

Devil Bunny Needs a Ham

Two-Counter Version:

Players: 3-5

Time: 30 minutes and up

You Need: Two 6-sided **dice**, two **counters** for each player, and a **Master Pawn** to represent Devil Bunny.



Three-Counter Version:

Players: 2-3

Time: 20 minutes or so

You Need: Three 6-sided **dice**, three **counters** for each player, and a **Master Pawn** to represent Devil Bunny.



Story: You are a cadre of wily sous-chefs, trying to scale a very tall building. Devil Bunny is enthusiastically preventing you from reaching the top because he needs a ham, and because he erroneously believes that this will help him.

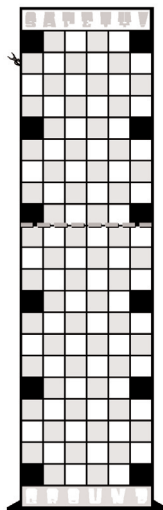
To Begin: Everyone's counters (their "climbers") start on the Ground. The objective is to climb to the roof of the building, marked "Safety!" Devil Bunny starts on the space beside the Devil Bunny icon. He will move quasi-randomly, as described later.

How you Move: Roll all the dice (two or three, depending on which version you are playing). If you roll any "6's" Devil Bunny moves right away. You will then use the rest of your dice to move your counters, as follows:

- You can move diagonally or horizontally, but not straight up and down.
- Each full move must be in a straight line.
- You do not have to use the entire die.
- You can use each die to move a different counter, or combine several dice to move a single counter more than once.
- You can't move through other players, or through Devil Bunny.
- You can't move into the black squares, because you fear them.

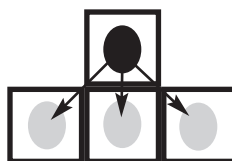
How Devil Bunny Moves: When you roll a "6," Devil Bunny jumps. Put Devil Bunny on the highest climber on the building, knocking that climber down.

If there are two climbers on the same level, Devil Bunny pounces on the one furthest to the left. If there are no climbers on the building yet, Devil Bunny doesn't move. If you roll more than one "6," Devil Bunny moves extra times. After Devil Bunny is done moving, you may use the rest of your dice to move normally.



Getting Knocked Off: When Devil Bunny pounces on someone, that climber falls straight down until he hits another climber, or until he hits the Ground. If he hits someone, he is "caught." If he hits the Ground, he might be killed. (See "The Line of Death.")

Catching Someone: If someone hits you from directly overhead, you will catch them. The catching player puts the fallen climber in any legal space beneath him, as shown in the diagram below. The choice of placement is up to the catcher. If the counter gets placed on another climber, **that** player catches it, and hands it down again.



Catching Someone:

Put the climber you catch on one of the three spaces below you.

Dropping Someone: Sorry, you can't drop someone. That would be unsportsmanlike. Instead, make sure not to stop directly beneath them, so you won't have to catch them.

The Line of Death: If you fall to the Ground without being caught, you might live, and you might die. Falling from **below** the Line of Death won't hurt; you'll just start back on the Ground. However, an unbroken fall from **above** the Line of Death will remove a climber from the game.

Scoring: As climbers reach the top, put them in order on the letters of the word "Safety!" You get points based on the letters you cover; i.e., the first counter out earns 23 points, the next earns 19, and so forth. Counters beyond the seventh earn no points at all. Once every climber is either safe, pointless, or dead, total up your score and play again!

Variations: If you think the board feels a little cramped, that's the point. But for a change of pace, try the "no fear" version, in which you can move on the black squares.

If you would like a lot more blood and chaos, have Devil Bunny jump onto the topmost climber in a random column, instead of taking his normal move.

You can also experiment with cheese, although it is primarily intended as a healthy snack.

Watch for more cheap, cheap, cheap little Devil Bunny games from **Cheapass Games**. We make great little games without the parts, and sell 'em for next to nothing!

Devil Bunny Needs a Ham was designed by James Ernest, with help from E. Jordan Bojar and Toivo Rovainen.

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