

The Play

The game begins after the dealer has created the **Field of Play** and each player has one **Bunny** card and 3 **Shock** cards.

Each turn consists of 3 phases:

1. **Movement Phase**- The player **bounces** their **Bunny** onto ONE card inside the **Field of Play**. The card must be adjacent to the player's card unless **Wrapping** around the **Field of Play**.
 - a. To enter the **Field of Play** a **Bunny** will **Bounce** onto one card in the **Bottom** row. Subsequent **Bounces** are at the player's discretion.
2. **Action Phase**- The player reveals the card underneath their **Bunny** and performs any related action called for by that card: Once the Action is complete this phase ends.
 - a. **Directional Shock**- there are 4 types of shock cards; LEFT, RIGHT, UP, and DOWN. Their direction is determined by the stripe of red on the side of the card. Upon revealing this card, the **Bunny Bounces** to the next adjacent card dictated by the **Directional Shock** card. At that point, the next card is revealed to the player and if additional action is indicated, player continues to do so until landing on a non-movement card.
 - i. **Directional Shock** cards can chain together to form multiple bounces across the grid. It is possible to **Wrap** around the **Field of Play**.
 - ii. Once that player is stopped, all **shock** cards are returned face-down.
 - b. **Swap**- Player **Swaps** two cards on the grid.
 - i. This can include **Carrot** cards.
 - ii. This does not include either **Bunny**.
 - iii. This card is left faceup for the duration of the game and can be reused by any **Bunny**.
 - c. **Stop**- This card ends the movement of the **Bunny** immediately and is turned facedown at the end of that player's turn.
 - d. **Bonus Shock**- Will replenish the player with one **Universal Shock** card.
 - i. Cannot exceed a maximum of 3.
 - ii. This card is left faceup after the player's turn and can be reused by any **Bunny**.
 - e. **Spy**- Allows player to view one unknown card on the **Field of Play**.
 - i. **Spy** card does not need to be revealed to all players
 - ii. Once the unknown card is viewed it is replaced face-down.
 - iii. The **Spy** card is left face up and can be used again by any **Bunny**.

- f. **Carrot**- Once landed upon, the **Carrot** card is removed and placed near that player.
 - i. This ends the player's **Action Phase**.
 - ii. First player to collect 3 **Carrot** cards is declared the winner.

3. **Shock Phase**- At the end of the turn, the player may choose to spend one **Universal Shock** card and **Bounce** the opponent's **Bunny** onto one card in any adjacent or **Wrap Around** direction. The opponent must then perform the action called for by that card before starting their turn.
 - a. The **Universal Shock** card is set aside and can not be used unless replenished by a **Bonus Shock** card.

The turn then moves to the other player and the game repeats, taking turns between players until one player has collected 3 **Carrots** and wins the game.

Special Moves

- If a player **Bounces** their **Bunny** onto a card occupied by another **Bunny** the second **Bunny** is then **Bounced** out of the **Field of Play**.
 - **Bouncing** a **Bunny** can only happen if both **Bunnies** are currently on the **Field of Play**.
 - A **Bounced Bunny** must re-enter from the **Bottom** of the **Field of Play**.
- **Wrapping Around** can occur if a player is located at the edge of the **Field of Play**. During the movement phase of the player's turn, the player can choose to **Wrap Around** the **Field of Play** and will arrive on the opposite end of the **Field of Play**.
 - This is similar to a Pac-Man style of movement.
 - Player can only move 1 space.
 - The **Bunny** will arrive on the opposite side of the **Field of Play** but remain in either the same row or column.
- Empty spaces (once **Carrots** are removed) are ignored and **Bunnies** can skip over these areas.
- If **Directional Shock** cards result in a **Bunny** becoming stuck in a loop of movement, that **Bunny** is **Bounced** off the **Field of Play**.
 - A **Bounced Bunny** must re-enter from the **Bottom** of the **Field of Play**.

The Win

The first player to collect 3 **Carrot** cards is declared the winner.