



ADORABLE PANDARING

RULEBOOK

WELCOME TO ADORABLE PANDARING!

3-5 Players, 10-15 Minutes

Created by Chris Cieslik

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 (for your number of players) next to the Draw Deck of 40 Panda cards. Shuffle the Draw Deck and deal and deal a four card hand to each player. Pick a start player, who chooses which Panda Law starts out in effect. Hide 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 pile, or flip over a 1-bamboo you already have to become a 2-bamboo.



RED PANDA

If there are enough Adorable Pandas in play at the start of any turn, the Red Panda will award bamboo! He is the coolest panda.

Panda cards 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 (face-down)! Hidden pandas never count as Adorable until they are revealed.

GAMEPLAY

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

- 1) Check if there are enough Adorable Pandas for the Red Panda to award bamboo. If there are, perform a scoring round before continuing with your turn.
- 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.

GAME END

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



RED PANDA SCORING

If there are enough 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.

★ 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 different Panda Law, and returns the Red Panda card to the middle.

FAQs

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

Do as much as you can, and skip the rest.

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.

SCORING EXAMPLE



In this 3p game, there are 4 adorable pandas showing! The Red Panda awards bamboo! A scoring round happens.



After revealing pandas, Billy and Curtis get 1 bamboo. Curtis then gets a second bamboo for having the most pandas that are adorable.

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