

1 SAD PANDA



If any opponent has two more bamboo than you, gain a bamboo.



2 MISCHIEVOUS PANDA



Steal a hidden panda, then reveal it.



3 TWIN PANDAS



Choose any panda in play. Copy its effect.



4 LAZY PANDA



Play a panda from your hand, but ignore its effect.



5 BANANA PANDA



If there are three or more Banana Pandas in play during scoring, shuffle them into the deck. Each player that had one gains a bamboo.



6 MAD SCIENTIST PANDA



Pick a number and reveal an opponent's hidden panda. If it matches your guess, gain a bamboo.



7 SECRET AGENT PANDA



Draw a card and place it in front of you as a hidden panda.



8 CAT PANDA



Change the current Panda Law.
(This does not trigger a Red Panda.)



9 DANCING PANDA



Choose a direction. All players must pass a hidden panda in that direction.



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10 PARTY PANDA



All hidden pandas are immediately revealed.



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All hidden pandas are immediately revealed.



★ RED PANDA



AT THE START OF ANY PLAYER'S TURN

If there are 4+ adorable pandas in play, you must take the Red Panda and flip it over. Follow the scoring instructions on the back!

PANDA LAW



1 3 5 7 9

ODD PANDAS ARE ADORABLE

PANDA LAW



6 7 8 9 10

HIGH PANDAS ARE ADORABLE

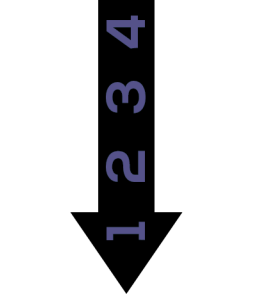
PANDA LAW



2 4 6 8 10

EVEN PANDAS ARE ADORABLE

PANDA LAW



1 2 3 4 5

LOW PANDAS ARE ADORABLE

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ADORABLE'S
PANDARING



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

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