



## GAME RULES



1-4



30'



8+



# INTRODUCTION

Inspired by Asian folklore, in Moon Bunny, players take on the role of bunny alchemists. Lead your bunny assistants through the lunar landscape, collect rare Asian herbs, and organize them in your Workshop to brew the ultimate elixir of life. The bunny who can gift this elixir to the world, spreading the most health and happiness, earns the prestigious title of Master Bunny Alchemist on the Moon!



**Designers' note:** Moon Bunny was inspired by our love for bunnies and the folklore stories of the Mid-Autumn Festival (or the Moon Festival). It's a favorite of ours, celebrated by gazing at the full moon while enjoying mooncakes and lighting lanterns. We hope Moon Bunny ignites your curiosity about the culture or brings a touch of nostalgia. Happy gaming!

For those who have the Deluxe Edition of "Steam Up: A Feast of Dim Sum," we've included a special Easter egg: look for the Moon Bunny in the illustrated insert.

## THE FOLKLORE STORIES OF THE MOON RABBIT

The Moon Rabbit, also known as the Jade Rabbit, is part of many fascinating East Asian tales. It is a mythical creature, said to live on the moon. This is based on pareidolia, where people see shapes like a rabbit in the moon's dark markings.

Most of the Moon Rabbit's stories involve a moon goddess named Chang'e, whom the Moon Rabbit assists by pounding herbs to make the elixir of life. Some tales also suggest that the rabbit creates mooncakes or rice cakes.

Another popular tale involves a hungry old man who wishes to be fed and asks three animals for help. The fox catches a fish, the monkey picks some fruits, while the rabbit selflessly sacrifices itself by throwing its own body into the fire, offering its flesh as food. This noble act earns the rabbit the title of the Moon Bunny, to be praised and respected for its altruism.



# COMPONENTS



1 Moon board  
(double-sided)



1 Lounge board



108 Herb/Recipe tiles  
(double-sided)



8 Bunnies  
(2 each of jade, gold, fire, and twilight)



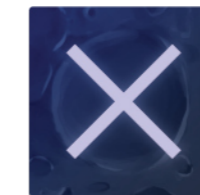
4 Bunnies workshops



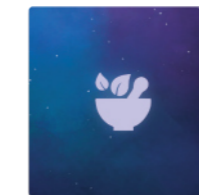
12 Scrolls



20 Mooncakes



14 Crater tiles



2 Recipe  
Placement tiles



1 First player marker



29 Solo cards  
(16 Letters, 13 Numbers)



4 Reference cards

# TABLE OF CONTENTS

- Components ..... 3
- Setup & Overview ..... 4
- On Your Turn ..... 6
  - Move Bunny ..... 6
  - Place Tile ..... 7
  - Refill Empty Space ..... 8
- Optional Actions ..... 8
  - Spend a Mooncake ..... 8
  - Use Scroll ..... 8
  - Place Tile (From Storage) ... 8
- Game End & Scoring ..... 9
- Appendix ..... 10
- Solo Mode ..... 12







# SETUP

Place the following items in the center of the table:

- 1 Moon board:** Choose the correct side for your player count by looking at the number of 🐰 icons in the upper left corner of the board.
  - i** Shuffle all Herb/Recipe tiles. For a 1-2 player game, randomly return 18 tiles to the box. Then, place a tile on each space of the Moon board as follows:
 



Place tiles Herb-side up on each blank space.



Place tiles Recipe-side up on each space with the Recipe symbol.
  - ii** Give 2 Recipes to each player. If there is a ♦ at the bottom right-hand corner of the Recipe, exchange it for a new Recipe.
- 2 Recipe stack:** Form a Recipe stack with the indicated number of tiles, Recipe-side up, and place it in a public supply in reach of all players:
 

1-2 Players: 12 Recipes   3 Players: 16 Recipes   4 Players: 18 Recipes
- 3 Herb stack:** Shuffle the indicated number of Crater and Recipe Placement tiles into the remaining tiles, then form an Herb stack, Herb-side up, and place it near the Recipe stack. Return the remaining Crater and Recipe Placement tiles to the box.

	Craters	Recipe Placement Tiles
1-2 Players	8	1
3 Players	12	2
4 Players	14	2

- 4 Lounge board:** Shuffle the Scrolls and place 4 Scrolls (for 1-2 players) or 6 Scrolls (for 3-4 players) on the Lounge board, ability-side up. Return the remaining Scrolls to the box.
- 5** Place the mooncakes 🥮 in the public supply in reach of all players.



**Mooncakes** are traditional Chinese pastries enjoyed during the Mid-Autumn Festival (中秋節). This harvest-focused celebration is linked to the ancient custom of moon watching, with mooncakes being cherished as delicious treats. The round shape of mooncakes

symbolizes the full moon, representing unity and completeness. These pastries serve as heartfelt gestures of love and togetherness among friends and family during the festival celebrations.

- A Player setup:** Each player takes a workshop board, the 2 bunnies matching their board's color, and a reference card.
- B** Each player places their bunny with the 🏠 icon on the Lounge board.
- C** Give the first player marker to the person who most recently visited the moon.
- D** Starting from this player and going clockwise, each player chooses 1 of the 2 Recipes from **ii**, places it onto the Lounge board, and places the other Recipe in the Storage area of their workshop board.



*TIP: We recommend that players first understand the game rules, then choose which Recipe to place on the Lounge board and Storage area.*

- E** Each player places their 🐰 Hopping Bunny on the tile at the corner closest to their workshop on the Moon board.

## OVERVIEW

Moon Bunny is played in rounds. During a round, each player takes one turn, starting with the first player and going clockwise. On your turn, move your Bunny and bring the Herb or Recipe it landed on back to your workshop board. Optimize points by matching the public and private Recipes. The game ends when either the Herb stack or Recipe stack is empty; players complete the current round, play one more round, and compare scores. The player with the most points wins.





# ON YOUR TURN

## On your turn:

- 1 Move Bunny
- 2 Place tile
- 3 Refill empty space

## Optional:

- A Spend Mooncake
- B Use Scroll
- C Place tile (from Storage)

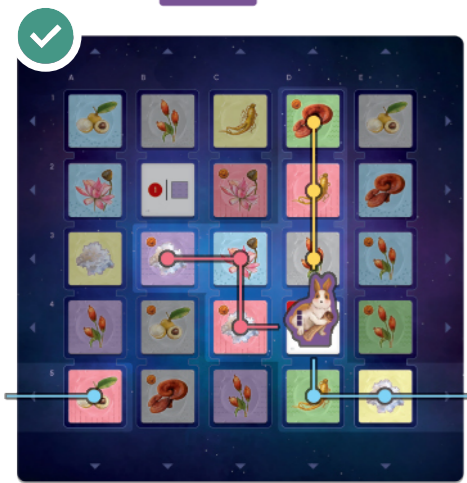
## Bonus Turn:

Take another turn when a Recipe is surrounded by Herbs in your Workshop.

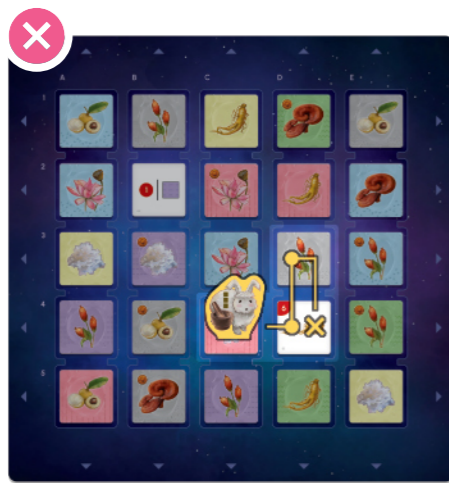


### The ■■■ Hopping Bunny

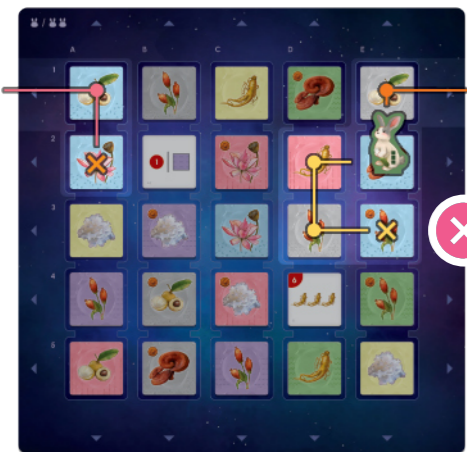
This bunny hops **exactly** 3 tiles orthogonally in any direction. It cannot hop back onto a space it just hopped off of and it can **never** end its movement adjacent to its starting space.



Correct Hopping Bunny movements.



A hopping bunny cannot backtrack.



A hopping bunny cannot end on a space that is adjacent to its starting position.

**Example 1:** It cannot end on the blue Goji Berry tile as that is adjacent to its starting position.

**Example 2:** Since the moon is round, the blue Lotus Flower tile is also considered adjacent to its starting position.

## 1 MOVE BUNNY

Each player has **two** bunnies, though only one can be on the Moon at a time. When moving:

- A Bunnies cannot move into or through spaces with another bunny.
- B Bunnies that move off the board will reappear on the other side (because the Moon is round!).

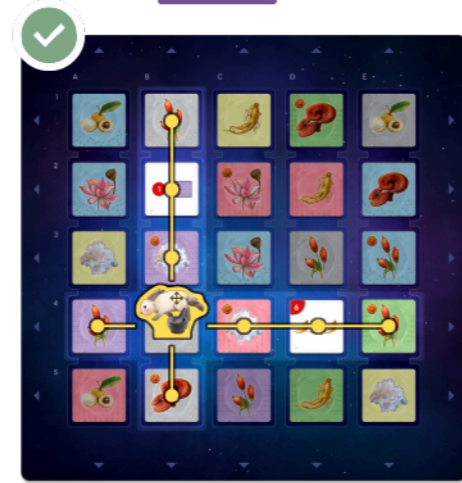
**TIP:** On your turn, before you move your bunny, you may spend a Mooncake (from your Workshop, not Storage) to swap your bunny on the Moon with your bunny on the Lounge board. See "Spend Mooncake" on page 8.

**Adjacency:** In Moon Bunny, spaces/tiles are adjacent when they are orthogonally connected (up, down, left, or right), but not when they are diagonally connected.

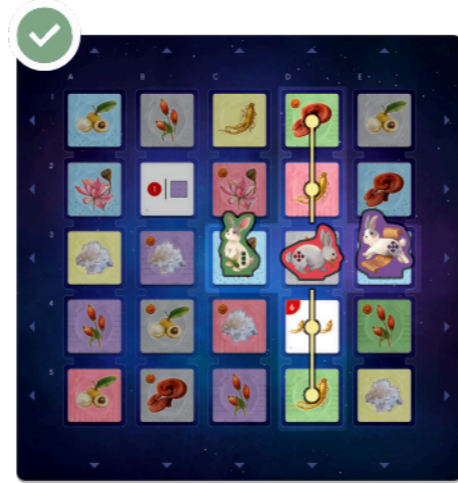


### The ⇄ Dashing Bunny

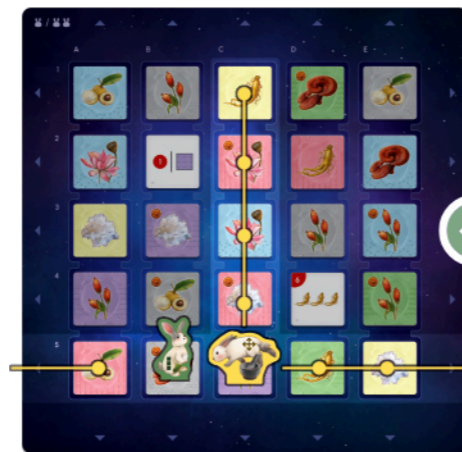
This bunny moves in one orthogonal direction, as many spaces as desired.



The **gold bunny** can end its movement on any tiles along the lines, including the adjacent tiles.



The **fire bunny** is blocked by other bunnies on both its left and its right. Since it cannot move through other bunnies, it can only dash up and down to land on any tiles along the **yellow** line.



The **gold bunny** can land on any tiles along the **yellow** lines. Although its left side is blocked by the **jade bunny**, it can dash around the Moon and land on tiles on the far side.

## 2 PLACE TILE

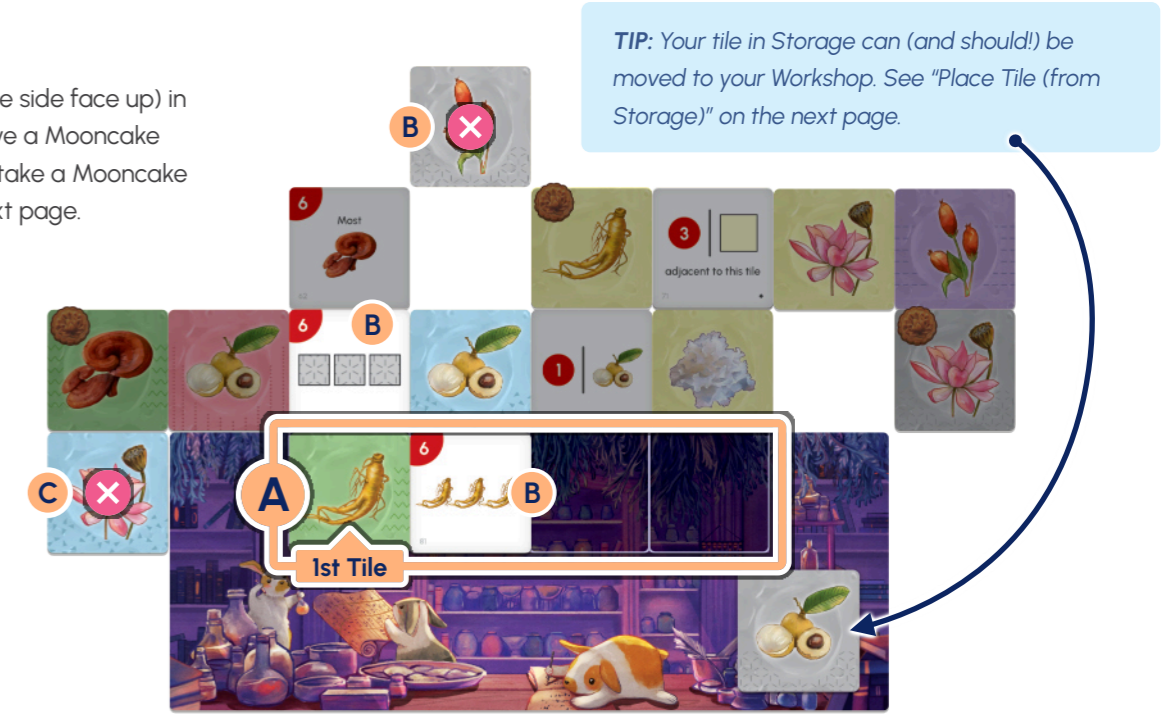
After moving your bunny, take the tile it ended on and place that tile (same side face up) in your Workshop or Storage (maximum of 1 in Storage). Some Herb tiles have a Mooncake symbol in the top left corner. When you place a tile with that symbol, take a Mooncake from the supply and place it on the tile. See "Spend Mooncake" on the next page.

Tiles placed in your Workshop must follow these rules:

- A Your first tile must be placed in one of the four starting spaces.
- B Subsequent tiles must be placed adjacent to previously placed tiles (at least one side touching).
- C Tiles must be placed above the workshop board or in one of the four spaces on the board.

Place carefully because once placed, tiles usually cannot be moved!

**TIP:** There is a Scroll that allows limited adjustment of tiles in your Workshop. See "Use Scroll" on the next page.



## TILES

Each tile has 2 sides, either Herb or Recipe. Tiles can never be flipped.



### Herbs

There are six types of Herbs and each Herb can be one of six Colors.

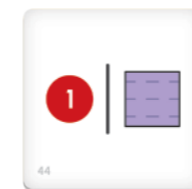
See "Appendix" on page 10.

### Recipes

Evaluate Recipes at the end of the game to see which ones you have completed. See "Recipe Reference" on page 10.



Recipes with points in the **top left** corner are **scored only once** no matter how many times the condition is satisfied.



Recipes with points in the **middle** are **scored for each time** the condition is satisfied.

### Private Recipes:

Recipes placed in your Workshop can only be satisfied by your tiles.

### Public Recipes:

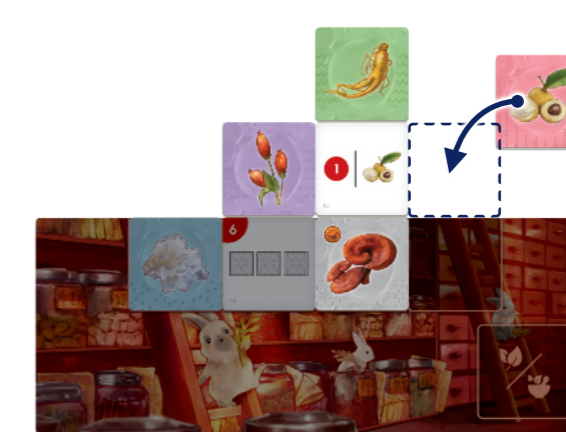
Recipes on the Lounge board can be satisfied by any player.

## BONUS TURN: SURROUNDING A RECIPE WITH HERBS

If placing a tile causes a Recipe to be surrounded by Herbs on all possible sides, take a bonus turn after you complete your current turn. Repeat if another Recipe becomes surrounded by Herbs.

Placing a fourth Herb to surround a Recipe with Herbs gives you a bonus turn.

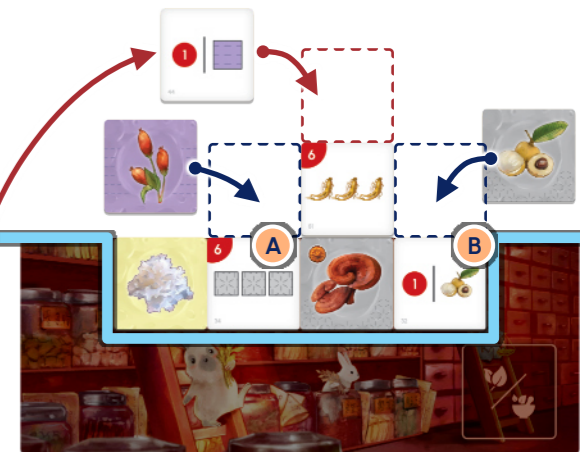
Placing an Herb that surrounds two Recipes at once gives you two bonus turns.



Any placement that surrounds a Recipe on all possible sides gives you a bonus turn.

- A This Recipe is surrounded by Herbs because you cannot place tiles below it.
- B This Recipe is surrounded by Herbs because you cannot place tiles below or to the right.

**IMPORTANT:** Placing a tile that causes a Recipe to be surrounded with both Recipes and Herbs (or just Recipes) does NOT give a bonus turn.





### 3 REFILL EMPTY SPACE

A space on the Moon is empty when it has nothing on it, neither tile nor bunny. At the end of each turn, including bonus turns, refill the empty space with the top tile from either the Herb stack or Recipe stack, according to the type of space. The Herb stack also contains these special tiles:



#### Crater Tile

When a Crater tile is placed on a space on the Moon, it means Herbs are no longer available there. Bunnies can move through this space, but they cannot end their movement on a Crater.



#### Recipe Placement Tile

When a Recipe Placement tile is placed on a space on the Moon, it immediately is considered a new, empty Recipe space. Place the top tile from the Recipe stack on top of this tile. A space with nothing on it except for a Recipe Placement tile is considered an empty Recipe space.

### OPTIONAL: SPEND A MOONCAKE

During your turn, you can spend Mooncakes in your Workshop, returning them to the supply, to do one of the following:

- A Purchase a Scroll:** Spend 1 Mooncake to purchase 1 Scroll. Each player can only do this once per round. See "Use Scroll" on this page.

**IMPORTANT:** You cannot purchase more than one Scroll per round, even if you take bonus turns.

- B Swap Bunny Type:** Spend 1 Mooncake to swap your bunny on the Moon with your other bunny resting on the Lounge board.

**TIP:** At the end of the game, each uneaten Mooncake in your Workshop is worth 1 point.

**IMPORTANT:** A Mooncake on a tile in Storage cannot be spent, and is not worth any points.

### OPTIONAL: PLACE TILE (FROM STORAGE)



If you have a tile in Storage, at any time during your turn you may take that tile and place it into your Workshop (along with its Mooncake, if any), following the usual rules.

**TIP:** While a tile is in Storage, it is not active and is never considered during scoring, whether it is a Recipe, Herb, or even if it has a Mooncake. Be sure to move the tile into your Workshop to activate it before the end of the game!

### OPTIONAL: USE SCROLL

After you purchase a Scroll, you can use it immediately or can save it to use later that turn or on one of your future turns. Place Scrolls near your workshop board. Each Scroll can only be used once per game—flip it to its blank side after it is used.

Scrolls that move your bunny can be used before or after (not during) its regular movement and must obey all movement rules, e.g. hopping bunnies still cannot end movement adjacent to their starting space. Place only one tile per turn after all regular and scroll-based movement is complete.

There are 6 types of Scrolls.



Move your Bunny one space orthogonally.



Replace a Recipe on the Moon with the top Recipe from the Recipe stack. The replaced Recipe is removed from the game.



Swap the positions of two Herbs in your Workshop.



Move your Bunny one space diagonally.



Replace an Herb on the Moon with the top Herb from the Herb stack. The replaced Herb is removed from the game.



Swap the positions of two Herbs on the Moon.

**IMPORTANT:** Scrolls are not refilled after they are purchased from the Lounge board, so get them before they are gone!

## GAME END & SCORING

The end of the game is triggered when either the Herb stack or Recipe stack is empty. Complete the current round, then play an additional final round, and count points:

- Score points for your private (your Workshop) and all public (Lounge board) Recipes.
  - For private Recipes, if the player who has the Recipe is tied for most/least, they score full points.
  - For public Recipes, tied players each score full points.
- Score 1 point per uneaten Mooncake (Mooncakes in your Workshop, not Storage).

**IMPORTANT:** Each Herb can be counted for each Recipe, but only once per Recipe.

The player with the most points wins and becomes the Master Bunny Alchemist, gifting the ultimate elixir of life to the world! If there is a tie, the player with the fewest number of Herbs in their Workshop (not Storage) wins. If there is still a tie, the tied players share the victory.

### Scoring Example

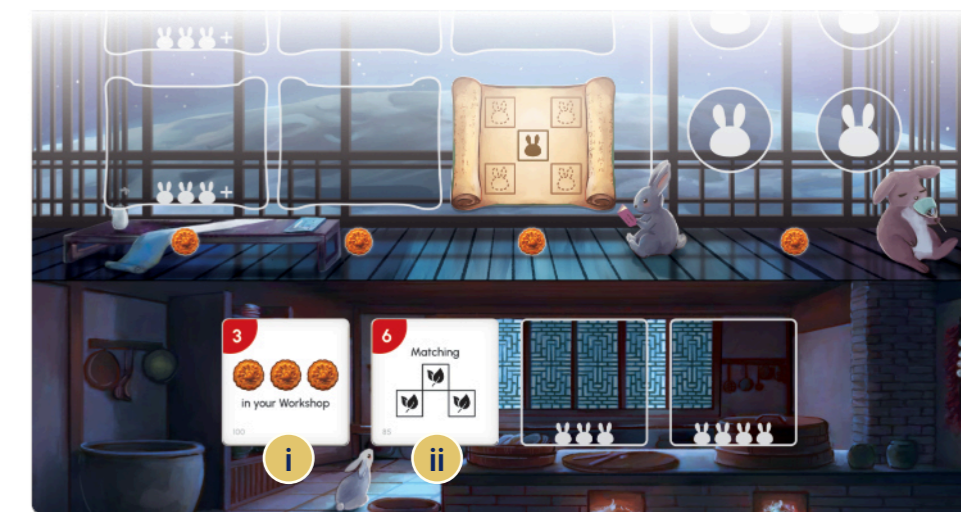
#### Private Recipes:

- A** 0 points with 1 Lingzhi Mushroom while the opponent has 3.
- B** 6 points with at least 3 green tiles.
- C** 6 points with 3 Longan. The Longan in the Storage does not count.
- D** 3 points with 3 Longan.
- E** 9 points with 3 yellow tiles adjacent to the Recipe.
- F** 6 points with both players having 1 Snow Fungus in their Workshop.

#### Public Recipes:

- i** 0 points with only 2 uneaten Mooncakes remaining in the Workshop. 2 Mooncakes were spent, and the Mooncake in storage does not count.
- ii** 6 points with at least 3 diagonally connected Longan.
- Uneaten Mooncakes:** 2 points with 2 uneaten Mooncakes

**TOTAL POINTS: 38**



#### Private Recipes:

- A** 6 points with 1 green tile.
- B** 4 points with 4 purple tiles.
- C** 5 points with at least 3 purple tiles in a row.
- D** 6 points with 3 Ginseng while the opponent has 2.
- E** 8 points with 4 types of Herbs while the opponent has all 6 types.
- F** 9 points with 3 pairs of Herbs: 1 pair each of Longan, Ginseng, and Lingzhi Mushroom.

#### Public Recipes:

- i** 0 points with 2 uneaten Mooncakes in the Workshop. 1 Mooncake was spent.
- ii** 0 points with only 2 diagonally connected Lingzhi Mushroom.
- Uneaten Mooncakes:** 2 points with 2 uneaten Mooncakes

**TOTAL POINTS: 40**





# APPENDIX

## HERBS

There are 6 different herbs in this game.



**Lingzhi (Reishi) Mushroom:** Also known as the "mushroom of immortality" in ancient days, it features a shiny, reddish-brown or dark-colored cap, often in a fan-like shape.

🍷 Boosts the immune system, alleviates depression, and decreases fatigue.



**Ginseng:** A light-tan, forked root with a long stem. It often looks like a human body, with stringy shoots resembling arms and legs.

🍷 Increases energy levels, improves cognitive function, and potentially reduces inflammation.



**Lotus Flower:** A plant whose flowers have large, round petals, often in white or pink, surrounding a central seed pod.

🍷 High levels of minerals, protein, and fatty acids.



**Goji Berries:** Small, oval-shaped, orange-red colored berries. When fresh, they are soft and juicy, while dried ones have a chewy texture.

🍷 High in vitamins and minerals that boost the immune system.



**Longan (Dragon's Eye):** A sweet and juicy tropical fruit which grows in clusters on trees.

🍷 Promotes restful sleep and decreases anxiety.



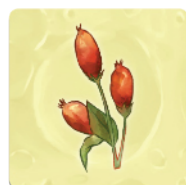
**Snow Fungus:** A white, translucent, gelatinous fungus.

🍷 Rich in fiber, aids digestion, beneficial for skin hydration.

**Did you know?** These six herbs are commonly used in traditional Chinese medicine but are also often added to soups, dishes, and desserts to improve flavor and add health benefits.

## COLORS

Each herb has 6 different colors.



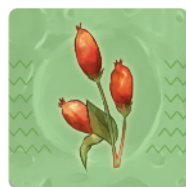
Yellow  
(No pattern)



Light Blue  
(Triangles)



Purple  
(Horizontal dashed lines)



Green  
(Zig-zag lines)



Grey  
(Cube pattern)



Pink  
(Vertical dotted lines)

**TIP:** Each Color also has a specific pattern to help differentiate it from the others.

## RECIPE REFERENCE

**1** Score [X] points for each tile you have with this [Herb/Color].

**3** Score [X] points for each tile you have with this [Herb/Color] adjacent to this Recipe.

**6** **Most** Score [X] points if you have the most tiles with this [Herb/Color] among all players.

**6** **Fewest** Score [X] points if you have the fewest tiles with this [Herb/Color] among all players. 0 is a number.

**8** **Fewest** Score [X] points if you have the fewest Recipes among all players, including this one.

**6** **Most types** Score [X] points if you have the most types of [Herb/Color] among all players.

**8** **Fewest types** Score [X] points if you have the fewest types of [Herb/Color] among all players.

**12** **Exactly 2 types** Score [X] points if you have exactly 2 types of [Herb/Color].

**6** **Exactly 3 types** Score [X] points if you have exactly 3 types of [Herbs/Colors].

**Adjacency:** In Moon Bunny, spaces/tiles are adjacent when they are orthogonally connected (up, down, left, or right), but not when they are diagonally connected.

**5** **Missing** Score [X] points for each type of [Herb/Color] that you do NOT have in your Workshop.

**2** Find your largest set of **orthogonally** connected tiles of any one [Herb/Color]. Score [X] points for each tile in this set. If there is a tie, score only one set.

**2** Score 2 points for each Mooncake tile adjacent to this Recipe. They can be any [Herb/Color].

**2** Find your largest set of orthogonally connected Mooncake tiles. The [Herbs/Colors] do not need to match. Score 2 points for each tile in this set. If there is a tie, score only one set.

**6** **3 different** Score [X] points if you have at least 3 tiles with different [Herbs/Colors] adjacent to this Recipe.

**4** **Matching** Score [X] points for each trio of tiles you have with the same [Herb/Color]. Multiple trios of the same [Herb/Color] are allowed. Each tile can only be part of one trio. The tiles in a trio do not need to be connected.

**3** **Matching** Score [X] points for each pair of tiles you have with the same [Herb/Color]. Multiple pairs of the same [Herb/Color] are allowed. Each tile can only be part of one pair. The tiles in a pair do not need to be connected.

**6** **3 matching in one column** Score [X] points if you have at least 3 tiles with matching [Herbs/Colors] in one column (vertical). The tiles do not need to be adjacent, but must be in the same column.

**6** Score [X] points if you have at least 3 tiles with this [Herb/Color]. They do not need to be connected.

**2** Find your largest set of diagonally connected tiles of any one [Herb/Color]. Score [X] points for each tile in this set. If there is a tie, score only one set.

**3** Score 3 points if you have at least 3 uneaten Mooncakes at the end of the game. These are in addition to the regular points for uneaten Mooncakes.

**6** **In one column** Score 6 points if you have at least 3 Mooncake tiles in a column (vertical). The tiles do not need to be adjacent, but must be in the same column. The [Herbs/Colors] do not need to match.

**8** **4 different** Score [X] points if you have 4 tiles with different [Herbs/Colors] adjacent to this Recipe.

**10** **5 pairs of matching** Score [X] points if you have at least 5 pairs of tiles with the same [Herb/Color]. Multiple pairs of the same [Herb/Color] are allowed. Each tile can only be part of one pair. The tiles in a pair do not need to be connected.

**5** **Matching** Score [X] points if you have at least 3 tiles with matching [Herbs/Colors] in one row (horizontal). The tiles do not need to be adjacent, but must be in the same row.

**5** **4 different Herbs in one column** Score [X] points if you have at least 4 tiles with different [Herbs/Colors] in one column (vertical). The tiles do not need to be adjacent, but must be in the same column. They do not need to match the example on the tile.

**4** Score [X] points for each set of 6 tiles you have with different [Herbs/Colors]. They do not need to be connected.

**2** **you have the most of** Find which [Herb/Color] you have the most of. Score [X] points for each tile of this [Herb/Color]. If there is a tie, score only one [Herb/Color].

**3** Score 3 points for each pair of Mooncake tiles you have. They can be any [Herb/Color]. Each tile can only be part of one pair. The tiles in a pair do not need to be connected.

**6** Score 6 points if you have at least 3 Mooncake tiles that are diagonally connected. The [Herbs/Colors] do not need to match. They do not need to match the pattern on the tile.

**6** **Matching** Score [X] points if you have at least 3 tiles of one [Herb/Color] that are diagonally connected. They do not need to match the pattern on the tile.

**\*** **Matching Colors adjacent to this tile** Consider the [Herb/Color] tiles adjacent to this Recipe (must have at least one). Score 1 point if no [Herbs/Colors] match. Score 4 points if only 2 match (or if there are 2 pairs), 6 points if 3 match, and 10 points if all 4 match.

**12** **Have all types** Score 12 points if you have all 6 types of Herbs and all 6 Colors. They do not need to be connected. Each tile can be considered for both Herbs and Colors.

**5** **4 different Colors in one row** Score [X] points if you have at least 4 tiles with different [Herbs/Colors] in one row (horizontal). The tiles do not need to be adjacent, but must be in the same row. They do not need to match the example on the tile.



# SOLO MODE

With years of experience under your fur, you complain to Chang'e, your guardian, that the alchemy has become too easy. Chang'e smiles and suggests that you need a new challenge. Your whiskers twitch as you prepare for her alchemical test!

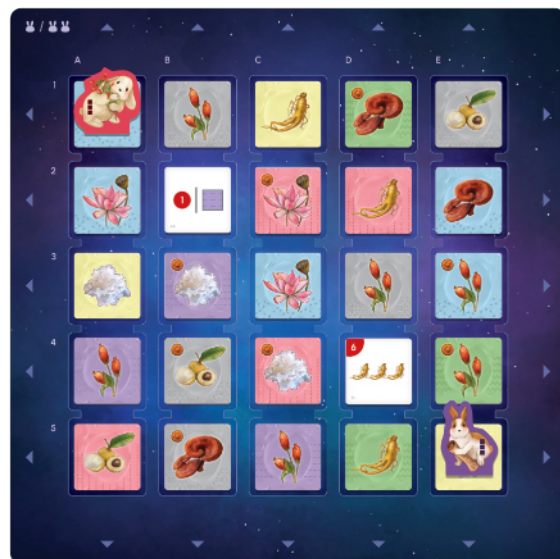
**Chang'e (嫦娥)** is the enchanting Moon Goddess who resides with the Moon Bunny in the ethereal Moon Palace. Many of her tales are mythical and often intertwine with those of her husband, Hou Yi (后羿), the greatest archer, as well as the legendary folklore of the Ten Suns.

## SETUP

Follow the same setup as a 2-player game, with the following changes:



- ① After taking 2 Recipes during setup (for the solo mode, you can keep Recipes with a ♦), place 1 in Storage and return the other to the box. Do not place any Recipes on the Lounge board.
- ② Give yourself the first player marker.
- ③ Assign an unused bunny to Chang'e and place it near the Moon board.
- ④ Shuffle the 16 Letter and 13 Number cards to form their own respective decks, then place both decks face down nearby.



**TIP:** Chang'e does not score points, but her tiles compete with yours for Recipes that count most/fewest, so keep an eye on her collection!

## CHANGES IN GAMEPLAY

Each round you will take a normal turn, followed by Chang'e. When it is Chang'e's turn:

Reveal the top card from both the Letter and Number deck, and move Chang'e's bunny to the designated space.

If the space is already occupied by your bunny or a Crater tile, reveal another Number card and move the bunny to the new space instead.

In the rare case that the bunny cannot land on any spaces in that column, reveal another Letter card instead and move the bunny to the new space.

Take the tile it lands on and set it aside for Chang'e. Refill the empty space as normal. Discard all revealed cards to their respective discard piles.

The game ends as usual—when either the Herb or Recipe stack is empty, finish the round, play one more round, then count points.

## SPECIAL SYMBOL CARDS

Chang'e has some cards with special symbols:



### Play Again

This type of card is only found in the Letter deck. When it is revealed, set it aside and reveal the next Letter card. At the end of Chang'e's turn, if there are 1 or more Play Again cards set aside, discard one and Chang'e takes a bonus turn. Repeat until all Play Again cards are discarded.



### Shuffle

This type of card is found in both the Letter and Number decks. When it is revealed, shuffle all the cards of that type to form that deck again, including that Shuffle card, the discard pile, and any revealed cards (exception: do not shuffle set aside Play Again cards). Then reveal a new card from this shuffled deck.

## SCORING

0-39 points	Novice Bunny alchemist
40-59 points	Intermediate Bunny alchemist
60-74 points	Expert Bunny alchemist
75+ points	Master Bunny alchemist

## SOLO VARIANTS

Now that you have completed a solo game, how about another challenge with these variants:

- ① Play the game without Scrolls.
- ② Play the game with only the ■■■ Hopping Bunny.
- ③ Challenge yourself by combining ① and ②.

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