Print-and-Play: ***Devil Bunny Games and Comics***

Release Year: 1998, 2001
Stock Code: CAG 018, CAG 033
Game Type: Board Games
Designer: James Ernest
Artist: N/A
Players: 2 to 5
Playing Time: 20-30 Minutes
Components: Boards, Rules
You Need: Ham: Two or three counters for every player, and two or three 6-sided dice
Earth: Pawns for every player, one master pawn, about 50 counters, and one 6-sided die
Comics: Time

Before Devil Bunny hated the Earth or needed a Ham, he was the hero of three very strange comic books. This package contains both of our Devil Bunny games, as well as new PDFs of those three comics, for a true Devil Bunnanza.

Devil Bunny Needs a Ham: You and your friends are wily sous-chefs, racing to the top of a tall building. Devil Bunny needs a ham, and he is convinced that he must knock you off the building to get one. This dada-sounding game, whose back story is basically a joke about back stories, is actually a pretty straightforward game about competitive climbing. If it included a hostile bunny.

Devil Bunny Hates the Earth: You and your friends are taffy machines in Devil Bunny's candy factory. You know that Devil Bunny hates the Earth, and wants to destroy it by releasing an inferior line of saltwater taffy, so you have decided to thwart him by luring squirrels into the candy factory and using them to destroy yourselves. This game is a fairly simple mancala variant, and yet it was nominated for an Origins Award for Best Abstract Board Game of 2001 (go figure).

Devil Bunny Comics: This is a collection of three clip-art comics from James Ernest's short career in the periphery of the comic book industry, where he learned about inking, coloring, paste-up, and layout. They are *Devil Bunny and the Perfect Turkey*, *A Devil Bunny Christmas*, and *How the Elephant Got its Spots*. No blurb can really explain these comics. You need to read them for yourself.

Printing Instructions:

The *Devil Bunny* 2019 Print and Play contains the following files:

- Devil Bunny Comics: Three 12-page comic books. Read them, enjoy them.
- DBHamBoard: A full-size PDF of the game board.
    - You can print this on a large-format printer, or use Acrobat's tiling function to print it as several smaller pages.
- DBHamEnvelope: This was the original package for Devil Bunny Needs a Ham.
- DBHamRules: A small single page of rules.
- DBEarthBoard: This page-sized game board for Devil Bunny Hates The Earth will fit on a standard sheet of paper if you shrink it just a little.
- DBEarthEnvelope: This was the original package for Devil Bunny Hates the Earth.

- DBEarthRules: A small single page of rules.

In addition, you will need, for Devil Bunny Needs a Ham, two or three counters for every player, and two or three 6-sided dice; and for Devil Bunny Hates the Earth: Pawns for every player, one master pawn, about 50 counters, and one 6-sided die.