This scenario is suitable for up to 6 players playing Catan® and all CATAN expansions that use the robber.

STORY
The Easter Bunny needs wool to make an Easter sweater.

If you give the Bunny wool on your turn, you can move it around Catan. When the Bunny arrives on a hex, it leaves gifts for the settlers and can even chase away the robber!

PREPARATION
Set up the game board as usual.

Replace the terrain hex marked with the “2” number token with the Spring Pasture hex.

Move the “2” number token onto the terrain hex with the “12.” This hex now has two numbers. It produces when either is rolled.

Place the Easter Bunny on the Spring Pasture hex.

Place the gift tokens in a stack on the Spring Pasture, or beside the board if you prefer.

GAME RULES
The usual rules of your game or expansion apply. In addition, the following rules also apply.

1. Moving the Easter Bunny
After rolling for production on your own turn, you may give the Easter Bunny wool (i.e., return the wool to the supply). If you give the Easter Bunny:
   • 1 wool card, move it to any hex not occupied by the robber.
   • 2 wool cards, move it to the hex occupied by the robber and chase (move) the robber back to the desert hex.

Important: You may only move the Easter Bunny one time during your turn.

2. Receiving Gifts
If you move the Easter Bunny to:
   • A terrain hex, each player with 1 or more settlements/cities adjacent to that hex receives 1 and only 1 gift token.
   • Spring Pasture hex, all players who have 1 or more settlements/cities adjacent to that hex receive 2 gift tokens.

3. Exchanging Gifts
If you have at least 2 gift tokens, you must immediately return 2 gift tokens to the supply and take any 1 resource card of your choice.

4. Moving the Robber
You may never move the robber to a hex occupied by the Easter Bunny or onto the Spring Pasture hex.