BAMBOO RAMBOO

Fruity. Furry. Deadly.

Story

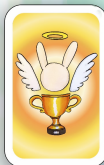Welcome to the world of **Bamboo Ramboo**!

Bamboo pandas lived in peace together, growing delicious fruits. But one day···

The Angel Bunnies attacked! They blasted the fruits and took the land··· to grow carrots!

Pandas unite! Fight a juicy battle!

Pandas   Angel Bunnies   deck cards

Starting setup

Shuffle the 3 piles of cards and place them as shown. Having the playmat helps.

There's a space for summoning Angel Bunnies and a space for the deck's discard pile.

Starting the game

1. Deal <u>1 panda card</u> to each player (Face-up).

2. Each player gets <u>4 hand cards</u> from the deck (Face-down).

3. The youngest player may start the game.

Basics

Panda & Fruity weapons

Players take up the role of pandas. They each have their own symbols to gain attack points.

Here we have **Boom Master**! They gain points as follows:

◆◆ = 1 point

🟩🟩🟩🟩 = 4 points

🔴🔴🔴 = 2 points

This means that for every 2 ◆ he gains 1 attack point, and so on.

So, imagine that this player plays the following fruit cards:

Then **Boom Master** gains 1 + 4 + 2 = **7 attack points**! *(Excess symbols don't count)*

The wild card

Imagine another panda named Wiz Boo. He has a different set of symbols to gain points.

This player plays the following cards:

Here's where the *'wild card'* comes in with 4 🌟 which allows the player to choose their own symbols. With this card, they may choose ◆🟩🟩🔴 for example.

The player will then have 3 ◆, 8 🟩, and 5 🔴. This adds up to 2 + 4 + 4 = **10 points**!

Plus and minus cards

Bamboo Ramboo also features **plus** and **minus** cards. These cards directly give or subtract points without counting the symbols. In this example, CocoNOTjob gets $3 + 3 = 6$ **points**.

Let's say in another example, **CocoNOTjob** plays the following **fruit** and **plus** cards. But another player plays a **minus** card on them. The score is then $2 + 3 + 3 - 2 = 6$ **points**.

Special rule!

Bamboo Ramboo features a unique, special rule for **plus** and **minus** cards that changes this whole game. We know that if we play **plus** on ourselves, we gain points. If we play **minus** on others, they lose points.
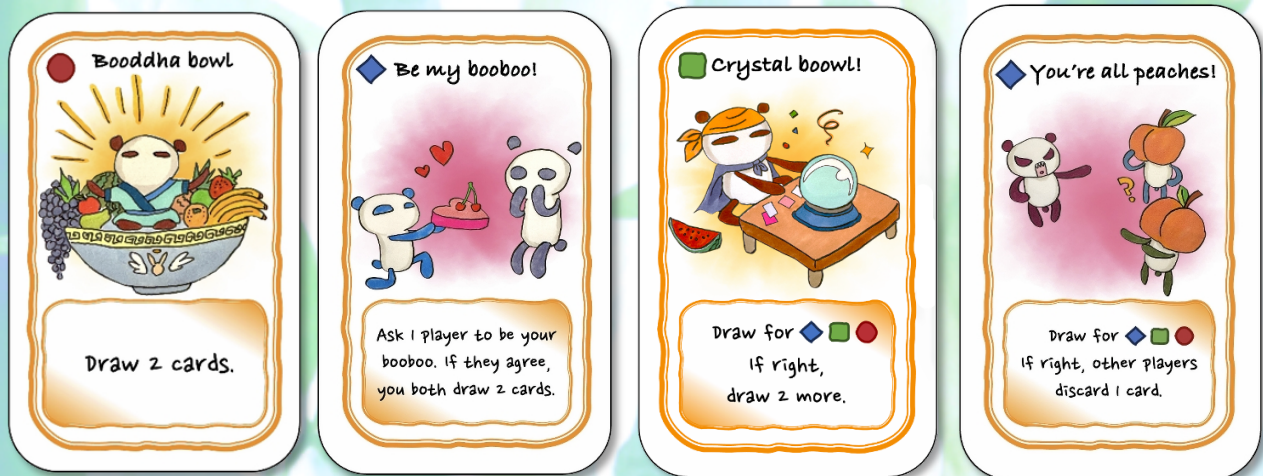
    The special rule is:

o   If **player A** plays a **plus** card on **player B**, **player B** <u>gains points</u>; **A** may <u>draw 2 cards.</u>

o   If **player A** plays a **minus** card on **themself**, **player A** <u>loses points</u>; **A** may <u>draw 2 cards.</u>

Effect cards

Bamboo Ramboo also features **effect** cards. These effects apply immediately and the card then goes to the discard pile. Here are some examples:

Booddha bowl
Draw 2 cards.

Be my booboo!
Ask 1 player to be your booboo. If they agree, you both draw 2 cards.

Crystal boowl!
Draw for ◆ ▢ ●
If right, draw 2 more.

You're all peaches!
Draw for ◆ ▢ ●
If right, other players discard 1 card.

Booddha bowl allows the player to draw 2 cards. **Be my booboo** allows the player to ask another player to be their booboo. If the other player agrees, both players draw 2 cards. These are examples of peaceful and cooperative effect cards.

Symbols

- o   Some **effect** cards and **Angel Bunnies** have the "Draw for ◆ ▢ ●" effects.
- o   If a player draws for ◆ ▢ ●, they first guess the symbol and then draw a card from the deck. If they guess correctly, the effect applies immediately.
- o   Players may always keep the drawn card.

Important: Fruit cards feature one or more symbols at the bottom:

Boo 'n arroo

Pomegra...NADE

Still life

- o   So, if a player guesses ◆ or ▢ and draws **Boo 'n Arroo** then they are right. If they have guessed ● then they were wrong but they may still keep the card.

o If they guess 🔷 or 🟩 and draw **Pomegra...NADE** then they are wrong. But they may still keep this card. If they have guessed 🔴, they would've been right.

o If a player draws a 'wild card' with 💥 then they are always right.

Important: All non-fruit cards have a small symbol in the corner 🔷🟩🔴. The only purpose for these symbols is for the 'Draw for 🔷🟩🔴' effects.

Gameplay

Each round consists of 3 phases: (1) Prep, (2) Summoning, and (3) Battle phase.

1. Prep phase

1. Draw 1 card from the deck.

2. Play as many cards as you wish. You may choose not to play any cards.

    a. Play **fruit** cards in front of you.

    b. Play **plus** or **minus** cards in front of yourself or others.

    c. **Effect** cards apply immediately and go to the discard pile.

3. End the turn.

    o Say 'I end the turn', or

    o Say 'I summon an Angel Bunny' to enter the *Summoning phase*.

The hand card limit is 7 at any time. If a player gains more cards, they will have to choose which card(s) to discard.

Use the counters to keep track of the attack points.

If at any point the deck runs out, shuffle the discard pile back into the deck.

2. Summoning phase

At the end of a player's turn, they may decide to summon an Angel Bunny.

1.   The summoning player gets **+3** attack points.

2.   After the summoning, all other players may still play 1 turn.

*Note: The summoning player does **not** get to play another turn in this round.*

After the last player's turn, an Angel Bunny appears.

1.   Draw the first Angel Bunny from the top of the Bunny pile.

2.   Apply the effect of the Angel Bunny.

3. Battle phase

Add up the attack points of all players.

A.   If the total points are more than the hit points (HP), the Bunny is defeated.

   o   The player with the highest attack wins the Angel Bunny prize.

B.   If the total points are less than the HP, players enter *sudden death*!

   o   Starting with the summoning player, players take turns to draw cards. And must play them immediately.

   o   Drawn **effect** cards *don't take effect* and go to the discard pile.

   o   Players draw until they have added enough points to defeat the Bunny.

   o   The player with the highest attack wins the Angel Bunny prize.

Ending the round

After one of the players wins the Bunny prize:

1.   Remove all table cards to the discard pile.

2.   All players keep their hand cards.

3.   Players may draw 1 new panda and decide to switch or not.

   o   If they switch, place the old panda at the bottom of the panda pile.

4.   The winner of the round decides who starts the next round.

Winning the game

The first player to collect 3 Angel Bunny prizes wins the game!

Summoning more Angel Bunnies
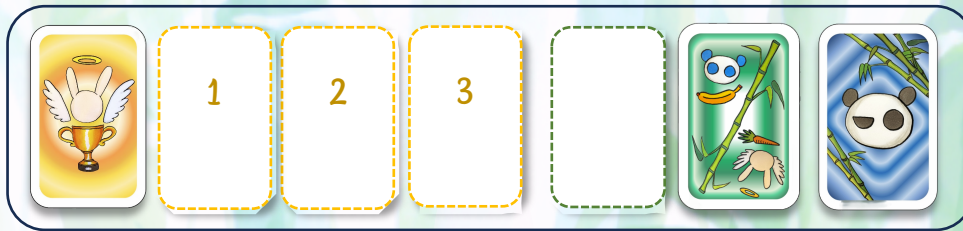
| 2 — 3 players: | Only 1 Angel Bunny can be summoned. |

| 4 — 5 players: | At least 1 Angel Bunny appears. For every player with 11 points or more, another Angel Bunny joins the fight! |

o   Maximum: 2 Angel Bunnies

| 6 — 8 players: | Same as above. |

o   Maximum: 3 Angel Bunnies

If 2 or more Angel Bunnies are summoned:

1.   Reveal the Angel Bunnies one by one.
2.   Their effects apply in order and are independent of each other.
3.   After resolving the effect of one Bunny, reveal the next.

The panda's attack points need to be higher than the HP of the Bunnies.

A.   If the attack is higher than the HP, then the Angel Bunnies are defeated.

   a.   The player with the <u>highest attack</u> gets the highest HP Bunny.
   b.   Then award the player with the second highest attack, and so on.

B.   If the attack is lower than the HP, then players enter *sudden death*.

   a.   Players take turns to draw cards to gain attack points.
   b.   Again, **effect** cards don't apply and go to the discard pile.
   c.   Players continue until the Bunnies are defeated.

If more players receive their 3rd Bunny in the same round, the player with the highest total Bunny HP wins the game.