

# Amoebunnies



## General Rules



# Introduction

**Amoebunnies** (pronounced uh·mee·buh·neeZ) are tiny, amoeba-like bunnies who drift through the clouds, waiting for the perfect adventure. Somewhere below, a new world is calling. When the time is right, they plunge down with the rain, splashing into the Rainbow Mists: a land full of color, mystery, and fun.

But there's no time to waste! Every Amoebunny has a task that will take both luck and skill to complete. Choose your Amoebunny and race through the Rainbow Mists, hopping, gliding, and outmaneuvering the competition.

**The first to finish their task wins the game and earns the best prize of all: a well-deserved carrot.**



# General Components



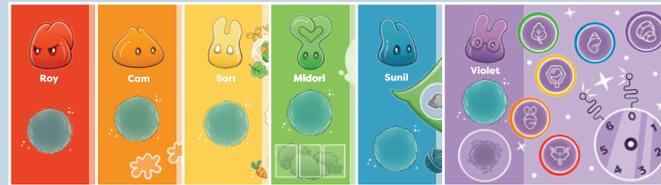
1 Game board



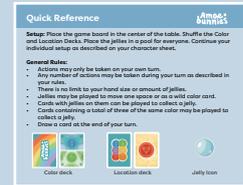
1 Color deck (42 cards)



1 Location deck (36 cards)



6 Character boards



6x Reference cards



6 Character rule booklets



18 Jellies



6 Character cards



6 Tuck boxes

# Character Components

**Roy**

- 1 Character token
- 12x Flower tokens

- 12x Character tokens
- 1 Movement tracker
- 4x Splash tokens

**Cam**

- 1 Character token
- 14x Gift tokens
- 4x Hiding Place tokens
- 1 Gift deck (36 cards)

**Sari**

- 1 Character token
- 3x Overgrowth tokens
- 3x Rainbow tokens
- 6 Path tokens

**Midori**

- 1 Character token
- 9x Palette tokens
- 1 Movement die
- 1 Zone-in token
- 2x String tokens
- 1 Art Direction token

**Sunil**

- 1 Character token
- 1 Particle token
- 1 Detector dial
- 1 Movement die
- 6 Sample tokens
- 4x Tunnel tokens

**Violet**

# Character Selection

Players may **choose** which character they'd like to play. To **choose randomly**, shuffle the character cards and draw one.

Once all players have selected their characters, **shuffle** the chosen characters' cards together and **draw one**. The player controlling **that character will go first**. Play continues **clockwise**.

Each player then **collects the components** belonging to their character as shown to the left. Have each player also take their character's individual **character board** and **rule booklet**, as well as a **reference card**.

*Roy's player would collect these items...*

**Quick Reference**

**Setup:** Place the game board in the center of the table. Shuffle the Color and Location Decks. Place the jellies in a grid for everyone. Continue your individual setup as described on your character sheet.

**General Rules:**

- Actions may only be taken on your own turn.
- Any number of actions may be taken during your turn as described in your rules.
- There is no limit to your hand size or amount of jellies.
- Jellies must be placed to meet one space on a 4-sided color card.
- Cards with jellies on them can be played to collect a jelly.
- Cards containing a total of three of the same color may be played to collect a jelly.
- Draw a card at the end of your turn.

**Color deck**   **Location deck**   **Jelly icon**



# Objective

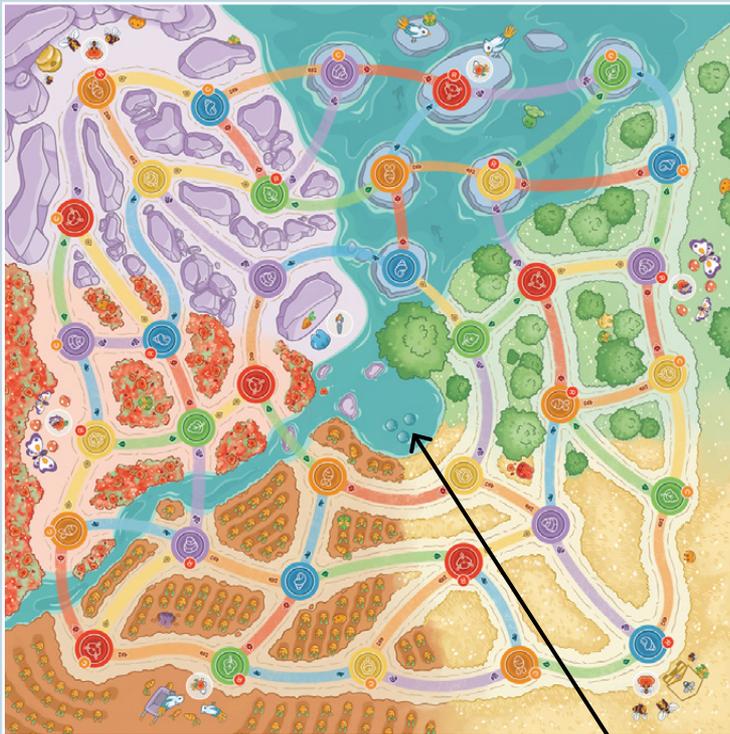
Take control of one of the Amoebunnies as they perform tasks around the Rainbow Mists. **The bunny who completes their task first wins the game.**

Each amoebunny has a unique task, movement rules, and abilities. For your first game, **read these instructions aloud** to everyone, then have each player read their character's **rule booklet** individually. This is for convenience; the rules are not secret. All players may help each other with reading or understanding rules as needed.

## Setup

Place the **Game Board** at the center of the table. Shuffle the **Color Deck** and **Location Deck** separately and place them within reach of all players. Place the **jellies** in the pool at the center of the **Game Board**.

The **Game Board** is divided into **six zones**, each represented by a color. Within each zone are **six spaces**, each with a different color. The shapes in a space are linked to their color for ease of recognition. Spaces are connected by **colored paths**, which also have the shapes on them. Spaces connected by paths are considered adjacent. Use the table on this page to identify which zones, spaces, and shapes correspond to the same color.



## 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 may conflict with these general rules—character rules take precedence.
- 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 movements, and you may alternate between movements and actions as desired.
- Your main resource will be **color cards**. Draw **three at the start** of the game as part of your setup. Draw **one at the end of each turn**. There is no limit to the number of cards in your hand.



### Color Cards

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

Icon	Color	Space	Zone	Bunny
	Red	Flower	Field	Roy
	Orange	Carrot	Farm	Cam
	Yellow	Honeycomb	Hill	Sari
	Green	Leaf	Forest	Midori
	Blue	Shell	Lake	Sunil
	Purple	Rock	Mountain	Violet

- **Jellies** 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. If the pool runs out of jellies, use substitute tokens.

### Starting Jellies

Turn Order	Number of Players				
	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



#### Jelly icon

- Some cards have the jelly icon on them. These cards may be played as **any color**, or may be played to **collect a jelly token**.
- Jellies may be played in two ways: You can play a jelly to **move one space in any direction**. This does not count toward the movement limits of your character. You may also play a jelly **in place of a color card** of any color (i.e. a wild card). 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.
- You may play cards containing three of the same color to collect a jelly. This can be three separate cards or two cards where one has two of the same color.
- Jellies may not be given in place of cards from the hand for abilities that require them (e.g. Cam's Block, Sari's gifts, or Violet's tunnels).

### Turning in Cards for Jellies



3 cards with  
3 purple



2 cards with  
3 orange



Any card with  
the jelly icon

- **Location cards** are used when a random space must be selected. This is done for most player token placements at the start of the game, as well as some characters' objective tokens.
- When told to **relocate** a token or player, use this deck to determine the new location.



### 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.

Each player should have the **rule booklet**, **board**, and **components** for their specific character, as well as a **reference card**. Continue setting up by following each character's individual setup instructions provided in their rule booklet.

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 provides some brief information that you might want to be aware of when playing against them.



### Remember...

**Do not let other players' actions and abilities confuse you.**

**You do not pay cards to move or to activate tokens unless your rules tell you to.**

**Use your character booklet's front and back cover as a quick reminder of your actions and abilities.**

## 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.

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### Cam's Objective

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

#### What to look out for

If Cam has a stack of four or more tokens on a space, it is blocked, and you will need to give Cam a card to move there. He will also put splash tokens on paths. If you cross a path with a splash, Cam gets to draw a card.

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### Sari's Objective

Sari is hiding gifts around the Rainbow Mists. Once she has placed all fourteen 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.

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### Midori's Objective

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

#### What to look out for

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

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### 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 brush, you may have Sunil paint a card in your hand to be used as any color. Sunil must paint the card but in return, he gets to flip the token to the signpost side which gives him a free move on his turn.

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### Violet's Objective

Violet is performing experiments by following her particle detector in search of colorful objects. She needs to perform at least six experiments and collect all six samples.

#### 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 against your movement allowance.

# The World of Amoebunnies

## What are Amoebunnies?

**A**moebunnies are tiny, jelly-like creatures made of Kewtoplasmonic gel, or just jelly for short. This special substance lets them divide into smaller fragments of themselves or glom back together to grow larger. Most of the time, they stay so small you'd never notice them, but when they glom, they can grow as big as a head... or even bigger.

Because they're always splitting and glomming, little bits of jelly sometimes get left behind. No big deal, Amoebunnies just need water to replenish themselves. They can also absorb all sorts of things as food, but their favorite? Carrots, of course! (They are bunnies, after all.)

## Nomadic Adventures

**A**moebunnies are natural wanderers, always on the move in search of adventure—and snacks! When a group of Amoebunnies travels together, they're called a *drizzle*, unless they're especially colorful, then they're called a *spectrum*.

They have many ways to travel through the world. They might hitch a ride on a leaf drifting in the breeze, gallop through the grass on the back of an ant, or even launch themselves from springy branches like tiny, jelly catapults. Luckily, with their soft, squishy bodies, they always stick the landing... or at least, they always bounce back.

But their favorite way to travel? Riding the clouds! In their tiniest form, they can cling to wisps of water vapor and float weightlessly into the sky. Many bunnies stay up there forever, drifting in the mist in colorless, shifting forms. But others are too curious to stay put.

When something catches their interest (like a shiny trinket or a particularly tasty-looking carrot) they plunge down with the raindrops, splashing to the ground. Occasionally, as they fall, light refracts through their jelly bodies, lighting them up with tiny rainbows. If a color suits them, they might decide to keep it, but they can still shift hues whenever the mood strikes.

## A Home in the Rainbow Mists

**O**nce on the ground, these drizzles of Amoebunnies settle into colonies like the Rainbow Mists, where they tend to the local plants and explore their new world. The longer they live outside the clouds, the more distinct their personalities become. Some dive into science, some into nature, others into art, games, or grand schemes. Whatever their passion, every Amoebunny is full of curiosity, creativity, and just a little bit of mischief.

With their ever-changing forms and boundless imagination, life in the Rainbow Mists is never dull, and the next big adventure is always just a hop, glide, or splat away!



**Cody Askew**

**Trey & Adalynne Barker**

**Emily Barlow-Gonzales**

**Zephyrus Childs**

**Annie Elequin**

**Nathan Elequin**

**Kevin Grant**

**Devon Harrison**

**Jordan Harrison**

**JJ Henkel**

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**Alex Ramos**

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# Amoebunnies

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