

Ei Noon

Players: 3–5 • Age: 7+ • Playing time: 15 min.

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COMPONENTS

- 5 backpack cards • 1 nest card • 5 bunny cards
- 44 track cards • 5 wooden bunnies • 2 wooden hens



The base game works without the head of lettuce.

Use the QR code on the box or the link at the end of these rules to play with the lettuce.

OVERVIEW

You are Easter Bunny apprentices and after a clutch of eggs. Luckily, the guarding hens cannot have their eyes everywhere!

Whoever gathers the most eggs will be appointed Chief Easter Bunny for the coming season.

SET-UP

Each player takes 1 **backpack card**.

Place the **nest card** in the middle of the table.

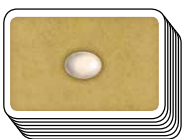
The **wooden bunnies** and **hens** are not assigned to individual players. Place them around the nest card. Take as many bunnies as players participate, and both of the hens. Distribute all of them randomly around the four sides of the nest, facing in a clockwise direction. Make sure the bunnies do not all stand together on one nest side.

Place the **bunny cards** with the matching colors for the wooden bunnies on the left and right side of the nest.

Example:



3-player game, with 2 hens, 3 bunnies and 3 matching bunny cards.



Shuffle the **track cards** and arrange them face-down in a stack.

In a **3-player game**, randomly sort out **8 track cards**.

In a **5-player game**, randomly sort out **4 track cards**.

Return these cards to the box.

GAMEPLAY

The oldest player starts as Chief Bunny.

He takes the track card stack.

Each round consists of **5 phases**:

1) Dealing track cards

The Chief Bunny deals each player 1 **face-down** track card.

2) Revealing track cards

Then he gives the command: “1, 2, go”:

Simultaneously each player flips his track card and leaves it face-up (visible to all) in front of him.

3) Grabbing bunny cards

Then every player quickly grabs 1 bunny card.

Whoever grabs first, gets the card and puts it next to his track card.

Example:

Anton



Birgit



Hubert



Each player now has 1 bunny card and 1 track card.

4) The Chief Bunny moves the animals

All animals move clockwise around the nest card. Each side of the nest card counts as one step, so the card is circled in four steps.

4a) Moving hens

The Chief Bunny first moves the hens. He counts the hen claws on **all** the players' track cards:



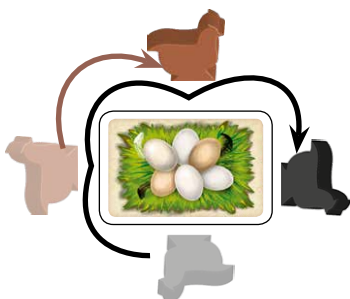
For each **black claw**, he moves the black wooden hen 1 step.



For each **brown claw**, he moves the brown wooden hen 1 step.



Example:



Hen **Black**: 3 steps

Hen **Brown**: 1 step

4b) Moving bunnies

Then the Chief moves the bunnies.



For each **bunny paw** assigned to a bunny card, he moves the wooden bunny of the matching color 1 step.

Example:

Anton

The **color** determines the bunny ...



... the **number of paws** determines the number of steps it moves.

Bunny **Blue**: 2 steps

Birgit

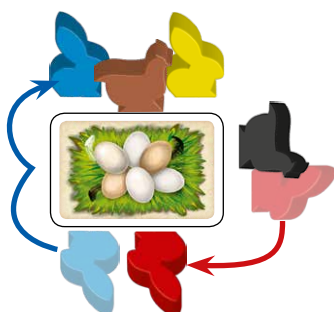


Bunny **Yellow**: Not moving

Hubert



Bunny **Red**: 1 step



5) Gathering eggs

If your bunny ends up on a side of the nest without a hen, meaning it is **unguarded**, you gain 1 egg (**Bunny Red** in the example above). Flip your track card on the egg side and push it under your backpack card.

If your bunny ends up on a side of the nest with a hen, meaning it is **guarded**, you get nothing (**Bunny Yellow** and **Blue** in the example above). Return your track card to the box.

New round

Return the bunny cards to the left and right side of the nest.

Rare case: If all bunnies are now standing together on the same side of the nest, move 2 random bunnies by 1 step.

The left neighbor of the former Chief Bunny becomes the new Chief Bunny. He gets the track card stack. A new round begins.

GAME END AND SCORING

The game ends once you have completely played through the stack of track cards.

The player who was able to gather the most eggs will be **Chief Easter Bunny** in the coming season. In case of a tie, you share this rewarding position.



www.igel-spiele.com/English/variants.html

