

Coney

A game designed by Giampaolo Razzino, for 2-4 players, ages 12+

In Coney you play the role of a rabbit farmer!

Each player must set up their own rabbit farm by placing rabbit cards in a 3x3 grid according to the unique placement rules on the cards themselves.

At the end of the game, you will gain Victory Points (VP) shown on the top right of each rabbit card in your farm. You will also get VP for each card with end-of-game bonuses, Store icons, and remaining extra resources, but you might also gain malus points, which will be subtracted from your final score. The farmer with the most points wins!

Components

72 Unique Rabbit Cards
(18 Males, 48 Females, and 6 Wild)
1 Rulebook

24 Hay Tokens
24 Carrot Tokens
24 Pellet Tokens



Setup

1. Shuffle all Rabbit cards to form the draw pile and place it, face down, in the center of the play area.
2. Place all resources, sorted by type, in the center of the play area, where all players can reach them, to form the general supply.
3. Deal 1 resource of each type 🌾 🥕 🥬 to each player.
4. Deal 5 cards to each player. Each player chooses 1 and passes the rest to the player on their left, repeat until all players have 4 cards in their hand. Discard the remaining cards placing them on the discard pile, face up next to the draw pile.
5. Draw 3 cards from the draw pile and place them face up below to the draw pile to form the market.

The player who last petted a rabbit is the first player and the game continues clockwise. In the unlikely event that no one has petted an adorable bunny, choose randomly.





3-player setup example.

Player Turn

During their turn, players can **only** choose one of the following 3 actions:

1. *Restock.*
2. *Play Rabbit cards.*
3. *Growth.*

Once a player have taken their action, the turn passes to the next player in clockwise order.

1. *Restock*


First, the player **may** discard one or more of their cards in their hand.

Thereafter, the player may draw cards from the market and/or from the draw pile until they have 4 in their hand.

Note: If the draw pile runs out, take and shuffle all the cards from the discard pile to form a new draw pile.

Important: Cards drawn during Restock cannot be discarded again in this turn.

The player can reserve their cards in their hand (*see page 11, "Reserving Cards"*), by placing them in front of them face up (*maximum 2 cards*), they can **then** take cards from the market **and/or** from the draw pile until they have again 4 cards in their hand.

After acquiring new cards, the player takes any 2 resources  from the general supply.

At the end of the turn, if necessary, draw cards from draw pile to replenish the market bringing it back to 3 cards.



2. Play Rabbit Cards

The player can trade their Rabbit cards **previously** played in their farm.

Cards in their hand or reserved cards **cannot** be traded.

On all Rabbit cards it is **specified** what you get if traded.



Remove the traded Rabbit cards from your farm and place them in the discard pile.

Note: Keep the spaces left by the traded cards **empty**, do not move the remaining Rabbit cards inside the farm, these spaces can be filled later in the game by placing more Rabbit cards.



Example: By trading this card, you gain 1 card from the draw pile or from the market and 2 different resources of your choice from the general supply.

The player can then play up to 2 Rabbit cards into their farm, from their hand and/or their reserved cards, if they **can** pay their resource cost (*specified on the right side of the card*), they then put the resources into the general supply.

If they **don't** have one (or more) of the required resource to place the card, they can alternatively pay with **any** 2 resources   instead of the specific one.

Rabbit cards must be placed adjacent (*not diagonally*) to a card **already** present in the farm, with the **exception** of the first turn.

Rabbit cards can only be placed if they meet the **placement rules** specified on the card the player is placing and **all other** adjacent cards.



Example: The highlighted card cannot be placed, although it respects the placement rules with the card to its left, it cannot be placed next to the bottom card because this rabbit is male.



Example: The highlighted card can be placed because respects the placement rules with the card to its left and does not conflict with the placement rules of the bottom card.

Alternatively, during their turn, the player may place 1 face-down card in their farm as a rabbit hutch, at the cost of **any 2 Resources**.

Any card can be placed next to a rabbit hutch, **ignoring any** placement rules (*unless otherwise specified on the card itself*).

Important: During the turn a Rabbit Hutch is played, the player **cannot play** any Rabbit cards.



Some Rabbit cards have abilities (**Coupons**) that are activated **immediately** when they are placed. If the first card placed has this ability, resolve it **before** placing a second one.

Immediately: You may trade 1 reserved card

Note: Some of these abilities allow you to trade your **reserved** Rabbit cards. All Rabbit cards specify what you get if traded. Remove the traded Rabbit card and place it in the discard pile. Activating this ability is **not** mandatory.

Wild Rabbits

There are 6 Wild Rabbit cards in the deck. Although they are played like any other Rabbit card, they have no gender and do not provide Victory Points for placing them in your farm. However, some of them have Coupons that provide **VP at the end of the game**.

Important: For adjacency purposes, a Wild Rabbit card **may** count, if necessary, as **any** color, for those cards that require to be adjacent to **At Least** a specific color.



Note: if at the end of the turn, the player has more than 4 cards in their hand, due to some ability (*Trade and/or Coupon*), they must discard them until they have 4 cards in their hand. Reserved cards do not count.

At the end of the turn, if necessary, draw cards from draw pile to replenish the market bringing it back to 3 cards.



3. Growth

With this action, the player can activate **all** the abilities of the Rabbit cards Coupons in their farm, which specify "**During Growth**", in any order.

Furthermore, only these cards have a Store logo printed beside the Coupon. Collecting Coupons with the same store logo can provide **VP** at the end of the game.

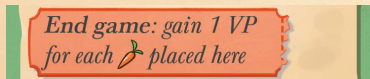


Example: By activating the ability of this Coupon, you would get 2 different resources of your choice from the general supply or 2 cards from the draw pile and/or from the market.

Subsequently, the player **may** place Resources, on the cards that **specify** it, to get **VP** at the end of the game. The resources, to be placed on the cards, must **always** be taken from their personal supply.

There is no limit on resources that can be placed on a card, but a player is allowed to place **only 1** resource per card during their turn (*unless otherwise specified by a card ability*).

Important: Resources can **only** be placed on cards that provide **VP** for it.



Example: If the the player choose the Growth action, can place on a card with this Coupon 1 Carrot, if they have any in their supply.

Remember: If at the end of the turn, the player has more than 4 cards in their hand, due to some ability (*Coupon*), they must discard them until they have 4 cards in their hand. Reserved cards do not count.

At the end of the turn, if necessary, draw cards from draw pile to replenish the market bringing it back to 3 cards.

Remember: once a player have taken their action, the turn passes to the next player in clockwise order.

Reserving Cards

A player can have, at any time of the game, a **maximum** of 2 Rabbit cards reserved and they can reserve them only by choosing the "**Restock**" action.

Reserved cards can be played within the player farm, when the "**Play Rabbit Cards**" action is chosen, in the same way as cards in their hand.

While reserving Rabbit cards allows you to have a wider choice of options when playing Rabbit cards, **unlike** those in your hand, if they are not placed on the farm by the end of the game, they will count as **-2 VP** during the final scoring.

Note: Some abilities on the Rabbit cards allow you to trade your reserved cards and so gain what is shown in the “**Trade**” item.

Immediately: You may trade 1 reserved card

Remove the reserved Rabbit card traded and place it on the discard pile.

Coupons

Each Rabbit card has a Coupon at the bottom.

These Coupons are activated in different phases of the game and there are 3 types:

1. **End game.**
2. **Immediately.**
3. **During Growth.**

End game: gain 1 VP for each ♀

Immediately: gain 2 cards and

During Growth: gain



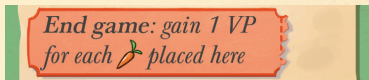
1. End Game

These Coupons are activated at the end of the game when scoring points and can provide extra points for adjacency, for achieving specific requirements or for resources placed on cards.

Remember: When players place resources on their cards, thanks to the activation of some abilities (*Coupons*), these must **always** be taken from their personal supply.

Note: Resources can **only** be placed on cards that provide **VP** for it.

The same card can provide **VP** for multiple Coupons, if it fulfills their requirements.



Example: With this Coupon you gain 1 VP for each Carrot you have placed on this card.



Example: With this Coupon you gain 1 VP for each female rabbit card adjacent to it.



Example: With this Coupon you gain 1 VP for each white rabbit card adjacent to it.

2. Immediately

These Coupons are activated **only once** per game, when the Rabbit card is placed into the farm.

Important: If the Coupon refers to the first card played, activate it **before** playing any second Rabbit card.



Example: With this Coupon you gain 2 cards from the draw pile and/or the market, and 1 Pellet from the general supply.



Example: This Coupon allows you to place any 1 resource, from your personal supply, on an eligible card in your farm.



Example: This Coupon allows you to Trade 1 card that you have reserved, if you have any.

3. During Growth

These Coupons are activated **only** and **every time** you choose the Growth action in any order you want.

Remember: **only** on these Coupons, there is a Store logo printed to their right, collecting Coupons with the same logo can provide **VP** at the end of the game.



Example: With this Coupon you gain 2 different resources of your choice and 1 card.



Example: With this Coupon you gain 1 Carrot or 1 Pellet.

Stores

Keep getting supplies from the same dealer has its advantages!

There are 3 different Store logos and you can find them **only** on "During Growth" Coupons.

Collecting multiple Coupons with the same Store logo within the farm grants **VP** at the end of the game.

If you have **3** Store logos of the same type inside your farm, you gain **2 VP**, if you have **4** you gain **4 VP** and if you have **5 or more** you gain **6 VP**.






VP can also be earned from different type of Store logo, as long as you have the required amount of each type to obtain them.

***Example:** At the end of the game, you have 4 rabbit cards in your farm with the "Lone Hill" logo and 3 with the "Red Barn" logo. You gain 4 VP for the first store and 2 VP for the second store, for a total of 6 VP.*



Game End

When a player **completes** the grid with 9 cards, the end of the game is triggered. All remaining players can **complete** their turn of that round and the game ends, then the final scoring takes place. Each player scores **VP** in the following order:

1. **VP** for the Rabbit cards inside their farm (*shown on the top right of each card*). 
2. **VP** for End Game Coupons (*Requirements, Adjacencies and Placed Resources*).
3. **VP** for Store logos (**3 logos 2 VP, 4 logos 4 VP, 5+ logos 6 VP**).   
4. **VP** from remaining Resources (*every 3 resources 1 VP*).  = 1 VP
5. Finally, **VP** are subtracted for unplaced reserved cards (**-2 VPs for each unplaced reserved card**).

The player with the highest score wins. In case of a tie, whoever has the most resources wins. If still tied, the player with the fewest Store logos in their farm wins. If still a tie, victory is shared.

Action Summary

Restock:

1. Discard any unwanted card in your hand.
2. Draw cards until you have 4 in your hand.
3. Reserve any card in front of you (*max. 2*).
4. Draw cards until you have 4 in your hand again.
5. Take any two resources.

Playing Rabbit Cards:

1. Trade any unwanted rabbit cards from your farm.
2. Place up to 2 rabbit cards or 1 rabbit hutch into your farm.
3. Discard any extra card in your hand (*max. 4 in hand*).

Growth:

1. Activate all "**During Growth**" Coupons in the order you prefer.
2. Place resources on cards that allow it (*1 resource per card*).
3. Discard any extra cards in your hand (*max. 4 in hand*).

