



Bunny Hop



Welcome to the Young family garden, where bunnies hop around looking for delicious food to eat. But beware of the dog, eager to chase them away.

Contents:

- 1 Harvest Basket
- 1 Cat
- 73 playing cards, including, 8 of each type of vegetable, 8 bunnies, 1 dog

Aim of the game: To get rid of your cards each round and be the player with the least points at the end of the game.

Set up: Remove all of the game pieces from the basket and replace the lid upside down to form the Harvest Basket for playing.

Place the Harvest Basket in the centre of the garden. (*Table or playing area*)

Place the cat on top of the basket.

Shuffle all of the cards and deal 7 to each player.

Place the remaining cards upside down in a pile beside the Harvest Basket.

Play: Gardeners (*players*) take turns at placing their ripe vegetables or animals onto the Harvest Basket.

Playing Cards: The gardener to the left of the dealer goes first by placing any vegetable card onto the Harvest Basket.

Play continues in a clockwise direction.

Only one card may be placed each turn.

Rules: A vegetable is ripe and may be placed onto the Harvest Basket if it has the

same number

1 number lower or

1 number higher

than the top card on the basket.

A Tomato card, number 1 or a bean card, number 8 may be played on a bunny.

A bunny may hop onto the basket to eat the vegetables if

there is another bunny,

black beans (number 8) or

a tomato (number 1)

at the top of the pile on the basket.



Can't play a card?

If you don't have a card that can be played **BUT** you have a bunny in your hand. You may pass one bunny to another gardener who still has cards in their hand and they don't have the cat in front of them. If the cat is in the basket, place it in front of you before passing the bunny.

If you don't have a bunny in your hand you may pick up a card from the pile. If this card is a **vegetable** and can be played, play it straight away. Otherwise place it in your hand.

OR

You may fold. Place your remaining cards upside down on the table in front of you. This will be the total you will score at the end of the round. Skip any remaining turns that round.

The DOG! If another gardener passes you a bunny card and you have the dog in your hand. The dog will chase away the bunnies. Immediately give the bunny back to that gardener, along with the dog card and all of the bunnies in your hand. The dog card can only be placed in the Harvest Basket if it is the last card in your hand.

The CAT! The cat protects you from receiving any bunnies, from other players, while it is in front of you.

1. If the cat is on the basket and you pass a bunny to another player, pick it up and place it in front of you. It will stay with you until your next turn.
2. If the cat is in front of you at the beginning of your turn, return it to the basket. You may not pick the the cat up again during this turn.

Play continues until one gardener places their last card onto the Harvest Basket, **OR** there are no cards left to pick up and all gardeners have played eligible cards from their hand, **OR** all gardeners have folded.

All gardeners place their remaining cards face up on the table in front of them.

Scoring: Add up the points on the table in front of you.

1 point for each vegetable eg. a corn card is worth 3 points

5 points for each bunny

5 points for the cat

10 points for the dog

Continue until four rounds have been played. Add the total of all rounds. The gardener with the least points is the winner.

1

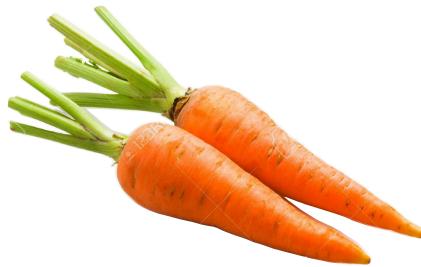


Tomato



1

2



Carrots

3



Corn cobs

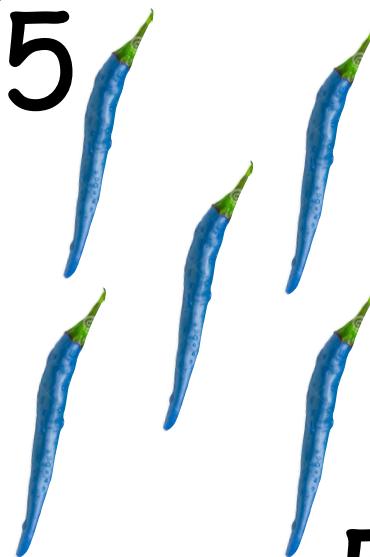
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Lettuces

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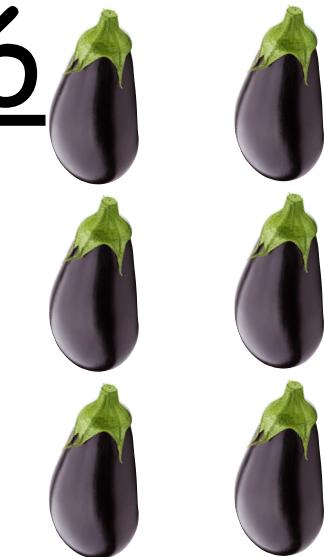
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Blue Peppers

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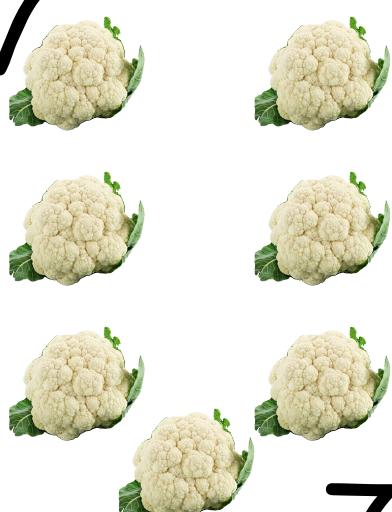
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Eggplant

6

7



Cauliflowers

7

8



Beans

8

Bunny







