

HIDDEN Panda





A 20-minute social deduction game for 5-8 players

by Peter C. Hayward and Kelly Jo

Panda cubs! They're cute, they're cuddly, and sometimes people steal them. When that happens, the Rescue Team spring into action!

A team of **pandas**, some local **zookeepers**, and **Grandma** have sneaked into the **Bandit Team Camp**, where the baby **panda cubs** are being handed out.

Grandma managed to rescue some before being netted - the rest of the team is still undercover!

But **Team Rescue** has lost track of the **pandas** (they're extremely well-hidden!), and to **Pandas**, all humans look the same...

TEAMS

The Bandit Team

Consists of all the **Bandits**. The goal of the **Bandit Team** is to collect more cubs than the **Rescue Team** OR to net all the **Panda players**.

The Rescue Team

Consists of **Grandma**, the **Keepers**, and the **Pandas**. The goal of the **Rescue Team** is to collect more cubs than the **Bandits** while hiding the **Panda players**.



PLAY AS A BANDIT

Catch those sneaky Pandas,
while stealing as many
panda cubs as you can.

PLAY AS GRANDMA

Lead the team, help
the Pandas, and
hand out tea!



PLAY AS A KEEPER

Protect the Pandas and
rescue the cubs! There
aren't many left!



PLAY AS A PANDA

Sneak into the Bandit Camp
and get your cubs back
without getting caught



COMPONENTS

8 Role cards



3 Bandits:
trying to
nab the
panda cubs



2 Pandas:
trying to
rescue the
cubs



2 Keepers:
trying to
protect the
Pandas



1 Grandma:
trying to
misdirect
the Bandits

45 Panda cub tokens



42 panda cub x1 tokens:
which are the cutest
dang things ever

3 panda cub x5 tokens:
because they just love to cuddle.
Use these to make change!



20 Net tokens



1 Cup of tea token



**2 double-sided
player count cards**



1 Script card

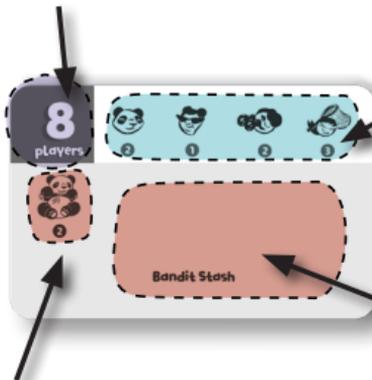


HOW TO USE PLAYER COUNT CARDS

Players may refer to this card at any time, to see which roles are in the game.

Number of players

Select the player count card that matches the number of players in your game.



Number of role cards

In an 8 player game there will be:

- 2 Pandas
- 1 Grandma
- 2 Keepers
- 3 Bandits

Bandit Stash

All **Panda Cub** tokens remaining in the **Bandit stash** count as being held by the **Bandits** at the **end of the game**.

Number of panda cub 1x tokens in Bandit Stash at the start of the game

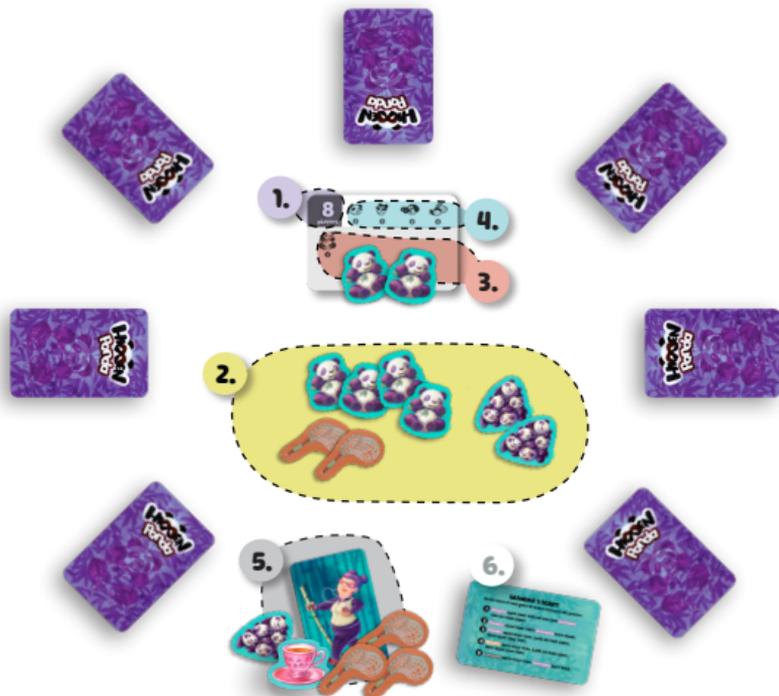
In an 8 player game **2 panda cub 1x tokens** would be put on this card, to start the **Bandit Stash**.

SETUP

1. Place the appropriate **player count card face-up** in the middle of the table.
2. Put the **1x** and **5x panda cub tokens**, and the **net tokens** in the middle of the table. This is the supply.
3. Place the listed number of **1x panda cub tokens** onto the player count card.
This is the **Bandit's Stash**. At the end of the game, these will be added to those collected by the **Bandits team**.
4. **Shuffle the roles** listed on the **player count card**. Deal one **face-down** to each player.
Each player looks at her card, but does not show anyone else. This is your **role card**. Place it **face-down** in front of you.
5. **Everyone** opens their eyes and **Grandma** reveals her role. She takes **3 nets**, the **cup of tea** and moves a **5x panda cub token** onto her card.
Everyone else closes their eyes.
6. **Grandma** takes the **script card** and reads the steps out loud:

- a. **Keepers** open their eyes so that they can see each other and **Grandma** can see them. **Keepers** close their eyes and **Grandma** turns away.
- b. **Pandas** open their eyes, look at each other, then close their eyes.
- c. **Bandits** open their eyes, look at each other, then close their eyes.
- d. **Grandma** turns back. **Everyone** opens their eyes.

EXAMPLE:
8 player game in progress



GAMEPLAY



Hand out Panda Cub tokens



The active player will take **3 panda cubs** from the supply and hand them out:

They must give **2 panda cubs** to 1 player, and **1 panda cub** to another.

Note: They cannot keep any or give them to Grandma or other netted players.

At the end of the game, the team with the most panda cubs will win the game. You want to give them to players you think are on your team, or players whose trust you want to gain.

Play a net



After handing out **panda cub tokens**, the active player **must** take a **net** from the supply and place it on another player's role card. This is your way of telling everyone that you think this player is a **Panda**.

Tip: If you are on the Rescue Team, use this to misdirect the Bandits.

Note: This may be a player you gave panda cubs to, or a different player. Grandma cannot be given a net. She's already been netted!

VOTING



At the end of any turn when a player receives a **third net**, the **other** players will vote on whether or not she **keeps the nets** or **returns them to the supply**.

Tip: If you're a Bandit, you want to try to net Pandas.

Tip: If you're a Grandma or a Keeper, you want to avoid Pandas being netted (and, ideally, net Bandits!).

Starting to the left of the player being voted on and going clockwise, **all players** (including **Grandma**) will vote one at a time by holding their thumb up or down in front of them.

The player being voted on does not vote.



If **more than half** of the voting players put their thumb up, the player who was voted on is now **netted**.

They keep their **net tokens** and must **give all their panda cub tokens** to a player of their choice. They cannot choose a player who's **netted** (including **Grandma**).

Players with **3 net tokens** cannot be given **panda cub** or **net tokens** for the rest of the game, but otherwise play as normal - they still hand out **nets** and **panda cubs** on their turn, and do not reveal their role.

If the vote fails (if half or less of the voting players put their thumb up), take **all** the **panda cubs** from the player who called the vote (the player who last had a turn).

Place them in the **Bandit Stash**. At the end of the game, these will count as being held by the **Bandit** Team.

Cup of Tea



On **Grandma's** first turn, she hands out a **net** like everyone else after giving out **panda cubs**.

On her second turn, **Grandma** places the **cup of tea** on another player's card after giving **panda cubs**.

The **cup of tea** is worth **2 nets**. If the player **Grandma** gives it to already has **1 or 2 nets**, she is immediately voted on. If not, she only needs one more to trigger a vote. If the vote passes, **remove the cup of tea from the game and replace it with 2 net tokens**.

GAME END

The game ends in one of two ways:

When all Panda players have at least 3 nets on them

If all **Panda** players are **netted**, **Everyone** reveals their roles, and the **Bandit** team **immediately win**.

Note: There is 1 Panda player in a 5-6 player game, and 2 in a 7-8 player game.

————— OR —————

When each player has had two turns

When the player to the right of **Grandma** has taken her second turn, **the game ends**.

Everyone reveals their roles and the teams count up their **panda cubs**. The **Bandit** team also add the **Bandit Stash** to their **collection**.

If the **Bandit** Team has more **panda cubs**, they win!

If the **Rescue** Team has more **panda cubs**, they win!

Note: In the case of a tie, you've lost one somewhere. Check your pockets!

Remember: If all Pandas are netted, the Bandit Team immediately wins!



GRANDMA'S SCRIPT

At the start of each game Grandma instructs all players:

- 1 **Keepers** open your eyes so you and **Grandma** can see each other.
- 2 **Keepers** close your eyes. **Grandma** turn away.
- 3 **Pandas** open your eyes. Look at each other, then close your eyes.
- 4 **Bandits** open your eyes. Look at each other, then close your eyes.
- 5 **Everyone** open your eyes. **Grandma** turn back.

CREDITS

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Special thanks to **Roxy Hayward, Nicole Perry, Joel Colombo, Tom McLean**, the team at **TWIST Gaming, Cardboard Edison**, and all our amazing **Jellybean Playtesters**.

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