

# BUNNY KINGDOM

BUNNY EXPRESS



**This rulebook describes the elements specific to this micro expansion, its setup, and its gameplay.**

*Bunny Kingdom: Bunny Express is compatible with Bunny Kingdom and its expansion Bunny Kingdom in the Sky.*

# Contents

- 1 Star token



- 1 Water Tower standee



- 1 Central Station tile



- 18 Track tokens



- 2 Station tokens



- 16 Exploration cards

- 1 Territory card
- 10 Building cards
- 5 Parchment cards



# Setup

1. **Set up the base game elements as normal**, except for the Exploration cards (see step 4 in the *Bunny Kingdom* rulebook).
2. **Shuffle the base game Exploration cards** and draw cards until you reveal a Territory card for the New World board. Then place the **Central Station** and **Water Tower standee**\* on the matching Territory. The **Central Station** replaces the effects of the covered Territory for this game. Return the revealed Territory card to the box and add the **Central Station** card to the Exploration deck instead. Return any other cards drawn to the Exploration pile.



\*The Water Tower standee makes it easier to locate the Central Station tile on the board.

## Central Station

The Central Station tile represents the start of the **Railroad**. When placing it during setup, you may turn it in any orientation, respecting the following rules:

- Tracks can **never** be placed over a Lava Flow.
- Tracks can run along the edge of the board.



3. Shuffle the new Exploration cards with the base game cards to make a deck, then place it face down near the New World board.
4. Randomly choose one of the players to become the **Sheriff**. They take the Star token (★) and place it in front of them (see page 9 for the Sheriff rules).


## Cards per Player

The number of cards dealt to each player is the same. Refer to the rulebooks:

- Page 6 for *Bunny Kingdom*
- Page 3 for the expansion *Bunny Kingdom in the Sky*



## Parchment cards

The 4 **Missions** and 1 **Treasure** (  ) in this expansion provide new strategic options. These cards function like the Parchment cards in the base game.



## Station tokens

The new **Station** tokens let you use the **Railroad** during the Harvest Phase. These tokens work like Buildings in the basic game, plus the following constraint:



You may place the **Station** tokens on a Territory you control **along the Railroad**. If none of your Territories are along the Railroad, you cannot place a **Station** this round.

**Note:** The **Central Station** tile has a Station token printed on it. When you take control of this tile, you also control this Station token. Like the other tokens in the game, you cannot construct a City or another token on top of this printed token.



## Railroad Buildings

**Bunny Express adds 1 new Building: Track tokens** (🚧). 🚧 tokens are used to extend the Railway on the New World board. When you play a *Switch* or *Railroad* card, place it face up in front of you and place as many 🚧 tokens on it as indicated at the top left of that card.






You may place these during the **Railroad Building** Phase. In addition to the placement restrictions in the basic game (see page 7 of the *Bunny Kingdom* rulebook), you must observe the following restrictions when placing 🚧 tokens:

You can only place your 🚧 tokens during this phase. Other Buildings are placed during the standard Construction phase that follows this phase.


🚧 can only be placed on the **New World** board.

🚧 must be placed between two spaces of any Territories on the board (regardless if they are empty, controlled by you, or controlled by another player) along the line, in any direction.




 must touch a  that was already played or a  on the **Central Station**.




 can never be placed on a **Lava Flow**.




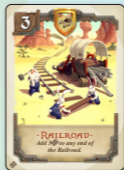
 can never create a loop.





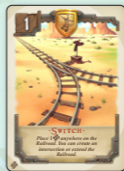
 must be placed between two spaces and not on a space. Therefore they do not prevent other Buildings (City or token) from being added to a Territory.




 on *Railroad* cards can only be placed at one of the ends of the **Railroad**.






 on *Switch* cards can be placed adjacent to any  on the **Railroad**.







You are never required to place a . You can leave them in front of you and place them during the next **Railroad Building** Phase.

## Sheriff



The player with the  token is the **Sheriff**. They earn  each round by placing **Track** tokens () on the New World board.



**At the beginning of each Construction Phase**, determine the new Sheriff as follows:

The player who played the most **Railroad Building** cards (*Switch* or *Railroad*) this round is named Sheriff. They take the  token and place it in front of them.

In case of tie, the  token passes to the left of the Sheriff involved in the tie.

## Order of Railroad Buildings

Starting with the player to the left of the Sheriff, players complete their Railroad Construction Phase in clockwise order. The Sheriff then scores 2  for each  they placed during this phase.

**At the end of the final round** (and before revealing Parchments), the player with the  token immediately scores 4  for each **Railroad Building** card they played this game.

## Harvest Phase

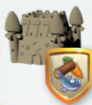
The **Railroad** is a new way to gain 🥕. From now on, resolve the Harvest Phase in this order.



A.



B.



C.

## A-Railroad

Gain 1 🥕 for each **Tower** on your Cities placed along the **Railroad** (adjacent to 1 or more 🚂). Each City only scores once, no matter how many 🚂 are adjacent to it.



$$= 1 \text{ 🥕 } \text{ 🐰 }$$

$$= 3 \text{ 🥕 } \text{ 🐰 }$$



## B-Station

Each player who controls at least 1 Station chooses another player. The **Station** scores 1 🥕 for each of the chosen player's Cities placed along the Railroad (the number of Towers does not matter). If you control multiple **Stations**, you must choose different players. If you control more **Stations** than opponents, you must choose each opponent as equally as possible.



***Example:** The Yellow player has a Station along the Railroad. They choose the Red player who has 2 Cities along the Railroad. The Yellow player scores 2 🥕.*

## C-Fief

Score 1 🥕 from your Fiefs normally (see page 8 in the *Bunny Kingdom* rulebook).



## GAME SUMMARY

### Round Overview

#### 1-Exploration Phase

A-Choose/Draft

B-Resolve

#### 2-Construction Phase

Choose the new Sheriff

A-Railroad Buildings

B-Other Buildings

#### 3-Harvest Phase

A-Railroad

B-Station

C-Fief

#### End of the Game

A.  =  $x$  

B. Reveal  
Parchments



## Credits

- Designer: **Richard Garfield**
- Illustrator: **Paul Mafayon**
- Project Manager: **Adrien Fenouillet**
- Development and Playtesting: **Adrien Fenouillet**
- Graphic Designer: **Charlie Metz**
- Proofreader: **Xavier Taverne**
- Translator: **Danni Loe**

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IELLO - 9, avenue des Érables Lot 341  
54180 Heillecourt, FRANCE

[www.iello.com](http://www.iello.com)

