

### HOW TO PRINT

Pages 2-7 are the fronts, pages 8-13 are the corresponding backs.

In this edition, the Panda Law cards are not double sided, because many Print + Play people won't print the card backs. Also, feel free to use tokens instead of printing the Bamboo cards. Enjoy!

### GOAL

Collect five bamboo before your opponents! Adorable Pandas will help you do this.

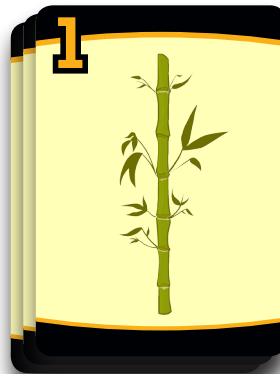
### SETUP

Place the Panda Law cards, Bamboo cards, and Red Panda next to the Draw Deck of 40 Panda cards. Shuffle the Draw Deck and deal four cards to each player. Pick a start player, who chooses which Panda Law starts out in effect. Tuck the other Panda Law card underneath it.



#### PANDA LAW

This tells which types of pandas are currently "Adorable". Each has five of the ten possible numbers on it.



#### BAMBOO

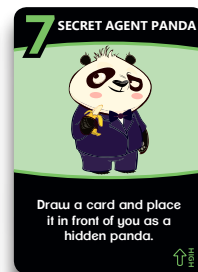
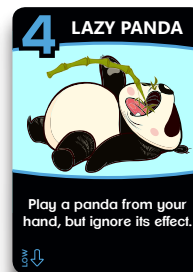
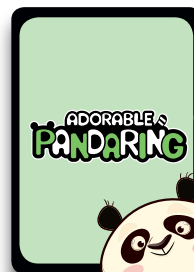
Bamboo is how you win! When you collect bamboo, take it from the center, or flip over a 1-bamboo you already have to become 2-bamboo.



#### RED PANDA

If there are four or more Adorable Pandas in play at the start of any turn, the Red Panda will award bamboo!

Pandas are numbered 1-10, some of which are Adorable at the moment according to the current Panda Law. Each player will have a hand of Panda cards, and will be playing pandas in front of them. Some will be hidden! Hidden pandas never count as Adorable while they are face down.



### GAMEPLAY

On your turn, you must do each of the following:

- 1) Check if there are enough Adorable Pandas for the Red Panda.
- 2) Hide a Panda from your hand. Place it face down in front of you, ignoring the text on the card.
- 3) Play a Panda from your hand. Place it face up in front of you, and then perform the effect on the card.
- 4) Draw back up to a hand of four cards.

### ★ SCORING ★

- 1) All hidden pandas are revealed.
- 2) All players with two or more adorable pandas gain a bamboo.
- 3) The player(s) with the most adorable pandas gain a second bamboo.
- 4) Check Banana Pandas.
- 5) All adorable pandas are shuffled into the deck. Other pandas remain in play.
- 6) The current player chooses a new Panda Law, and returns the Red Panda card to the middle.

### RED PANDA SCORING

If there are four or more Adorable Pandas in play at the start of your turn, take the Red Panda card. Perform the Scoring steps on the back of it, also displayed below. Note that step 4 refers to the effect on the Banana Panda card, which triggers during scoring. Also, during step 6, the current player must choose a different Panda Law than is currently in play.

### WINNING

If you have five bamboo, you win! If multiple players reach five bamboo during the same Red Panda phase, they all win together.

### FOUR/FIVE PLAYER GAMES

In a four player game, you trigger the Red Panda when five or more Adorable Pandas are in play at the start of your turn. In a five player game, Red Panda requires six Adorable Pandas.

### FAQs

**What happens if I can't do the effect on a Panda when I play it?**

Do as much as you can. For example, after playing a Dancing Panda, only players who have a hidden Panda pass one.

**What happens if the deck runs out of cards?**

If the deck runs out of cards, the current player immediately takes the Red Panda and a scoring round happens, then the turn continues where it left off.

**How does the Banana Panda work?**

After bamboo is awarded during a scoring phase, if there are at least three Banana Pandas in play, each player who has one gets a bonus bamboo. If this happens, the Banana Pandas are all shuffled in to the deck.

**Can I look at my own hidden Pandas?**

Yes, you can peek at (and say things about!) your hidden Pandas at any time.

Playtesters: Johnpaul Adams, Matt Nowland, Erin Quandt, Rob Seater, Julia Urquhart

(c) 2015 Asmadi Games

For more information, visit us at <http://AsmadiGames.com/>

# 1 SAD PANDA



If any opponent has two more bamboo than you, gain a bamboo.



# 2 MISCHIEVOUS PANDA



Steal a hidden panda, then reveal it.



# 3 TWIN PANDAS



Choose any panda in play. Copy its effect. (You cannot copy a Banana Panda.)



# 4 LAZY PANDA



Play a panda from your hand, but ignore its effect.



# 5 BANANA PANDA



If there are three or more Banana Pandas in play during scoring, shuffle them into the deck. Players gain a bamboo for each Banana Panda they had.



# 6 MAD SCIENTIST PANDA



Pick a number and reveal an opponent's hidden panda. If it matches your guess, gain a bamboo.



# 7 SECRET AGENT PANDA



Draw a card and place it in front of you as a hidden panda.



# 8 CAT PANDA



Change the current Panda Law.

(This does not trigger a Red Panda.)



# 9 DANCING PANDA



Trade all your pandas for another player's pandas, including hidden pandas.



# 1 SAD PANDA



If any opponent has two more bamboo than you, gain a bamboo.



# 2 MISCHIEVOUS PANDA



Steal a hidden panda, then reveal it.



# 3 TWIN PANDAS



Choose any panda in play. Copy its effect.  
(You cannot copy a Banana Panda.)



# 4 LAZY PANDA



Play a panda from your hand, but ignore its effect.



# 5 BANANA PANDA



If there are three or more Banana Pandas in play during scoring, shuffle them into the deck. Players gain a bamboo for each Banana Panda they had.



# 6 MAD SCIENTIST PANDA



Pick a number and reveal an opponent's hidden panda.  
If it matches your guess, gain a bamboo.



# 7 SECRET AGENT PANDA



Draw a card and place it in front of you as a hidden panda.



# 8 CAT PANDA



Change the current Panda Law.

(This does not trigger a Red Panda.)



# 9 DANCING PANDA



Trade all your pandas for another player's pandas, including hidden pandas.



# 1 SAD PANDA



If any opponent has two more bamboo than you, gain a bamboo.



# 2 MISCHIEVOUS PANDA



Steal a hidden panda, then reveal it.



# 3 TWIN PANDAS



Choose any panda in play. Copy its effect. (You cannot copy a Banana Panda.)



# 4 LAZY PANDA



Play a panda from your hand, but ignore its effect.



# 5 BANANA PANDA



If there are three or more Banana Pandas in play during scoring, shuffle them into the deck. Players gain a bamboo for each Banana Panda they had.



# 6 MAD SCIENTIST PANDA



Pick a number and reveal an opponent's hidden panda. If it matches your guess, gain a bamboo.



# 7 SECRET AGENT PANDA



Draw a card and place it in front of you as a hidden panda.



# 8 CAT PANDA



Change the current Panda Law.

(This does not trigger a Red Panda.)



# 9 DANCING PANDA



Trade all your pandas for another player's pandas, including hidden pandas.





# 1 SAD PANDA



If any opponent has two more bamboo than you, gain a bamboo.



# 2 MISCHIEVOUS PANDA



Steal a hidden panda, then reveal it.



# 3 TWIN PANDAS



Choose any panda in play. Copy its effect. (You cannot copy a Banana Panda.)



# 4 LAZY PANDA



Play a panda from your hand, but ignore its effect.



# 5 BANANA PANDA



If there are three or more Banana Pandas in play during scoring, shuffle them into the deck. Players gain a bamboo for each Banana Panda they had.



# 6 MAD SCIENTIST PANDA



Pick a number and reveal an opponent's hidden panda. If it matches your guess, gain a bamboo.



# 7 SECRET AGENT PANDA



Draw a card and place it in front of you as a hidden panda.



# 8 CAT PANDA



Change the current Panda Law.

(This does not trigger a Red Panda.)



# 9 DANCING PANDA



Trade all your pandas for another player's pandas, including hidden pandas.



10 PARTY PANDA



All hidden pandas are immediately revealed.



10 PARTY PANDA



All hidden pandas are immediately revealed.



10 PARTY PANDA



All hidden pandas are immediately revealed.



10 PARTY PANDA



All hidden pandas are immediately revealed.



★ RED PANDA



AT THE START OF ANY PLAYER'S TURN

If there are 4+ adorable pandas in play, you must take the Red Panda and flip it over. Follow the scoring instructions on the back!

PANDA LAW



1 3 5 7 9

ODD PANDAS ARE ADORABLE

PANDA LAW



6 7 8 9 10

HIGH PANDAS ARE ADORABLE

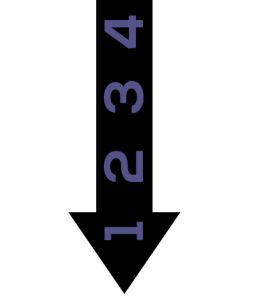
PANDA LAW



2 4 6 8 10

EVEN PANDAS ARE ADORABLE

PANDA LAW



1 2 3 4 5

LOW PANDAS ARE ADORABLE

1



1



1



1



1



1



1



1



1





ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



ADORABLE'S  
**PANDARING**



## ★ SCORING ★

- 1) All hidden pandas are revealed.
- 2) All players with two or more adorable pandas gain a bamboo.
- 3) The player(s) with the most adorable pandas gain a second bamboo.
- 4) Check Banana Pandas.
- 5) All adorable pandas are shuffled into the deck. Other pandas remain in play.
- 6) The current player chooses a new Panda Law, and returns the Red Panda card to the middle.



2



2



2



2



2



2



2



2



2

