

2-6  
players

ages  
8+

30-60

# Amoebunnies

Let's adventure together through colorful lands.

## Overview

Amoebunnies is an asymmetrical board game where each player takes the role of one of 6 bunnies, adventuring through lands surrounding the Rainbow Mists, competing to finish their objective and win.

Amoebunnies is for 2-6 players and takes 30-60 minutes to play (about 10 minutes per player). Each bunny has unique tasks, moves and abilities, making it a fun addition for friends and family game night that can be played again and again.

## Objectives



**Roy needs to deliver flowers to bees, butterflies and birds in exchange for rides across the map.**

Help him quickly find and deliver flowers to secure 3 fight paths.



**Cam has fallen apart, splashing into smaller bunnies, scattered throughout the lands.** Help him gather all 12 pieces of himself back together again.



**Sari wants to hide presents to surprise her friends and spread joy.** Help her find a hiding place for all 12 gifts while giving others a boost.



**Midori loves to have fun and today she finds joy in chasing rainbows.** Help her collect three rainbows by traveling over multi-colored paths.



**Sunil loves to paint and is looking for pigments to use in his next project.** Help him collect 6 colors for his palette, while also making sure that he doesn't get lost.



**Violet loves science and is using her particle detector to collect color readings.** Help her take at least 6 color readings resulting in the discovery of 6 unique color samples.

## Components



1 Game board



114 Cards



104 tokens  
& 3 dice



6 Player boards  
& 6 rule sheets  
& 1 rule book

## Highlights

**Cute and endearing characters** with diverse personalities that resonate with different people, adding to the gaming experience.

**High replayability** due to the characters unique objectives, movement and abilities.

**Varying levels of complexity** will appeal to everyone from the casual gamer to the adept tactician.

**Colorful and color-blind friendly** using colors, shapes and patterns for accessibility.

A Wrong Cauldron Game

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