

Bunny Kingdom

Objective: Be the player that scores the most Golden Carrots by having the strongest and most productive fiefs.

Setup

1. Place the New World board in the middle of the table.
2. Place a single 1 Strength City () on each City space () on the board.
3. Each player chooses a colour, places the 36 Rabbits () of that colour in front of them, and then places a single Rabbit on the '0' space of the Score track.
4. Place the remaining Cities ( ,  , & ) and tokens next to the board.
5. Shuffle all of the Exploration cards together into a face-down deck and place it next to the board.

End of Game

The game ends after the Harvest Phase of the 4th Round has been completed, at which point final scoring takes place:

One at a time, each player reveals their Parchment cards and check if they score:

- Any Golden Carrots () the player gains is added to their existing Golden Carrots on the Score track.

Treasures (): Treasures automatically provide the player the listed number of Golden Carrots.

Missions: Missions score according to the requirements listed on the card.

- At the end of the game, each Trading Post () produces the same Resource that it produced in the final round of the game; a player cannot change the Resource it produces for the sake of completing Missions.

The player with the most Golden Carrots wins the game.

Tie-breaker: In the event of a tie, the tied players share the win.

New World Board

The board represents New World and is made up of a grid of 10 x 10 Territories.



Territory Coordinates: Each Territory can be identified by its coordinates and a Territory type.

- Each territory is associated with a Territory card.

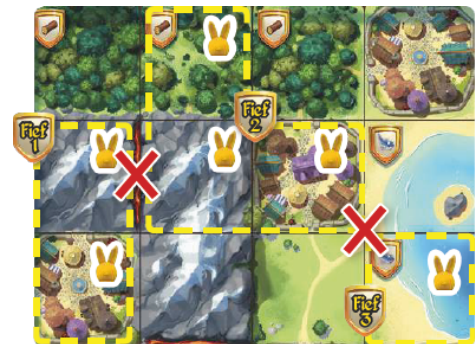
Score Board: The right-hand side of the board shows the Score track which players use to track their Golden Carrots (🥕).

- If a player scores over 100 Golden Carrots they place a second of their Rabbits (🐰) on the '+100' space above the Score track and continue scoring from '0'.
- If a player scores over 200 Golden Carrots they move their Rabbit from the '+100' to the '+200' space above the Score track and continue scoring from '0'.

General Rules

Fiefs: A Fief is a group of connected Territories under one player's control.

- Territories are connected if they share sides, unless they are separated by a Lava Flow (🌋).
- Diagonally adjacent Territories are not connected.

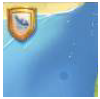


Rabbit Figurines (🐰) in a 3-Player Game: If players run out of Rabbits in a 3-player game, they can use some Rabbits of the colour not being used by any player.

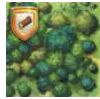
Discard Piles: Each player has their own discard pile for cards that they have played.

- A player may inspect any other player's discard pile at any time to verify the placement of their Rabbits (🐰) are correct.

Territory Types



Seas: Produces Fish ().



Forests: Produces Wood ().



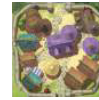
Fields: Produces Carrots ().



Plains: Do not produce any Resources.



Mountains: Mountains do not product any Resources.



Cities: Cities are neutral until a player takes control of them.

- Strength 3 Cities () can only be placed on Mountains.



Lava Flow: Lava Flows block the connection between two Mountain Territories, preventing the Territory on either side from being adjacent to one another for the purposes of determining Fiefs.

Cities and Tokens

Cities: Cities are Buildings that come in three different Strengths, as determined by the number of Towers on the figurine:



Strength 1



Strength 2



Strength 3

Tokens: Tokens are Buildings that come in 3 types:



Camps: Camp tokens allow a player to control and empty Territory.



Sky Towers: Sky Tower tokens come in matching pairs and allow a player to connect two unconnected Fiefs that are located anywhere on the board; Fiefs connected by a Sky Tower are treated as a single Fief.

Farms: Farm tokens allow their owner to produce Resources; Farms come in 3 types:

- Each Territory can produce up to 2 Resources, the Basic Resource shown on the board, and a second one if a player has a Farm on it.



Basic Farms: Basic Farms produce Wood (), Fish (), or Carrots ().



Trading Posts: Trading Posts can produce a different Basic Resource (Wood, Fish, or Carrots) each round.



Luxury Resource Farms: Luxury Resources Farms produce one of 7 unique Luxury Resources.

- Luxury Resource Farms can only be built on specific types of Territory.

Exploration Cards

The Exploration deck is made up of 100 Territory cards, 42 Building cards, 3 Provisions cards, and 37 Parchment cards.

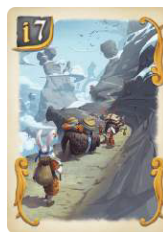
Territory Cards: Playing a Territory card allows the player to place one of their Rabbits (🐰) in the corresponding Territory, giving that player control of the Territory.

- Each Territory card represents one space on the board as shown by the coordinates on the top left-hand corner of the card and a reminder of the Territory's colour.
- There is one Territory card corresponding to each Territory on the board.
- Whenever a player plays a Territory card, they place it in their own personal discard pile.

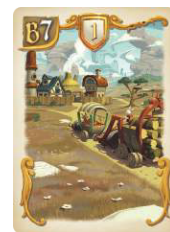
Territories come in different types:



Fields, Forests & Seas:
Produce the Basic Resources
Carrots (🥕), Wood
(🪵), and Fish (🐟)
respectively.



Plains and Mountains: Do
not produce any Resources.



Cities: Already established
Cities have a Strength of 1.

Parchment Cards: Parchment cards provide players Golden Carrots (🥕) at the end of the game; Parchment cards come in 2 types, Missions and Treasures:

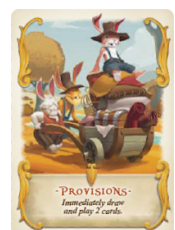
- Each player keeps their Parchment cards hidden from their opponents.
- The number of face-down Parchment cards each player has is public information.

Missions: Missions give a player Golden Carrots if they complete them.



Treasures (🏆): Treasures give a player Golden Carrots without any requirements.

Provisions Cards: Provisions cards let a player draw more Exploration cards.



Building Cards: Building cards allow players to place Buildings (either tokens or Cities) on Territories they control to increase their Fief's Size, Wealth, or Strength.

- Of the 42 Building cards there are 21 Cities, 12 Farms, 3 Sky Towers and 6 Camps.



Can only be placed on a Field →



Can only be placed on a Sea →



Can only be placed on a Forest →



Can only be placed on a Mountain →



Camps (): A Camp lets a player control an empty Territory.

Cities ( ,  , & ): A City lets a player construct the corresponding City in one of their Territories.

- Cities come in three Strengths, 1, 2, and 3; 3 Strength Cities have a Building Requirement.

Farms (): Farms produce a Basic Resource if the card shows a white shield (), or a Luxury Resources if the card shows a black shield (); the icon in the shield shows the Resource it produces.

- Luxury Resource Farms () have a Building Requirement.

Trading Posts (): A Trading Post is a Farm that produces one Basic Resource of the owner's choosing: Wood (), Fish (), or Carrots ().

- At the end of the game, each Trading Post produces the same Resource that it produced in the final round of the game; a player cannot change the Resource it produces for the sake of completing Missions.

Sky Towers (): Sky Tower tokens come in matching pairs and allow a player to connect two unconnected Fiefs that are located anywhere on the board; Fiefs connected by a Sky Tower are treated as a single Fief.

Mission Card Clarifications

Scoring Resources: Some Missions refer to Resources a player produces; these Missions count all instances of the Resources, even if the same Resource is produced multiple times in the same Fief.

Scoring Cities: Some Missions specify the number of Cities a player controls; the Strength of each City does not matter in these instances.

Scoring Fiefs: Some Missions refer to the number of Fiefs a player has, or the number of Territories that make up a Fief; a player cannot choose to ignore Sky Towers () or Camps () for these Missions as Territories connected by a Building make a single Fief.

Left/Right Glove: If a player has one of the Gloves they get 1 Golden Carrot (), or 8 Golden Carrots if they have both.

Liberalist/Socialist: The player copies the entirety of the card *i.e. if a player copies a Treasure it also gives them bonuses if they have the Treasure Guardian and/or the Treasure Hunter Mission.*

Little Prince: If there is a tie between a player's Fiefs that give them the most Golden Carrots (), they harvest all but one of those Fiefs.

PanPan the Barbarian: PanPan's ability refers to all of a player's Territories, this includes Plains and Mountains.

Turn Order

At the Start of Each Round: Deal each player a number of cards based on the number of players to form their hand.

2-Player Game: 10 cards per player. Additionally each player places an additional 10 cards in a face-down pile in front of them to form their Reserve; players are not to look at these cards.

3-Player Game: 12 cards per player

4-Player Game: 10 cards per player.

1. **Exploration Phase:** Players draft and play cards. The steps are repeated until all cards from the players' hands have been drafted and played, at which point players move on to the Construction Phase.

i) **Draft Cards:** In a 3 – 4 player game, each player simultaneously looks at the cards in their hand and chooses 2 that they will play, placing them in front of themselves, face-down.

- After a player has chosen their cards they place the remaining cards in front of their neighbour, face-down, ensuring they will not be mixed up with the cards the player has chosen to play:

During rounds 1 and 3: The player passes the cards to the player on their left.

During rounds 2 and 4: The player passes the cards to the player on their right.

2-Player Draft: Before choosing cards to play, each player draws 1 additional card from their respective Reserve and adds it to their hand; the player then chooses 1 card to play and 1 card to discard, face-down.

- After choosing and discarding a card, the player passes the remaining cards to their opponent, and then the *Play Cards* step is carried out as per normal.

ii) **Play Cards:** Each player simultaneously reveals and resolves the 2 cards they chose in the Draft step.

Territory Card: The player places one of their Rabbits () on the coordinates shown on the card; the player now controls the Territory and places the card into their personal discard pile.

- If the Territory is occupied by an opponent's Camp () , that player loses control of the Territory; the player removes the Camp token and their opponent's Rabbit before placing their own Rabbit on the Territory.
- If the Territory is occupied by one of the player's own Camps, the player removes the Camp token; the Territory can now hold a different Building.

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Parchment Card: The player places the card face-down in front of themselves without revealing it; the card will be revealed and scored at the end of the game.

- A player may look at their own face-down Parchment cards at any time, but other players may not.

Building Card: The player places the card in front of themselves, face-up, and places the depicted City or token onto the card.

- Players will be able to place Buildings on their cards onto the board during the Construction Phase to improve their Fiefs.
- Once a Building is placed, the player discards the associated card.

Provisions Card: The player immediately draws 2 cards from the Exploration deck and then places the Provisions card in their personal discard pile.

2. **Construction Phase:** Each player can simultaneously place their Buildings on the board by following these conditions:

- A player is never required to place a Building; they can leave the card and Building in front of them to place it later on in the game.
- A player can only place Buildings on Territories that they control, with the exception of Camps () which can only be placed on empty Territories.
- There can never be more than a single Building (be it City or token) on a Territory.
- Players must respect Building Requirements; Luxury Resource Farms () and Strength 3 Cities () can only be placed on certain types of Territories, as indicated by the symbol shown on the card (i.e. ) and the background colour on the tokens.
- A Build cannot be moved once it has been placed on the board.
- If a player places a Building on a Territory that already produces a Basic Resource, it continues to produce that Resource in addition to the effect of the Building added.

Effects of Buildings:



Strength 1, 2, & 3 Cities: Increase the Strength of a player's Fief by 1, 2, or 3 respectively.



Farms: Increase the Wealth of a player's Fief by producing Resources.



Sky Towers: Sky Tower tokens come in matching pairs and allow a player to connect two unconnected Fiefs that are located anywhere on the board; Fiefs connected by a Sky Tower are treated as a single Fief.

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Camps (): Let a player take control of any empty Territory (a Territory without a Rabbit () or Building) on the board.

- Whenever a player places a Camp, they place one of their Rabbits on it to show they control that Camp.

Priority Numbers: Each Camp has a priority number shown on its card; if a player wants to place a Camp they must announced the priority number without announcing the Territory they want to place it on.

- Any player who has a Camp of a lower priority number can interrupt the player and place their Camp before them, beginning with the player that has the Camp card with the lowest priority number.
- After a player places their Camp or passes, the player with the next lowest priority number may pass or play their Camp.

If a player plays a Territory card that corresponds to their own Camp: The player removes the Camp token; the player may play a new Building on that Territory from now on.

If an opponent plays a Territory card that corresponds to a player's Camp: The owner of the Camp removes the Camp token and their Rabbit, and then replaces it with one of their opponent's Rabbits.

3. **Harvest Phase:** Each player collects Golden Carrots () from their Fiefs.

- A player only scores Golden Carrots from a Fief if it has at least one City ( ,  , or ) and one Resource.
- When a player scores each Fief, they move their Rabbit () up on the Score track accordingly.

Each Fief scores as follows:

$$\text{Golden Carrot} = \text{Fief's Strength} \times \text{Fief's Wealth}.$$

Determining the Strength of a Fief: The Strength of a Fief is determined by the total number of Towers on its Cities.

Determining the Wealth of a Fief: The Wealth of a Fief is determined by the number of different Resources it produces.