



HOW TO PLAY
VIDEO

BUNNY KINGDOM TOWN

Game Rules

For generations, two great houses of the Bunny Kingdom have been vying for the King's favor, in the hopes of becoming the most famous family in his domain.

As a leader of one such family, you have been given the opportunity to found a new, prosperous town. Make the best plans, build flourishing Neighborhoods and spread your influence throughout the kingdom. But only one clan can rule over this budding bunnyopolis...

**Prove that you have what it takes
to become the mayor!**



Components

32 Bunny tokens

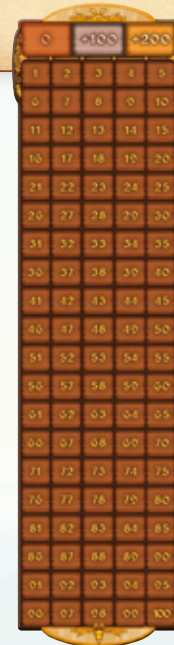
16 for the **blue** player
and 16 for the **orange** player



1 New Town board



1 Score board



5 Architect tokens



30 Coin tokens

6 value 3 Coins



16 value 1 Coins



16 Wood tokens



4 Bridge Tokens



30 Request cards



30 Building tiles



16 Upgrade tiles



25 Plot cards



6 Setup cards



Overview and Aim of the Game

Bunny Kingdom: Town is a tile-drafting and placement game which is played over 4 rounds.

During each round, you'll be **planning** and **constructing** new Buildings to develop the Neighborhoods under your control.

Choose your construction plans carefully to boost your strategy, but watch out: those you overlook could be just what your opponent needs!

Each new Building you construct will bring you resources or increase your influence. And don't forget to satisfy the **requests** of your new townsfolk, which will remain secret until the end of the game, and could completely change the outcome.

During final scoring, the player with the most **Golden Carrots** 🥕 is the winner!

Game elements and setup

- 1** Place the **New Town** board in the center of the table. *It represents the land you will build your town on. In the center, a 5x5 grid of spaces represents the Plots where you will be able to build and develop your Neighborhoods.*
- 2** Place 1 **Wood token**  on each Forest space, as shown by a  icon. *Wood tokens  can be spent to gain Upgrade tiles.*
- 3** Each player chooses an opposite side of the board, either **orange** or **blue**. Take the **16 Bunny tokens** of the same color as your side of the board to make your personal reserve in front of you. *These tokens are used to indicate your score, the Buildings you own, and the first player for each round.*
- 4** Place the Score board next to the New Town board. **Each player then places one of their Bunny tokens** on the 0 space of the score track. *This track will show your  score.*
- 5** Shuffle the **Building tiles face down**. Make a pile out of **20 tiles** picked randomly, then place the pile onto the dedicated space on the board. Put the remaining tiles back into the game box. They will not be used for this game. *These tiles represent the Buildings you will be able to construct during the game.*
- 6** Shuffle the **30 Request cards** and place them in a face-down pile next to the board. Leave enough space for a discard pile. *These cards are secret personal objectives which allow you to gain  at the end of the game.*
- 7** **Make a shared reserve** of all the Coin, Wood and Bridge tokens, putting it within reach of both players.




Hey! If they wish to, each player can take a **Gaming Aid** sheet and keep it in front of them during play.




*A setup example for Chapter I, with the **blue** player as first player.*


8 Choose a **Setup card**. For your first game, use the **Chapter 1** card. Read the introduction text out loud, then follow the instructions on the back of the card to set up the corresponding Plot cards, Architect tokens and Bridge tokens:

A Take the 5 **Plot** cards from your chosen Setup card (as shown by the  icon in the bottom left-hand corner of each card) and place them as shown, next to the corresponding spaces on the board. Shuffle the remaining Plot cards into a face-down deck next to the dedicated space on the board. *These cards show which Plots are available for Buildings.*

B Place the 5 **Architect tokens** on the board spaces which match the 5 visible Plot cards. *These tokens are used to show which board spaces can be used for a new Building.*

C Place the **Bridge tokens** on the river, between the spaces shown on the Setup card. (Example for Chapter 1: place a Bridge token between spaces A2 and A3, and another between spaces E3 and E4.) Place the remaining Bridge tokens into the shared reserve. *Bridge tokens connect spaces on different sides of the river.*

9 Shuffle the **Upgrade** tiles face down, then reveal them one by one, until their total cost in Wood  (as shown on the left) reaches or goes above 8. Place the revealed tiles in the shared reserve, making sure they are visible to both players. *These tiles grant you in-game bonuses.*

10 Each player takes **3 Coins**  from the shared reserve. *Coins allow you to buy available Plots, or construct additional Buildings on your turn.*

11 **Pick the first player at random** (for example, the player with the biggest ears). Starting with the first player, place your Bunnies onto the round track, in ascending order. *The first player changes at the start of each new round.*



The round

A game of *Bunny Kingdom: Town* is played over **4 rounds**, with each player taking turns being the first player.

Each round consists of a series of player **turns**, continuing until all available Building tiles have been taken.

Preparing a new round

At the start of each new round, complete the following steps.

1

Each player receives
2 from the reserve.



You received 3 during setup, so you will start the first round with 5.

2

Reveal the first 5 tiles from the
Building pile and place them on
the designated spaces on the board.



*These are the Buildings you can
construct during this round.*

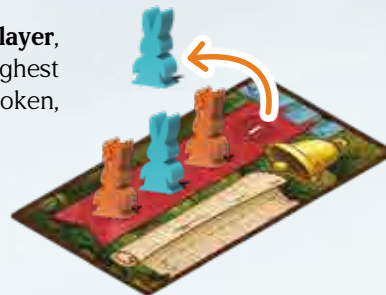
3

Each player takes
2 Request cards,

and chooses 1 which they
place face down in front of
them. Place the unchosen
cards into the discard pile,
face up.



You can now begin the round: **the first player**, meaning the player whose Bunny is the highest on the Round track, takes their Bunny token, putting it back into their reserve.



The turn

Each player will now play their turn, starting with the first player. On your turn, **you must perform the Plan action**. You may then, if you wish, **Construct one or more Buildings**. Before or after either of these two actions, you may also **Create one or more Upgrades**.



Plan



(Build)



(Create)

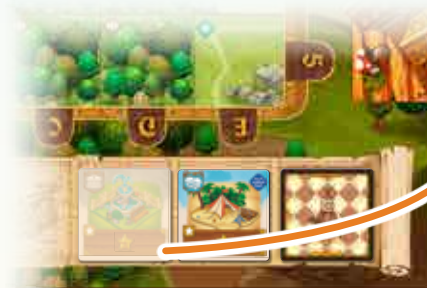


Plan (mandatory)

This action allows you to obtain new Building tiles. On your turn, **you must** perform the Plan action. To do so, choose an available Building tile from the track and place it into your reserve, near the board. **Do not reveal a new Building tile to replace the one you took!**



Construct (optional)



A. Placing a Building

This action allows you to construct Buildings from your reserve, which will develop the town and your Neighborhoods.

Once you have completed your Plan action, you may, if you wish, construct one or more Buildings. To construct a Building, complete the following steps:



- 1 Choose a Building tile from your reserve.
- 2 Choose an available Plot card and immediately pay its cost in as shown on the board, depending on its position on the track. Then, add it to your reserve.
- 3 Place your Building tile onto the space shown on the Plot card (as indicated by the presence of an Architect token). Place the Architect token above the Plot card's track space. Place a Bunny from your reserve onto the Building you constructed. If the space contains a token, add it to your reserve.



Hey! The first card on the track is **free**. This means you can take that particular Plot without paying any .





Some Buildings **must** be placed onto waterfront spaces (as shown by the  icon). If there are no available  Plots (or if they are too expensive), you cannot construct these Buildings. **The other Buildings have no placement restrictions.**



If you constructed a Building, move on to **Activating a Neighborhood**. If not, go straight to **End of the turn**.



Hey! If you cannot or do not wish to construct a Building, you can skip this step and keep the Buildings in your reserve for a future turn.



B. Activating a Neighborhood

Activating a Neighborhood allows you to collect resources and increase your influence by gaining precious . Each time you construct a Building, apply any  effects it has, then calculate your Neighborhood's influence.



NEIGHBORHOOD: A group of orthogonally adjacent Buildings under your control is called a Neighborhood. Buildings on different sides of the river are not considered part of the same Neighborhood, unless they are connected by a Bridge token.

Example

The **Blue** player currently controls a Neighborhood of 3 orthogonally adjacent Buildings **1A**, and well as two other, isolated Neighborhoods of just one Building each **1B**. If they construct a new Building adjacent to their 3-Building Neighborhood, it will increase to a 4-Building Neighborhood **2**. However, if they construct on the other side of the river, that Building will create a new Neighborhood of its own **3**, as there is no Bridge token connecting C2 and C3.



Each Building has a ⚡ or ★ effect, which triggers at a specific moment when Activating a Neighborhood.



When constructed



When activated



When constructed

These Buildings have a one-off effect that is triggered only when they are first placed onto a Plot. They do not reactivate multiple times during the game, unless they return to your reserve and are placed again later.



When activated

When a Neighborhood is activated, all of its Buildings' ★ effects are triggered at once.



Calculating the influence of a Neighborhood

After constructing a Building and applying its possible effect ⚡, calculate the influence of the Neighborhood it was added to:

Multiply the number of active stars ★ on the Buildings in the Neighborhood by the number of **different Building types** (which are not Illegal 🚫) present in that Neighborhood. The total obtained represents the number of 🥕 you gain for that Neighborhood. Move your Bunny forward that number of spaces on the score track.



Stars represent a Building's prestige, and the wealth it brings to its Neighborhood.



Some stars only count towards a Neighborhood's influence if the Neighborhood contains at least one Building of the type shown. If it doesn't, then the star isn't active (and isn't counted).

Example

As this Neighborhood contains one 🚧 Building, the ★ star on the 🏠 Building is considered active.





Buildings have different **types**. The more different types of Building a Neighborhood has (giving it a variety of different shops and services), the more influential it will be.

There are **5 different Building types** which contribute to a Neighborhood's influence:



Leisure



Work



Civic



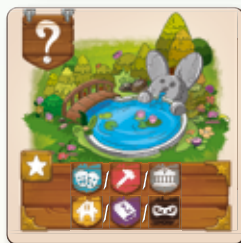
Residential



Knowledge



Illegal Buildings do not contribute to a Neighborhood's influence.





The **Park** is a joker tile. It can be counted as any Building type. You can choose its type each time you calculate its Neighborhood's influence. Certain Request cards may also require you to choose its type at the end of the game. In that case, you can only choose its type once.






Example

The **Orange** player has just constructed their Sawmill, and activates their Neighborhood.



This new Building generates 1  which they take from the reserve. The second Building  does not re-activate.



Their Neighborhood has 2 stars  and contains 3 different types of Building , , and  so they score 6 .



All Building effects are described on page 15 of this rulebook.





Constructing additional Buildings

As long as you have Buildings in your reserve, you can place them during the **Construct** phase of your turn. Each additional Building you place costs 1 extra in addition to the cost of the Plot. Other than this additional cost, proceed as described on pages 7 to 10 to construct it. New Plot cards will be revealed at the end of the turn only (see page 13).

Example

1 The **Blue** player starts their turn with 4 and 2 Buildings in their reserve. During the Plan phase, they select a Building tile from the track and place it in their reserve.

2 During the Construct phase, they decide to construct a first Building, which they place on the board by paying the cost of the Plot (3), then immediately activate the Neighborhood it was added to.

3 As they still have 2 Buildings in their reserve, they decide to construct a second Building by paying 1 in addition to the cost of the Plot (0). They would like to build a third Building, which would also cost an additional 1 but they do not have enough left to purchase a Plot. They therefore keep the last Building in their reserve for a later turn.

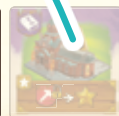
1



2



3



Hey! Keeping Buildings in reserve for later can often be a good idea. A better location may become available, or a certain Plot may become less expensive. It's up to you to choose the best strategy to optimize the development of your Neighborhoods!



Create (optional)



Upgrades bring you additional bonuses that make it easier to develop your Neighborhoods.

At any time during your turn, before or after your Plan or Construct actions, you can create as many Upgrades as you wish by spending Wood . All spent is put back into the reserve. To create an Upgrade, complete the following steps:

1

Choose 1 available Upgrade tile.

2

Pay its cost in **Wood**.

3

Place it onto one of the 3 slots on your side of the board.

You have **3 Upgrade slots**. Once you have created 3, you cannot buy any more. Make sure you choose carefully, as each Upgrade can have considerable impact on your strategy. The Upgrades revealed during setup will be the only ones available for the entire game.



When you create an Upgrade, **apply its effect** **immediately**.



Apply the effects of your Upgrades whenever possible.



All Upgrade effects are described on page 16 of this rulebook.

Example

1

The **Blue** player has 3 . At the start of their turn, they decide to create an Upgrade with a cost of 2 . As it is a Upgrade, they immediately gain 3 from the reserve.



2

At the end of their turn, they create an Upgrade with a cost of 1 . Thanks to its effect, the space on the Plot track which would normally cost 1 is now free for them until the end of the game.



3

They still have 1 Upgrade slot left, but unfortunately, they don't have enough in their reserve to buy any more this turn.

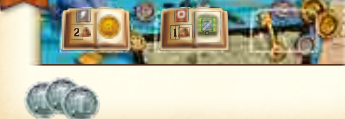
1



2



3





End of the turn



At the end of your turn, complete the following steps:

1

Slide the Plot cards along: Slide all the Plot cards on the track to the right, reducing their cost.



2

Reveal new Plot cards: Fill the empty spaces on the track with new cards from the pile. Use Architect tokens to indicate the new Plots available on the board.



Check if the **End of the round** has been triggered (page 14). If it hasn't, then it's now your opponent's turn.

End of the round



If you take the last available Building tile from the board, the end of the round is triggered. End your turn as normal, then check the pile of Building tiles:

• If the pile of Building tiles is not empty, prepare a new round (page 6).



• If the pile of Building tiles is empty, and you have just finished the 4th round, go to **End of the game**.



End of the game

At the end of the game, complete the following steps:

1

Reveal your Request cards: Starting with the player in the lowest position on the score track, reveal your cards one by one, and check if you meet their scoring conditions. When you score 🍌 through your Request cards, move your Bunny token the same number of spaces along the score track.


2

Determine the winner: The player with the most 🍌 wins, and becomes the mayor of the new town, which they get to name!

In the case of a draw, the player with the most coins wins the game. If the draw persists, the two players share their victory!

Apply the effects of the Community Leader and Watchmaker cards at the end of the game, not when you first obtain them.



Hey! If you pass **100 points**, place one of your Bunny tokens on the  space of the score track.

Buildings

When constructed



Gain 2



Gain as many as the number of the current round.



Gain 1



Gain as many as the number of the current round.



Gain as many as the number of Upgrades you have.



Draw a Request card.



Gain 10



Gain as many as the number of you have.



Place a Bridge token between 2 river spaces. They are now connected.



You may place one of your constructed Building tiles back into your reserve.



Draw as many Request cards as the number of the current round. Choose one and discard the others.



Shuffle the Request card discard pile, then draw 2. Choose one and discard the other.



Place one of your Bunny tokens onto a Building that belongs to your opponent, which is orthogonally adjacent to this tile. You now also control this Building and benefit from its type and effects .



Steal up to 2 from your opponent.

When activated



Add 1 to this Neighborhood.



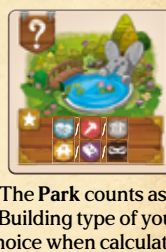
Add 1 to this Neighborhood if you control a Building of the type shown.



Add 2 to this Neighborhood.



Add 1 to this Neighborhood for each Upgrade you have.



The Park counts as a Building type of your choice when calculating this Neighborhood's influence.

Upgrades



Gain 10 🪙.



Activate one of your Neighborhoods.



Gain 3 🪙.



Gain 2 🪙 for each Building in your reserve.



At the end of setup, take a random Building tile from the box and place it face up next to this Upgrade tile.



Draw a Request card.



Gain as many 🪙 as the number of 🪙 you have.



Constructing a Building on the Plot space with a cost of 4 is free for you.

You must still pay the additional 🪙 if you construct several Buildings on the same turn (page II).

Add this Building to your reserve.



Constructing a Building on the Plot space with a cost of 1 is free for you.

You must still pay the additional 🪙 if you construct several Buildings on the same turn (page II).



Each time you calculate the influence of one of your Neighborhoods, include 🪙 type Buildings.



You can spend 🪙 tokens as 🪙 tokens (but not the other way around).

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