

# Bunny Party at Maple Valley

## Rulebook

Learn to play by watching our how-to-play video!  
[EvansGames.com/BunnyParty](https://www.evansgames.com/BunnyParty)



### COMPONENTS



### WELCOME TO MAPLE VALLEY!

You've come to visit at a very special time - the Night Sky Party is approaching! This is a particularly important holiday for the bunnies of Maple Valley. Play as a bunny furiously trying to decorate for the party and have the honor of hosting. The first one to decorate their house with enough moon or star decorations starts the party and is the winner! Well... One of the winners! The winner's decorations will point to a lucky neighbor who gets to co-host the party and also wins the game.

### SETUP

Shuffle the character cards and deal out two to each player. Each player picks one character to play as by placing the card face-up in front of them and then returning the unused character card to the box. Note that each character has a special ability!

Shuffle the deck of cards (with the house on the back) and place them in the center of the table face-down along with the trade tokens and villager cards. Place the first player token in front of the player who hosted a party most recently. The game is ready to start!

1

### EXAMPLE SETUP

This is an example of the game set up for four players after the first Turn Start phase of the game (see next page).



2

### TURNS

Bunny Party at Maple Valley is played in a series of turns made up of the following phases:

#### Turn Start:

Each player draws two cards and gains a trade token. If it is the first turn of the game, each player draws an extra card. Then, shuffle the deck of villager cards and randomly set aside one villager, that villager cannot visit a player this turn (they are staying home today). Place the other five face-up where each player can see them.

Whenever more than one player needs to do something at the same time and an order isn't specified (drawing cards at the start of the turn for instance) do so in turn order starting with the first player and go clockwise.

#### Tidy a card

Each player must tidy exactly one card from their hand. To tidy a card, do one of the following:

-Place the card face-down **next** to the discard pile.

--or--

-Discard a trade token and place the card face-down in front of any other player.

After each player tidies a card, each player draws any cards tidied next to the discard pile and place them face-up onto the discard pile with a random card on top.



There are good and bad cards in the deck! You can give a beneficial card to help a neighbor or give a hindering card to a player that is close to winning.

3

## Villagers Visit

Each player has a villager visit them starting with the first player and going clockwise. To have a villager visit, pick any of the available villager cards in the middle of the table and place it in front of you, that villager is now unavailable to be picked by any other player this turn. Once each player has a villager visit them, it's time to play cards!



## Play Cards

Each player chooses and plays one card from their hand at a time, starting with the first player and going clockwise until there are no more cards left in any player's hand. There are two types of cards that can be played:

**Event cards:** When an event card is played, perform the actions described in the text box of the card and then discard the event card on the top of the discard pile.

In some cases when playing a card, you might do nothing for instance, if you play an event that instructs you to discard a trade token and you have no trade tokens, do nothing and discard the event card.



4



**Item cards:** To play an item card, place it in front of you. These cards either have a continuous effect or do something at a specific part of the turn.



## Trade

After all cards are played, players have the opportunity to trade. A player can trade an item in front of them with an item in front of another player if both players agree and they **each** spend a trade token. You can only make one trade with each player per turn, but may make multiple trades in a turn. Trading happens at the same time between all players.

When all players agree that there are no more trades, the trade phase ends.

Players may only trade one item for one item, may not give an item away for nothing in return, may not trade cards in hand and may not spend trade tokens for other players.

5

## Play Cards (again!)

Sometimes players manage to draw cards during the trade phase. If there are any players with cards in their hand after the trade phase ends, each player plays cards just like in the first 'Play Cards' phase of the turn.

## Party Start?

It's time to see if the party is ready to start! If a player starts the party, they win the game. If no player has at least 5 star or 5 moon decorations, the party is not ready to start and the game continues to the next phase. Otherwise, if a player has more star or more moon decorations than any other player has star or moon decorations (and has at least 5), that player starts the party! If there is a tie, the party is not ready to start and the game continues for another turn.

**Sharing Victory:** There is more than one winner in Bunny Party! (Unless, of course, a certain villager card says otherwise...) Star and moon decorations point to a player to your left or right (indicated by the arrow on the bottom). If you start the party, check which player the decoration that you have most of points to, that player also wins the game and gets to share the honor of hosting the Night Sky Party!

In the rare case that a player starts the party and has an equal number of star and moon decorations, use the most recently obtained decoration to determine who shares the victory.



6

If the deck of cards is ever empty, turn the discard pile face down and shuffle it to make a new deck of playing cards.

## Villagers Go Home

If the party is not ready to start yet, it's time for villagers to go home! Each villager that is visiting a player leaves and goes back to the center of the table (along with the villager set aside at the beginning of the turn). Then it's the end of the turn and time to start a new one. The player with the first player token passes it to the player on their left. Start a new turn from the Turn Start phase.



## THREE PLAYER GAME

If you have read this far and have four players, you are ready to start. Have fun decorating for the party! If you have three players, there is one additional rule:

Before starting the game, take the first player token and flip it like a coin. Note which decoration type that lands face-up (stars or moons). When playing the game, decorations of that type are kept upside-down when in front of each player. This will reverse which player the decoration points to for sharing victory and makes it so both decoration types point to the same player.

## CREDITS

Design - Evan Gibbs  
Art - Holly Fowler  
Emotional Support Dog - Scout

7

