Crash Test Bunnies

**A rowdy race
for 2 to 4 players aged 8 and over**

Make way for the hot-wheeled bunnies! They speed through Bunnyville with screeching tires—speed to the left, to the right, or straight on. It's not easy to keep up with their ... uh ... hare-brained antics. Who can keep a cool head and collect the most bunny coins?

What's inside:

40 race cards
- 10 in each of the
4 colors ·····▶

4 power-up cards

1 bonus die

60 bunny coins

A·B·S

(ANTI-BANANA SYSTEM)
You can also safely drive over a banana skin with the turbo switched on. ...

Rocket

This is ignited as soon as the die is thrown! the player with the most bunny coins loses two bunny coins. ...

moses.

How to play:

Engage in a fast-paced race through the streets of Bunnyville with your race cards. During the race, you all play at the same time and try to get rid of your race cards as quickly as possible. There are **obstacles** to dodge and **bunny coins** to collect along the way. The game has **three stages**, each of which begins with a **warm-up lap** and ends with a **replay**. The player with the most bunny coins at the end wins.

How to set up the game:

Before you play for the first time, remove the bunny coins from the punch board. Each player takes **three bunny coins**. Place the remaining bunny coins in the middle of the table as a stockpile and position **the drawer** beside this. Arrange the four power-up cards face-up next to it, along with the bonus die. Each of you should grab **the ten race cards in your chosen color**. Hold your cards so that you can see the **car side**. Any spare cards can be removed from the game.

Warm-up lap:

The youngest player starts and places the "Starting player" power-up card in front of them. They then put **a race card of their choice in the drawer** with the **track side facing up**. This is now the first card in the race pile and shows you which way to go.

Race cards:

Car side   *Track side*

The rowdy race can now begin:

From now on, you **all play at the same time!** Take a look at the first card in the race pile and decide which way you want to go: to the left, to the right, or straight on (in the direction of the race cards). Find the appropriate car side among your race cards. You have four options:

Turn left   *Go straight on*   *Turn right*   *or*   *Use your Turbo**

** You can use the turbo later on, during the **replay**, to decide on one of the three directions.*

What's that on the road ahead—obstacle or goodie?

3 **Clear road:** You don't make any mistakes, but don't get anything for it either.

3 **Bunny coin:** Spotted a bunny coin? Then head towards it. You'll receive a bunny coin from the stockpile for it later on *(see Replay)*.

3 **Bonus die:** Seen a bonus die? Then head towards it. It will allow you to roll a bonus die later on *(see Replay / p. 5)*.

3 **Banana skin:** Can you see a banana skin? Then you'd better not use your turbo now! Why not? Just be patient—you'll find out why during the *replay*.

3 **Obstacles:** Always avoid the pretzel man, neanderthal, mouse, hedgehog, dinosaur, elephant, gorilla, grandma, penguin, barriers, and stones. Did you ram something? Then there will be a crash later on *(see Replay)*.

Do you have the car side to match?

Then quickly turn it over and throw it **on the race pile** with the **track side facing up**. Take a look at the card now at the top of the race pile and search again for a matching car side. Continue doing this until one of you runs out of race cards.

Note: *Race cards must always be played* **one at a time***. You cannot ever throw several race cards on the pile at once. Did two of you throw race cards on the race pile at almost exactly the same time? Then they must remain in the order in which they were played. And if the car side of a race card is showing? That's no problem—simply turn it over.*

Have you played your last race card? Then shout out "STOP." The race ends immediately and no one is allowed to play any more race cards! The fastest player after the **first stage** is awarded one bunny coin from the stockpile. The fastest player after the **second stage** earns **two bunny coins** and after the **third stage, three bunny coins**. Now the replay can begin.

Das Replay:

Now that the rowdy race has ended, check whether you played your cards correctly! The fastest player is in charge of the replay: they should remove the entire race pile from the drawer. Carefully turn the pile over without changing the order of the cards and place it on the table. The car side of the top card in the **race pile** is now visible. Turn the top card over and place it to the right of the race pile. This is the first card in the **replay pile**. It will show you the way to go.

Check together whether you took the right route. Go through each of the race cards in order. Always compare the top car side in the race pile with the top race card of the replay pile. The direction of the car side indicates in which direction **this player** is driving. And the track side on the replay pile shows what's happening in that direction.

Race pile   *Replay pile*

Example:
Red drove straight on here and can collect the bunny coin shown.

3 **Clear road:** Nothing happens—how boring!

3 **Bunny coin:** Ding! You just earned a bunny coin.
Take one from the stockpile.

3 **Bonus die:** Roll the bonus die once, then complete the action immediately *(see Power-ups / p. 5)*

3 **Obstacles:** Crash bang wallop! Have you hit an obstacle? Then return one bunny coin to the stockpile. If you don't have any bunny coins then nothing happens.

3 **Turbo with a banana skin:** Did you spot a banana skin on the racetrack but use your turbo anyway? Then return one bunny coin to the stockpile. If you don't have any bunny coins then nothing happens.

3 **Turbo with no banana skin:** Free choice! You can now decide which way your bunny should go.

Bonus die and power-ups:

A-B-S: Take the "A-B-S" power-up card and place it in front of you. This allows you to drive over a banana skin with your turbo on without crashing! Keep this power-up card until another player takes it away from you!

Net: Take the "Net" power-up card and place it in front of you. Has a **fellow player** crashed? Then they must give you their bunny coin instead of returning it to the stockpile. You then return the "Net" card to the middle! It is one-time-only.

Starting player: Take the "Starting player" power-up card and place it in front of you. As long as this card is in front of you, you'll start the next stage first. Keep this power-up card until another player takes it away from you!

Question mark: This is a wild card. Take either the **A-B-S, net, or starting player power-up card** and place it in front of you.

Rocket: Boom! You launched the mighty rocket. The player with the most bunny coins must immediately return two of their bunny coins to the stockpile. In the event of a tie, all players in the tie must surrender two bunny coins. The rocket always remains in the middle of the table and can be rolled again.

Bunny coin: You immediately receive one bunny coin from the stockpile.

Finished comparing the last card in the race pile?

Then the replay is now complete and the next stage can begin. Everyone gets their race cards back. Hold these so you can see the car sides again. The player with the "Starting player" power-up card starts the warm-up lap for the next stage. They must place a race card of their choice in the drawer, track side up. And so the rowdy race starts all over again …

End of the game:

The game ends after three stages! Completed the replay for the third stage? Then each one of you must now add up your bunny coins. The player with the "Starting player" power-up card automatically receives an extra half bunny coin. **The player with the most bunny coins wins.** If there is a tie, then you share the victory.

For even more of a race atmosphere:

As the fastest player, you have the honor of commentating the replay. Imagine it's a sports show on TV:

"Toot toot and off we go! Green is off in a flash and goes straight into the lead. We spot the pretzel man up ahead. A bunny coin flashes by on the left, but Red decides to go right. Hot in pursuit, Blue skillfully avoids hitting the granny, but there's an obstacle up ahead. Bang! Blue has unfortunately crashed and is now one bunny coin down!"