**BUNNY HOP HINTS**

**REMEMBER THE HOPPERS**
Try to remember where you place your bunnies that do not hop. When you roll your own color, you can press down on one that hops and collect it!

**TAKE AND TRADE**
If all the hopping bunnies of a color you need are already taken, collect colors that your opponents need. The other players will be more likely to trade with you for a color you need.

**SWITCHEROO**
Check out the other players’ bunnies to see who is close to winning the game. On a trade, switch bunnies with that player, giving a color he or she doesn’t need.

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**2-PLAYER BUNNY HOP**

Each player chooses 2 colors and places the bunnies for both colors in the Carrot Patch. Play is the same, except a player can press either of his or her farmers during the game.

**3-PLAYER BUNNY HOP**

Each player chooses a color and places his or her bunnies in the Carrot Patch. The bunnies of the remaining color are randomly placed in the Carrot Patch. That farmer is not pressed during the game.
WHAT’S HAPPENING AT THE CARROT PATCH?

The farmers are in a frenzy! Bunnies are hopping and hiding in the Carrot Patch, eating all the veggies. Help the farmers catch these funny bunnies in a memory game of bunny “hide and seek.” Be the first player to collect at least one bunny of each color (red, blue, yellow, and green) and you win!

GETTING READY TO PLAY

1. Select a color (red, blue, yellow, or green).
   Take your five matching bunnies and your farmer.
2. Place the Carrot Patch in the middle of the table. Sit close to your color corner.
3. Look on the bottoms of your bunnies.

Three bunnies have colored pins. These bunnies do hop!
Two bunnies have black pins. These bunnies do not hop!

4. Place your bunnies in the matching color holes in the Carrot Patch. Try to remember where you place your hopping bunnies.

DON’T PUSH THE BUNNIES INTO THE HOLES.
Lightly put each bunny in place. You should be able to see a bit of the bunny’s color when it is correctly placed.

CORRECT
INCORRECT

HOW TO PLAY BUNNY HOP

Players take turns rolling the die, pushing down a matching colored bunny, and collecting the bunny if it hops into the air.

IF YOU ROLL A SOLID COLOR

1. Choose a matching bunny in the Carrot Patch and push it down.
2. Now push down on your farmer.
   • If the bunny hops out of its hole, keep it.
   • If the bunny doesn’t hop, the bunny stays in the Carrot Patch.

IF YOU ROLL THE MULTI-COLORED SIDE

Choose any bunny in the Carrot Patch and collect it.
   • You do not have to push it down to see if it hops.
   • This is the only way to collect bunnies that don’t hop (the ones with the black pins).

IF YOU ROLL THE TRADE

Trade one of your bunnies with any other player.
   • You choose which bunnies will be traded–your bunny and the other player’s bunny.
   • You can trade bunnies of the same color.
   • A trade must be made on this turn.
   • If you roll the arrow and you don’t have any bunnies, roll again.

WINNING THE GAME

“I WIN!” The first player to collect at least one bunny of each color (red, blue, yellow, and green) is the winner.