

Amoe & bunnies

A Wrong Cauldron Game



[General Rules](#)

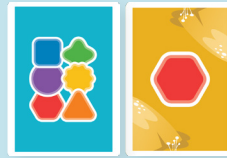
General Game Components



Game board



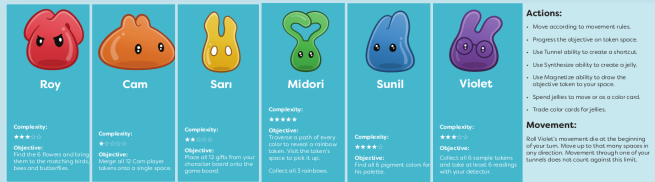
Color deck (42 cards)



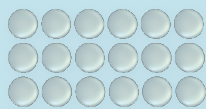
Location deck (36 cards)



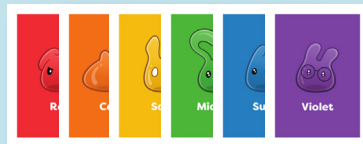
6 Character boards



6 Character rule sheets



18 Jellies



6 Character cards

Character Components



Roy



1x Roy player token



12x Roy objective tokens



Cam



12x Cam player tokens



1x Size tracker



4x Splash tokens



Sari



1x Sari player token



14x Gift token



36x Gift cards



4x Sari objective tokens



Midori



1x Midori player token



3x Overgrowth tokens



3x Midori objective tokens



6x Path tokens



Sunil



1x Sunil player token



9x Sunil objective tokens



1x Sunil movement die



1x Art Direction token



2x String tokens



1x Zone-In token



Violet



1x Violet player token



1x Particle token



3x Violet movement die



1x Detector dial



6x Item tokens



4x Tunnel tokens

Introduction

Amoebunnies (pronounced uh-**mee**-buh-nee-z) are tiny, amoeba-like, bunny creatures that drift in clouds and fog looking for interesting places to land. They have the remarkable ability to shrink and multiply by dividing into smaller-selves or to combine and grow into big-selves. They are strongly affected by light frequencies which invigorate their personalities and fill them with color. The Amoebunnies adore carrots – they are bunnies after all! They have found a nice carrot patch to settle near for a time, but now they need some help.

Objective

Take control of one of the Amoebunnies as they perform tasks around the Rainbow Mists. The bunny who completes their task first wins the game.

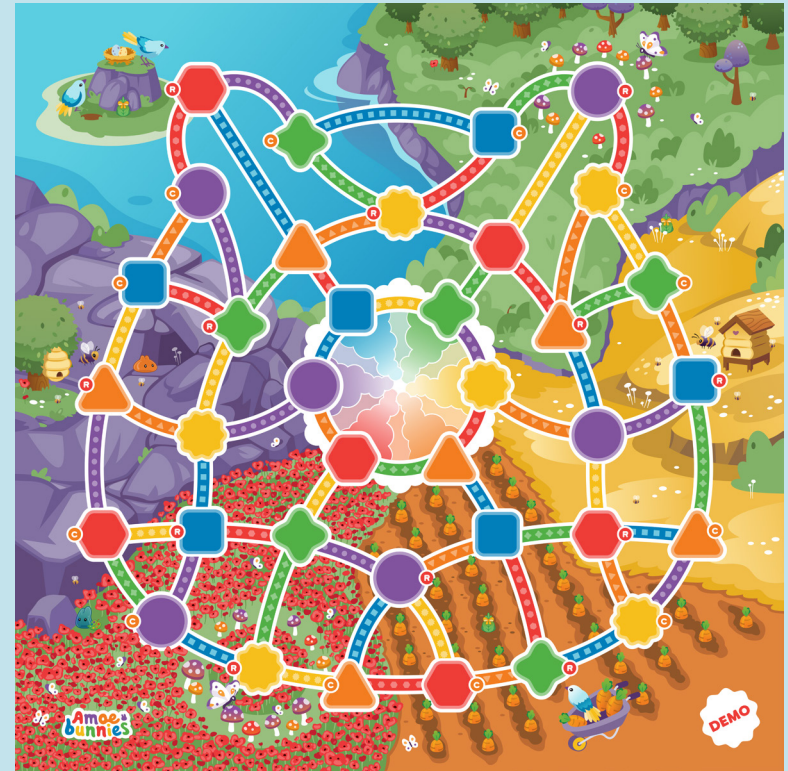
Each character has unique tasks, movement and abilities. For your first game, read these instructions aloud to everyone, then pass each player their character's rule sheet to read individually. This is for convenience; the rules are not secret, so all players may help each other with reading or understanding rules as needed.

Character Selection

You may choose which character you'd like to play, but may also do so by shuffling the character cards and dealing one to each player.

Once all players have selected their characters, shuffle only the selected character cards together and draw one to be the player to go first. Play continues clockwise from the first player.

Color	Bunny	Zone	Space
Red	Roy	Flowers	Hexagon
Orange	Cam	Farm	Triangle
Yellow	Sari	Hills	Sun
Green	Midori	Forest	Clover
Blue	Sunil	Lake	Square
Purple	Violet	Mountain	Circle



Setup

Place the board at the center of the table. Shuffle the Color Deck and Location Deck and place them and the pool of jellies within reach of all players.

The board is divided into 6 zones, each represented by a color. Within each zone are 6 spaces, each with a different color. The shapes of a space are linked to their color for ease of recognition. Spaces are connected by colored paths which also have the associated shapes on them. Use the table to identify zones, spaces, and shapes.

Continue setting up by following each character's individual setup instructions provided on their rule sheets.

General Rules

While most rules are specific to each character there are a few that apply to everyone.

- The first player to complete their objective wins the game.
- Some character rules conflict with these general rules. Character rules take priority.
- You may only perform actions during your own turn and there are no general limits to the number of actions you may take.
- Any number of actions may be taken between movement, and movement may be resumed after actions.
- Your main resource will be Color Cards. Draw 3 at the start of the game as part of your character set up. Draw 1 at the end of each turn. There is no limit to the number of cards you may hold in your hand.



Color Cards

Color cards are split into two halves with a color on each half. Each side has a shape to help identify spaces and paths that correspond to that color, as well as a zone indicator. In this case, the upper half corresponds to green and the forest zone, the lower half shows orange and the carrot farm.

- Jelly tokens are a special resource. Each player starts the game with a number of jellies determined by the number of players and the turn order. Refer to the table below. There is no limit to the number of jellies you can have during play.

of Players

Turn	2	3	4	5	6
1st	1	1	1	0	0
2nd	2	1	1	1	0
3rd		2	2	1	1
4th			2	2	1
5th				2	2
6th					2

- Some cards have the Jelly icon on it. These cards may be played as any color, or may be played to collect a jelly token.



Jelly icon

- Jellies may be played in two ways: You can play a jelly to move one space in any direction. This does not count towards the movement limits of your character. You may also play a jelly in place of a color card of any color. Use this to advance objectives when missing required colors.
- Whenever a deck runs out of cards, shuffle its discard pile to make a new draw deck.
- Location cards are used when a random space is required to be selected. This is done for most player tokens to start the game as well as some characters' objective tokens.



Location Cards

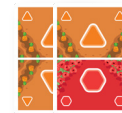
Location cards each refer to one specific space on the board. The background of the card represents the zone for the space, in this case the lake zone. The symbol indicates that this card signifies the red space in the lake zone.

- You may play cards containing 3 of the same color to collect a jelly. This can be 3 separate cards or 2 cards where one has 2 of the same color.

Turning in cards for jellies



3 cards with
3 purple



2 cards with
3 orange



Any card with
the jelly icon

Now you're ready to read your individual character rules and setup. While you only need to focus on your own objective and abilities, understanding other players' objectives and how they interact with you can be helpful. The next page gives some brief information that you might want to be aware of when playing against them.

Character Overviews



Roy's Objective

Roy's objective is to discover the six animal tokens hidden among his tokens and deliver them to spaces matching the found animals.

What to look out for

When Roy finds the Bargain boost, he will gain the ability to force a trade with someone on his space. He'll be able to give that player a card in return for a jelly.



Bargain
Token



Cam's Objective

Cam has split into 12 pieces and is trying to merge them all back together.

What to look out for

If Cam has a stack of 4 tokens on a space, it is blocked and you will need to give Cam a card to enter that space. He will also place splash tokens on paths. If you cross a path with a splash, Cam gets to draw a card.



Sari's Objective

Sari is hiding gifts around the Rainbow Mists. Once she has placed all 14 of her gifts, she wins.

What to look out for

When landing on a space with a gift token, you may give Sari a color card and remove the gift from the game to draw a card from Sari's Gift Deck.



Midori's Objective

Midori is gathering colors to infuse the faded rainbows. As she crosses paths she'll be collecting colors. When she gets them all she'll brighten up a rainbow. She wants to do this three times.

What to look out for

Midori can place overgrowth bushes on paths between spaces. This path cannot be used as long as the overgrowth remains. You may remove the overgrowth if you are adjacent to it and give Midori a jelly.



Sunil's Objective

Sunil is looking for paint pigments for his art. There are six colors hidden among his tokens. When he discovers them all he'll be able to paint his masterpiece.

What to look out for

When Sunil's Art Direction token shows the easel, you may have Sunil paint a card in your hand to be used as any color. Sunil must do this, but in return will flip the token to the signpost side to use as a free move on his turn.



Violet's Objective

Violet is performing experiments by following her particle detector for colorful objects. She needs to extract at least 6 samples and collect all 6 objects.

What to look out for

Violet will be burrowing through the ground creating shortcut tunnels around the Rainbow Mists. You may give Violet a color card when on a space with a tunnel token to move directly to another space with a tunnel token. This does not cost anything towards your movement allowance.

FAQ

Q: Can I use both colors of a color card?

A: No, when playing a color card you must choose which color you are going to use. The only time both colors can be counted is when they match and you're trading them in for a jelly, or a character ability allows it (e.g. Sari's Seek & Hide ability).

Q: Roy is teleporting around the board. Can I do that too?

A: Unlike Violet's tunnels, Roy's teleporting ability is specific to him and cannot be used by other players.

Special Tokens

While playing you may encounter special tokens on the board placed by other characters. Here's how they may affect you. Tokens not listed here do not affect other players.



If you cross a splash token, Cam draws a card from the color deck.



You may give a color card from your hand to Sari to remove this token and draw a card from her gift deck.



Play as though the path with this token doesn't exist. You may give Midori's player a jelly to return it to her board.



When on the easel, play a card as any color and flip the token.



You may give a color card from your hand to Violet to move from a space with a tunnel token on it to any other tunnel space.



What's an Amoebunny?

An amoebunny is a tiny organism made primarily of Kewtoplas-morphic gel (also known as jelly). Being made of jelly gives them the ability to divide themselves into multiple, small versions of themselves or to combine together into bigger versions, in a process called glomming. Usually, amoebunnies stay so small you can't even see them. But when they glom, they can grow to the size of your head – or possibly even bigger!

Amoebunnies need water to replenish their jelly as they frequently forget little bits of themselves here and there when they glom and divide. The little life forms can also absorb almost anything for food, given enough time, but absorbing carrots is their favorite. (They are bunnies after all!)

The amoebunnies are largely nomadic and will travel long distances hunting for carrots. In their tiny form, they'll find a leaf and go sailing on currents of wind. Or three of them will jump on the back of an ant, galloping through a field, dodging blades of grass. They've even been known to use springy young branches as a makeshift catapult. Amoebunnies have excellent aim, but even if they miss, they always recover when they splatter against a tree or rock – another benefit of their jelly bodies.

Amoebunnies' preferred way to travel long distances is to fly by cloud, which is easy in their smallest form. To get up to a cloud, the tiny bunny will cling to a wisp of water vapor wafting through the air and drift slowly up into the sky, just like a balloon if you let go of the string.

Nothing beats the comfort of a cloud, and many amoebunnies stay up in the clouds their whole lives, living only on water vapor and keeping the colorless, bland appearance of mist. But others are much too curious to spend their life drifting in a cloud; once they spot a carrot patch, they dive down with the raindrops, splashing to the ground. As they fall, light refracts through their jelly bodies, lighting them up like a rainbow. If a color suits them, the bunny may be inspired to remain that color, but they can still change their color whenever they feel like expressing themselves.

After falling to the ground, the tiny creatures will settle down for a while and live together in a small group called a drizzle, or sometimes a spectrum, of amoebunnies. The longer they live outside the cloud, the more pronounced their personalities become, and they develop interests outside of absorbing carrots. They are now exploring the arts and sciences, interacting with the plants and animals around them, inventing fun games and having adventures.





ARAT





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