Devil Bunny
Hates the Earth

A Cheapass Board Game for 2-5 Players

Welcome to SweetWorks, a quiet and modern candy factory just a few miles outside Happyville.

Devil Bunny hates the Earth, and so has decided to unleash his fury upon it by manufacturing a brand of highly unsatisfying saltwater taffy.

That this plan will probably never succeed goes without saying. But if it does, it could spell the end of civilization as we know it.

You and your friends are the taffy machines. You have a simple plan to foil Devil Bunny. You will lure dozens of harmless and unsuspecting squirrels into SweetWorks and, with them, destroy yourselves.

Exactly as anyone in your place would do.

How to Play:

You will need the 2-piece **board** from this package, these **rules**, and a few other components. You need to find a **Pawn** for each player, one 6-sided **die**, and about 50 **counters** to represent the squirrels. You will also need one distinct counter to represent **Devil Bunny**.

The board represents a factory made of platforms connected by pipes. Each platform (except the players' Machines) can hold an unlimited number of squirrels.

To Begin: Each player chooses one Machine and places his Pawn there. Your Pawn will never move.

Devil Bunny starts in his office, which is the center platform of the board.

Choose a random player to go first. Thereafter, play will proceed to the left.

On Each Turn: Roll the die. If you roll a number between 1 and 5, you will do the following:

Add a Squirrel: You may add a new squirrel to that numbered platform, and be done with your turn. If that platform is empty, this is your only option.

Move Squirrels: If there is at least one counter on the platform ("counters" can mean either a squirrel or Devil Bunny) you may pick up all of the counters on that platform and move them as described below. If you choose to move counters, you must move all of them.

Moving Counters: Choose any path leading away from the platform and distribute the counters one at a time on the platforms along that path. You can visit the same space twice, but you can not double back.

For example, if you picked up four counters on window 1, you could distribute them as follows: One to the office, one to window 2, one on the platform between windows 2 and 1, and the last one back on window 1.

Scoring: If you drop a squirrel on any player's Machine (usually this will be your own), that player takes the counter off the board and keeps it. The number of squirrels you catch determines your score, and the first player to collect five squirrels wins.

Repairing: If you put Devil Bunny on any player's Machine, Devil Bunny *fixes* that machine. Take two squirrels away from that player (or one squirrel, if that player has only one) and release them into the wild.

After he fixes a machine, Devil Bunny always returns to his office. If he stops anywhere else, Devil Bunny always stays where he lands.

Rolling a 6: If you roll a 6, you will move all the counters from any platform on the board. (This is not limited to the numbered platforms.) The rules for moving them are the same as above.

Winning: You win as soon as you collect 6 squirrels. At this point, you become irreparably damaged and Devil Bunny abandons all hope of ever filling the world with unsatisfying taffy.

Variations: You can change the numbers for a shorter or longer game. Try varying the target score by a point or two, or try making Devil Bunny's repairs more effective.

One entertaining variant requires that Devil Bunny **discover** a broken machine in order to end the game. Once you've saved up six squirrels, you must bring Devil Bunny to your machine to win.

If you liked this game, you might like its predecessor, **Devil Bunny Needs a Ham.** You're sous-chefs racing to climb a very tall building, and Devil Bunny is callously knocking you down.

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