



2-4



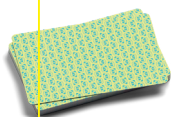
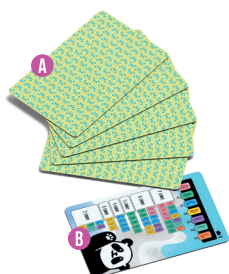
15'



6+

PANDA PANDA

Draw, discard, and pass cards to make a winning hand before your opponents ruin it!



COMPONENTS

A 32 Panda Cards

B 4 Player Aids

CREDITS

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OVERVIEW

Your goal each round is to be the first player to reveal a **winning hand**. If you win **2 rounds**, you win the game!

You can only draw or discard **1 card** each turn, so the size of your hand **changes** as you play. Each winning hand requires an **exact** number and combination of letters, so pay attention to how big your hand is!

There's one catch: whenever someone discards an **A** card, **everyone** must pass a card to the left.

GAME ROUNDS

Each round, players take turns clockwise, starting with the **first player**.

Each turn has **2 steps**:

- 1 Check for winning hand
- 2 Draw or discard a card

SETUP

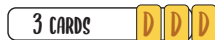
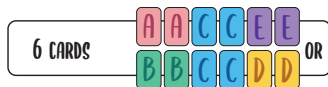
- 1 Each player takes a player aid and flips it to the **0** side.
- 2 Shuffle the panda cards and deal each player **5**. Place the rest of the deck facedown in the middle.
- 3 Whoever last saw a panda goes first. (Pictures or videos count!)

WINNING HANDS

If you have one of the winning hands listed on your player aid at the start of your turn, shout **Panda Panda!** and reveal it. You win the round!

To make a winning hand, you must have the **exact letters** shown. If you have **any** other letters, it's not a winning hand.

Hand Size Exact Cards Needed



ON YOUR TURN

If you **don't** win at the start of your turn, you must do **one** of the following:



If you **discard** a card, place it in a personal discard pile in front of you. Spread the pile out so each card's letter is visible.



If there's an **A** card on top of a discard pile, you **can't** draw from that pile.

- A** Discard 1 card
- B** Draw 1 card from the deck
- C** Draw 1 card from the top of any player's discard pile



If you **draw**, you can take the top card on the deck or any player's discard pile (including yours).



If you want to draw from the deck, but it's **empty**, you may collect all discard piles and shuffle them into a new deck to draw from.

(D) DISCARDING "A" CARDS

Whenever someone discards an **A** card, **everyone** must immediately pass **1 card** from their hand to the player on their left. Afterwards, the next player takes their turn as normal.



WINNING A ROUND

The **first** time you win a round, flip your player aid to show **1**. Shuffle all 32 cards and deal **5** to each player to start a new round. As the previous winner, you go first. If you have **1** and win **again**, you win the game!



TIPS & REMINDERS

- You can only win at the **start** of your turn, before you draw or discard.
- There's **no hand limit**, but there are no winning hands larger than **7 cards**.

- If the deck is **empty**, you can still draw from a discard pile. Only reshuffle the deck if you want to draw from it.
- If there's an **A** on top of **every** discard pile, you can only draw from the deck.