print out both the halves of the board (labeled A and B).
2. Cut both board halves along their straight edge (next to the letters A and B) and then tape the A side to the B side to make the whole board (it will form a circle).
3. Cut bunnies apart on the solid lines marked “cut” to form a bunny strip for each color.
4. You will only need one bunny strip per player, so you may set aside extra strips until needed.

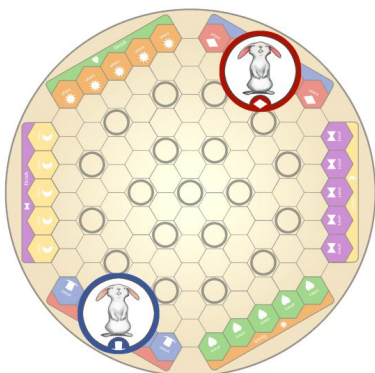
For each bunny strip, do the following:

1. Trim excess white space for each bunny strip, cutting in straight lines close to the edge of the bunny circles.
2. Lay the bunny strip face up.
3. Place a ruler along the dotted line marked “fold” covering up the bottom row of bunnies.
4. Fold the top row of bunnies towards you using the ruler to make a crease in the paper.
5. Remove the ruler and fold on the crease in the opposite direction so there is a bunny on each side.
6. Scotch tape along the long, open edge of the bunny strip.
7. Cut squares to make five individual bunny tokens of that color.
8. You may wish to cut off the square token’s corners for aesthetics and ease of play.

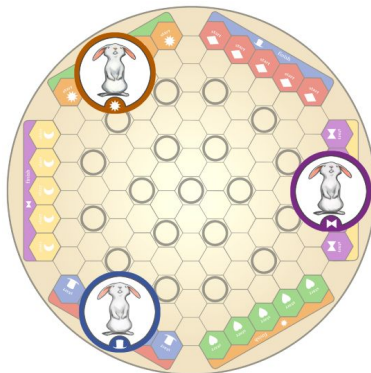
There will be a slight air pocket on each bunny token, making the pieces easier to pick up and move.

## Setup

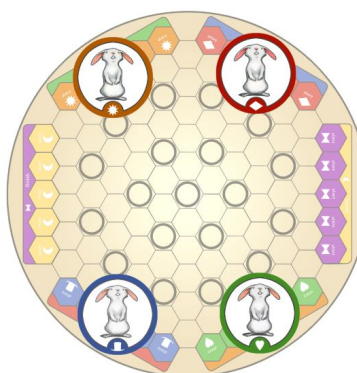
- Choose start spaces so that all players begin as evenly spaced as possible.  
See the below for examples starting configurations based on number of players:



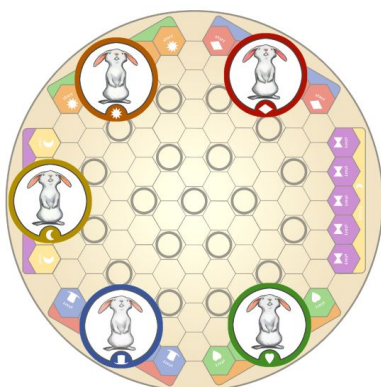
*2 player*



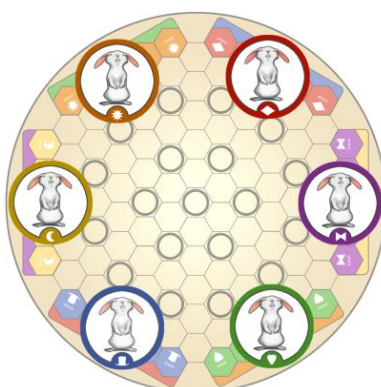
*3 player*



*4 player*

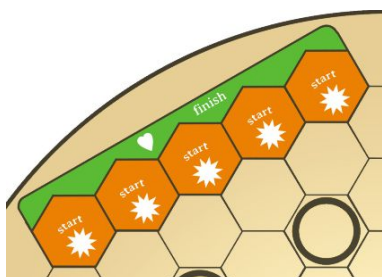


*5 player*

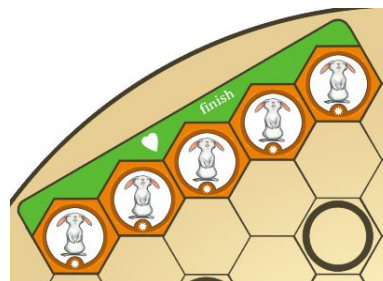


*6 player (use all start spaces)*

- Each player places all 5 of their bunnies with their plain (white) sides face-up in their matching **start spaces** of the same color.



*Here is the orange player's line of start spaces*



*Now they're ready to start!*

- Begin with the player who most loves bunnies. Play continues to the left.

## Gameplay

*As bunny magicians, you can change the color of your bunnies! You do this by directing your bunnies to jump through hoops on the competition field. All bunnies begin the contest in their plain, white forms. Colorful bunnies are more magical and therefore more excitable, but they're also prone to being distracted by competing magicians. Your goal is to be the first magician to direct all of your bunnies across the field onto their designated spaces, but they must all finish in colorful form!*

## Bunny Tokens

- You have five bunny tokens that you will be moving across the board.
- Your bunny tokens have two forms: plain (white) and colorful (your chosen color).
- This is indicated by their two sides.



*Plain side*



*Colorful side*

## Board Spaces

- Some spaces on the board have hoops on them.



- Spaces with hoops are considered **filled** and bunny tokens may not move onto them.
- Spaces with bunny tokens on them are also **filled spaces**.

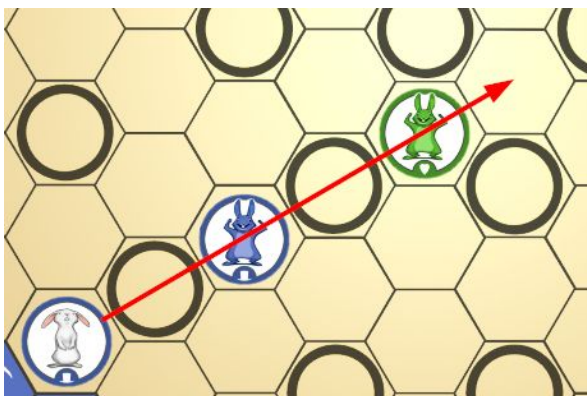


- Only one bunny token can be on any board space.

## Bunny Movement

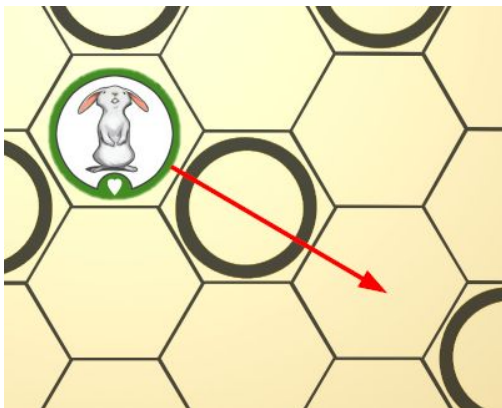
*Depending on their form and which player controls them, bunny tokens move different ways.*

- Bunny tokens of either form may **hop** in a straight line over adjacent **filled spaces** until they reach the next **empty space**.



*Either the plain OR the colorful blue tokens could **hop** to the same **empty space**.*

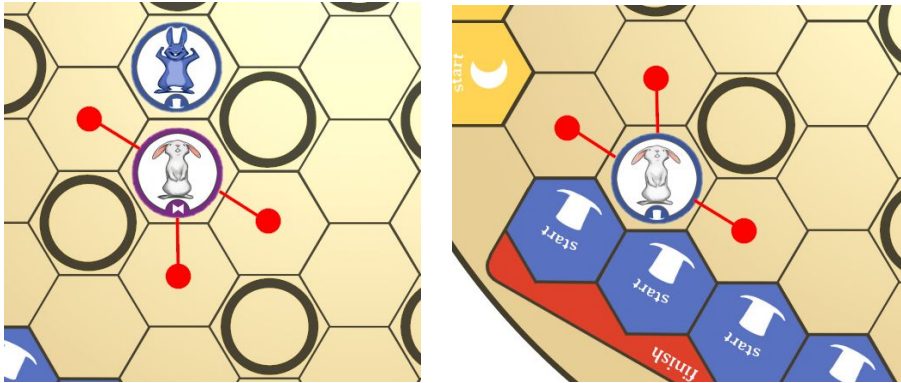
- Every time you move one of your bunny tokens over a space with a hoop on it, that token flips over to its other side, thus changing form.



*The plain green bunny token **hopped** over a hoop, causing it to flip and end its **move action** in colorful form.*

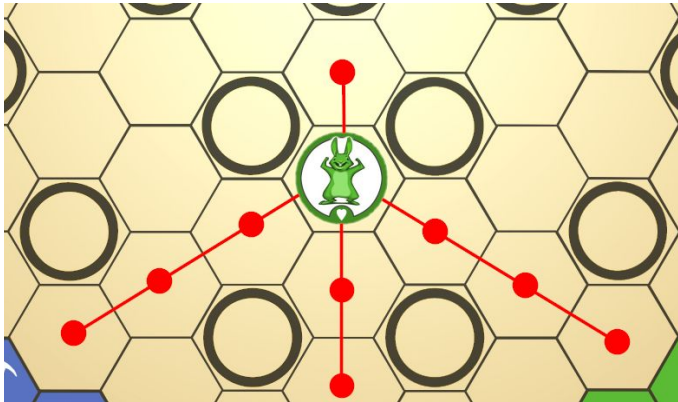
- If a token moves over more than one hoop, the token will flip multiple times, which may cause it to end in the same form that it began its **move action**.
- Here's an easy way to remember:
  - If the number of hoops is even, the bunny token will remain the same.
  - If the number of hoops is odd, the token will end flipped (in its other form).

- Plain tokens can **skip** to an **empty space** beside them



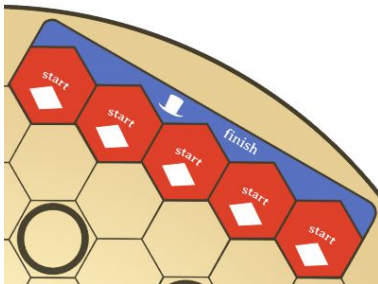
*Each of these plain bunny tokens have three spaces they can **skip** to.*

- Colorful tokens can **run** as many spaces in a straight line as the player chooses, but they must stop at a **filled space**.
- Because of this, they can also **skip** (it's the same thing as a one-space **run**).

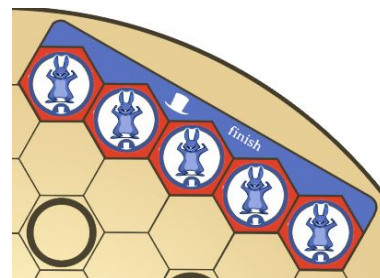


*The colorful green bunny token can **run** in a straight line to any of these 9 spaces. (Be careful, other players can make your colorful bunny tokens **run** on their turn!)*

- If you are the first player to move all of your bunny tokens to your **finish spaces** on the opposite side of the board, you win!
- Keep in mind: only tokens in colorful form can be moved into their **finish spaces**.



*Here is the blue player's line of finish spaces*



*This is what it looks like if they win*

- **Start and finish spaces** have some additional movement rules (see **Field Spaces**).



## On Your Turn

Direction (move your own bunnies)

*You may make up to two **move actions** with your own bunny tokens.*

- You must always make at least one **move action** on your turn.
- Each bunny movement (**hop**, **skip**, or **run**) counts as a single **move action**.
- When moving your own bunny tokens, you may choose to move two different tokens **OR** move one token twice.

**Exception:** for the very first round, some players may only make one **move action**.

This restriction is based on the number of players:

- 2 players = 1st player makes only 1 move on 1st turn
- 3 players = 1st and 2nd players make only 1 move on 1st turn
- 4 players = 1st and 2nd players make only 1 move on 1st turn
- 5 players = 1st, 2nd, and 3rd players make only 1 move on 1st turn
- 6 players = 1st, 2nd, and 3rd players make only 1 move on 1st turn

Distraction (move another player's colorful bunnies)

*During your turn, you may move the colorful bunny tokens of any other player(s). This does not count toward your move actions.*

- When moving an opponent's token, you may only perform a **skip** or **run** (not a **hop**).
- For every opponent's token you move, you **MUST** either **hop** one of your own bunny tokens over it **OR** end your own bunny token's movement on the space it previously occupied.
- You may move any number of opponent's colorful tokens in this way and may even move the same token twice as long as the above rule is fulfilled each time it moves.

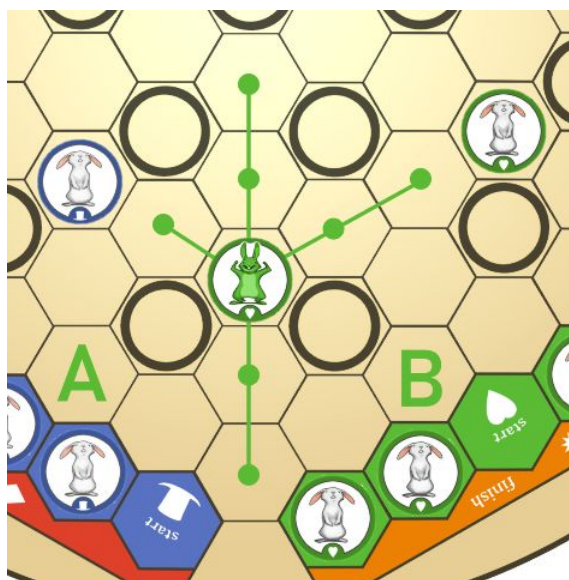
## Special Swap Rule

If, in the rare case that you are not able to move one of your colorful tokens into your **finish spaces** because all remaining spaces are filled by opponent's tokens, you may instead move your token into a **filled space** as if it were an **empty space** and move the corresponding opponent's token to the nearest **empty space**.

## Game End

- The game ends immediately when one player has moved all of their bunny tokens into their **finish spaces**. That player wins! They receive the coveted Golden Ears award and have unequivocally proven themselves to be THE BEST bunny magician in the world...at least until the next competition.

## Additional Movement Examples



The green colorful bunny token may **run** to any of the 7 spaces around it as a single **move action**, whether moved by its own player or an opponent.

It may also **hop** to A or B if moved by its own player. If so, it would flip, ending in plain form.



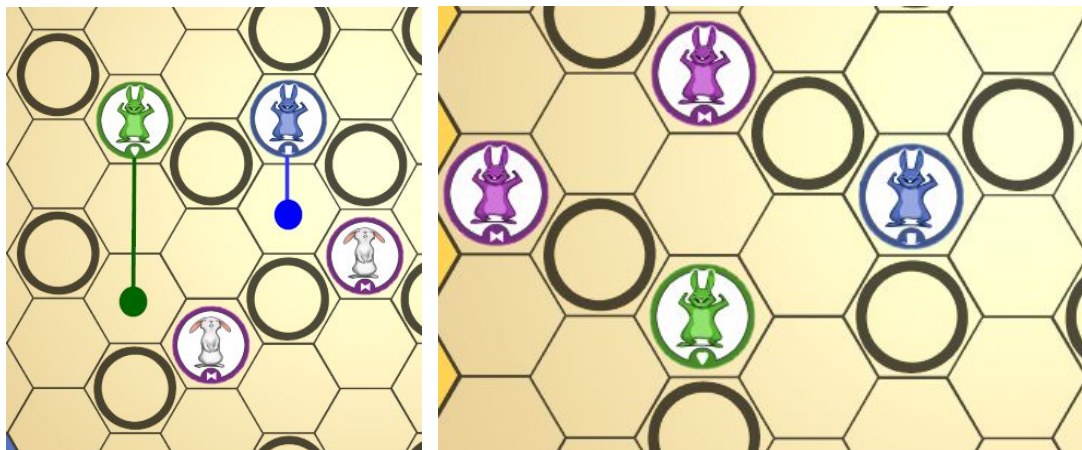
The plain orange bunny token may **hop** to A, B, D, or E. It may **skip** to C.

It may **NOT hop** to its finish space marked by the red X because it wouldn't be in colorful form (it would pass over an even number of hoops and thus end in the same form that it started its move).

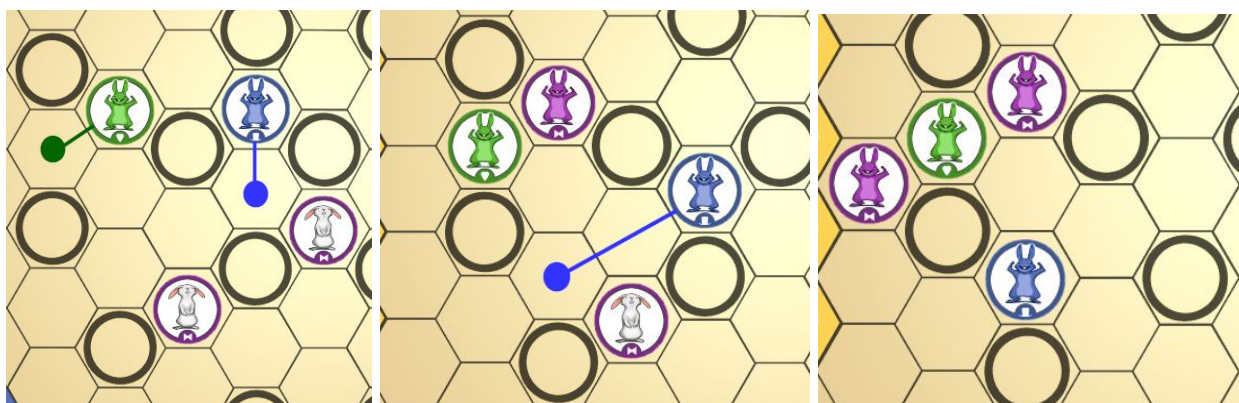
It will end its move in colorful form if it **hopped** to A, B, or E but would be in plain form if it **skipped** to C or **hopped** to D.

This bunny token may not be moved by an opponent because it is in plain form.





*In the above example, it is the purple player's turn. They choose to move the colorful green and blue tokens and then **hop** each of their plain tokens over them.*



*Beginning with the same setup as in the previous example, the purple player moves the colorful blue token to the same space as before and moves the colorful green token to a different space, as shown in the first image.*

*Then they **hop** their own plain token over the colorful blue token and end in the space where the colorful green token used to be, as shown in the second image.*

*For their second **move action**, they move the colorful blue token once more and hop over it with their other plain token.*

*The purple player was able to move the colorful green token without **hopping** over it because they ended their own token's movement in its previous space. They were able to move the colorful blue token twice because they **hopped** over it with one of their own tokens each time.*

*In this example, the purple player's tokens end in the same positions as in the previous example, but the blue and green tokens end in different positions, as shown in the third image.*

*(It is useful to consider whether you are helping or hindering other players while moving their tokens to your own advantage.)*

## Terms

### Field Spaces

- **Empty Space** - A space is empty if it doesn't have a bunny token or hoop on it.
- **Filled Space** - A filled space contains either a bunny token or a hoop.
- **Start Space** - Bunny tokens begin on their start space in plain form.
  - They may move within their row of start spaces as normal but may not re-enter their row of start spaces after exiting it.
  - Bunny tokens may not enter an opponent's start space unless it is their own finish space.
- **Finish Space** - Only bunny tokens in colorful form may enter their own finish spaces.
  - Bunny tokens may move as normal within their own line of finish spaces but may not move out of their line of finish spaces once they've entered it.
  - Bunny tokens may **hop** over filled spaces (and multiple hoops) directly into their own finish space, but only if they end their **move action** in colorful form. They may also **run** directly into their finish space.

### Move Actions

*Each of the following counts as one **move action**, regardless of how many spaces the bunny actually moved on the board.*

#### **Hop** (plain or colorful form)

- A bunny token may **hop** in a straight line over all adjacent **filled spaces** until they reach the next available **empty space**.

#### **Skip** (plain or colorful form, including opponent's colorful tokens)

- A bunny token may **skip** one space in any direction to an adjacent **empty space**.

#### **Run** (colorful form only, including opponent's tokens)

- Colorful bunny tokens may **run** in a straight line as many **empty spaces** as the player chooses, but must stop before a **filled space** or another space they are not allowed to enter (see **start** and **finish spaces**).

## Special Thanks

A heartfelt thanks to the Harders and the Limbaughs for offering their time and expertise to help make these rules so much better than they would have been otherwise.

You all have a special place in my big book of friendship magic!