Killer Bunnies®
and the Quest for the Magic Carrot

Fantastic Bunny Bits

Unwrap all of the cards. Large cards with a Fantastic Sinister Bunny on the back are shuffled into the Draw Pile. Add the four new Carrots to the ones already for sale at any Kaballa's Market. The small Carrot, Cabbage, Water, Defense, Mysterious Place, Radish and Milk cards are shuffled into their respective piles.

GAME MECHANICS

CELEBRITY BUNNIES

Celebrity bunnies have no color (Blue, Green, Orange, Violet or Yellow) or kind (Congenial, Gleeful, Lumbering, Sinister, Timid, Evil, Hypnotic, Ludicrous, Spiffy or Truculent). Celebrity bunnies are their own kind of bunny. A player may, of course, win the game with one of these bunnies in The Bunny Circle.

Celebrity bunnies come as singles, doubles or triplets that make forming a Bunny Triplet easier. If a player has three single Celebrity bunnies in The Bunny Circle, then he has formed a Bunny Triplet and may play two cards per turn. If a player has a single Celebrity Bunny and a double Celebrity Bunny, then he has also formed a Bunny Triplet and may play two cards per turn. If a player has a triplet Celebrity Bunny in The Bunny Circle, then he automatically has a Bunny Triplet and may play two cards per turn.

If an opponent attacks and kills a Celebrity Bunny, then all bunnies in the double or triplet are lost and the card is discarded. In that respect, Celebrity Bunny doubles and triplets are treated as a single target. When counting for Roaming Red Run cards, and weapons that affect bunnies many spaces away, Celebrity Bunny cards (singles, doubles or triplets) count as one space.

MYSTERIOUS PLACE CARDS



When you draw a Mysterious Place Card, you must immediately place it face up in front of you and draw another card. Mysterious Place Cards may not be kept in your hand. If a player is given a Mysterious Place card during the initial deal at the start of the game, or picks one from the Draw Pile during play, then the card is saved and the player draws another card. This is very similar to how players save Kaballa Dolla and Zodiac cards. Many new cards will refer to these saved Mysterious Place cards during play.

After the initial deal, and once game play begins, any player who draws a Mysterious Place card will take control of the Yellow Ball (with the Red Stripe). The Yellow Ball will always be placed on top of the last Mysterious Place card that was drawn. The player who has control of the Yellow Ball may control the destiny of any card played by any opponent that has a Yellow Ball in the picture. The opponent must play the card first, then the player may redirect it to any other player, bunny or the Discard Pile. Control of the Yellow Ball will always reside with the player who drew the last Mysterious Place card.

At the end of the game (before the winning Zodiac or Magic Carrot is revealed), the small deck of Mysterious Place Cards, hidden away at the start of the game, is inspected. The player holding the Mysterious Place card that matches the picture on the small Mysterious Place Card at the bottom of the deck is allowed to steal all saved Zodiac cards of any one type (Air, Earth, Fire, Water) from any opponents.

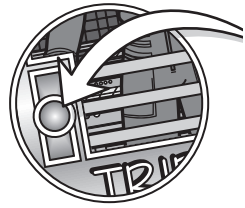
It is possible that at the end of the game no player is holding the matching Mysterious Place card. If this is the case, then the game simply continues by revealing the Winning Zodiac using the small deck of Zodiac Cards. If no player is holding a Zodiac card, then the game simply continues by revealing the Magic Carrot.

50/50 WEAPONS

When a player places a 50/50 Weapon on an opponent's bunny in The Bunny Circle, the opponent must guess which of two dice he will roll higher. If the opponent guesses correctly, then his bunny will survive. If the opponent guesses incorrectly, then his bunny will die (discarded). If the same number appears on both dice, then the opponent must roll both dice again.

A 50/50 Weapon Ultimate may be given to any player and puts all of his bunnies at risk.

PINK BOX WITH PINK CIRCLE



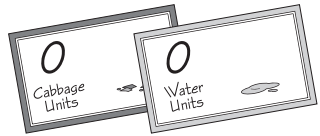
All cards that have a Pink rectangular box on the left border of the card are considered to be Aggressive cards with the exception of Choose A Carrot (any amount of Carrots) cards. To play an Aggressive card, you must have a bunny in The Bunny Circle.

All cards that have a Pink rectangular box with a Pink circle are also considered to be Aggressive cards and players must still have a bunny in The Bunny Circle to play these cards. This icon will appear only on Special cards. If a player wishes to save (and keep) these Special cards then he must have (and maintain) a bunny in The Bunny Circle. If at any time the player does not have a bunny in The Bunny Circle, then the card is immediately discarded.

A Special card may be played from your hand instead of flipping your Top Run card. This is still true for the Special cards with the Pink rectangular box with a Pink circle, but instead of playing them, you may save them (assuming that you have a bunny in The Bunny Circle).

ZERO VALUE (small cards)

When a player draws a Zero Value small card (Cabbage, Water, Radish, Milk or Defense) it is, as the name implies, worth nothing. These cards may be immediately discarded by the player who is free to feel horrible and cheated… but that's the way the carrot snaps sometimes!

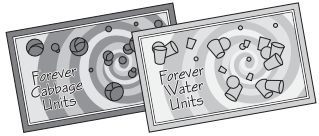


NEGATIVE TWO (small cards)

When a player draws a Negative Two small card (Cabbage, Water, Radish, or Milk) not only does he gain no supply, but has must give back (discard) 2 units of that supply if he has 2 units to give. If a player does not have 2 units to give, then he is in the clear and will not owe those units later.



FOREVER (small cards)



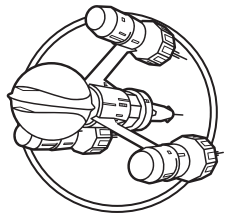
When a player draws a Forever small card (Cabbage, Water, Radish or Milk) it is, as the name implies, an endless amount of that supply. The player may use or give away any amount of his Forever supply, but keep in mind that trading may only occur during either of the player's turns that are involved in the trade. Since most Feed The Bunny cards come due during the needy player's turn, the trading rule is usually accommodating. Please note that cards such as: Maggots, Drought, Starving Snails and Sour Hour which eliminate all of one supply will also eliminate Forever supplies.

THETA CARDS

1048: Θ **ANVIL**

Anvil may be placed on any bunny in The Bunny Circle who holds the Anvil. The two adjacent bunnies leave the game for two rounds of play. When the two adjacent bunnies return to The Bunny Circle, the bunny in between them is crushed by the Anvil and discarded.

1049: Θ **BLAKE TAKE**

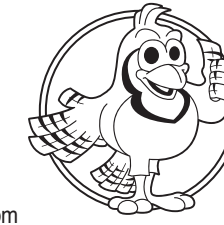


Blake Take may be used once by a player to liberate (take) seven cards in total from play. Cards may be taken from any player's saved Special or Very Special cards or randomly chosen from any player's five-card hand. The player may choose to liberate his own cards. All cards may be taken from a single player, or a combination of several players. All liberated cards are discarded. Starting with the player who played Blake Take and proceeding in the order of play, all players who had cards taken from their five-card hand must draw new cards from the Draw Pile.

1051: Θ **FURRY WALL**

Furry Wall may be used once by a player to make any three of his adjacent bunnies in The Bunny Circle into a Bunny Triplet. The Furry Wall card is placed underneath the three bunnies which can be any type of bunny (single kind, single color, half color, Specialty, Super and Celebrity). If any of the three bunnies is moved for any reason, abducted or killed, then the Bunny Triplet is broken and Furry Wall is discarded.

1052: Θ **JAY IS OKAY**
Jay Is Okay may only be used once by a player whose first name starts with the letter J to take one Carrot, one Weapon and one bunny from Kaballa's Market, Rooney Weapons Emporium and Weil's Pawn Shop respectively if their stores are open. The player may only take items from the stores that are open.



1053**:** Θ **PILLARS OF GULU**
Pillars Of Gulu may be used once by a player to steal one bunny and one Carrot from any one opponent. The player may not steal a bunny from one player and a Carrot from another player. The Pillars, bunny and Carrot start in the center of the table and become the property of the first player to roll a 7 on any die, for any reason, on his own turn.

PHI CARDS

1059**:** Φ **GUARDIN' GNOME**
Guardin' Gnome may be placed under any bunny in The Bunny Circle. If the player's bunny is attacked and killed, then Guardin' Gnome immediately attacks any one of the opponent's bunnies. The player chooses which of the opponent's bunnies, and that bunny must roll higher than 9 to survive. After the attack, Guardin' Gnome is discarded.



1060: Φ **HIGH ROLLERS**
High Rollers may be used once by a player to choose a Carrot if he can stack all eight 12-sided dice in 12 seconds or less. No opponent may disrupt the player either physically or verbally.

1061: Φ **MAKE IT SOW**
Make It Sow may be used once by a player to take Cabbage Units or Radish Units (or a combination of both) from any open store that total the number rolled on either die. If the same number appears on both dice then the player receives no supplies.

1062: Φ **PAPARAZZI**
Paparazzi may be used once by a player to scare off (discard) all Celebrity bunnies (and Super Celebrity bunnies) in The Bunny Circle.



1063: Φ **PAWN CLONING**
Pawn Cloning may be used once by a player to clone a Pawn. The new Pawn gives the player all of the privileges of the first Pawn. Pawn Cloning moves with the Pawn if it is traded or stolen, but is discarded if the Pawn is returned to Weil's Pawn Shop.

1064: Φ **SIX PLOSION**
Six Plosion may be used once by a player to collect and redistribute all players' Top and Bottom Run cards if the total numbers on the dice is a factor of 6. The player reads through the cards first and then replaces the cards in any positions that he wishes. The player may keep the best cards for himself. When the Top and Bottom Run cards have been restored for all of the players, then play continues.

Factors of 6: 6, 12, 18, 24, 30, 36, 42, 48, 54, 60, 66, 72, 78, 84, 90, 96

1065: Φ **TRANSMOGRIFIER**
Transmogrifier may be placed on any bunny which must roll higher than 9 to survive. If the bunny does not survive, then the player may take Water Units or Milk Units (or a combination of both) from any open store that total the number rolled on the die by the opponent.

1066: Φ **FAT BUNNY SINGS**
Fat Bunny Sings may be used once by a player to place any one Aggressive card (a card with a Pink Rectangular Box) from his hand off to the side and to use it just after the last Carrot is claimed but before any of the small cards (Mysterious Place, Zodiac or Carrot) are revealed. The player must still have a bunny in The Bunny Circle to use the Aggressive card.



1067: Φ **TRIP'S TRIPS**
Trip's Trips allows a player to play an extra card every turn for each Bunny Triplet that he has in play (no limitations). If at any time the player has no bunnies in The Bunny Circle, then Trip's Trips is immediately discarded. Other situations (such as owning certain groups of Zodiac cards) do not allow the player to play extra cards.

1068: Φ **FOR THE KING**
For The King may be used once by a player to immediately sacrifice any one of his actual Pawns to eliminate any weapon targeting one of his own bunnies. The Pawn is returned to Weil's Pawn Shop and may be purchased again. Any card representing a Pawn (Pawn Cloning) may not be used. May be used at any time!



1069: Φ **ULTIMATE CHAOS**
Ultimate Chaos forces all players to discard their Top and Bottom Run cards, and their five-card hands. All bunnies remain in The Bunny Circle. All saved cards (Special cards, Very Special cards, Kaballa Dolla cards, Carrot cards, Zodiac cards and Mysterious Place cards) and supplies (Cabbage Units, Water Units and Defense Units) remain. All players draw new cards, discarding any Play Immediately or Rank cards, saving any Kaballa Dolla cards, placing two cards down as the Top and Bottom Run cards, and keeping five cards in their hands.

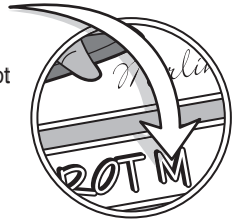
FACTS ABOUT THE CARDS

1083: **BARRIER**
Barrier may be placed between any two players and stops weapons that affect adjacent bunnies. For example, the effects of a Nuclear Warhead may not reach your bunny if there is a Barrier between it and the target bunny in The Bunny Circle.

Barrier reverses the direction of Roaming Red Run cards (such as Cyber Bunny or Cruise Missile Prime). Barrier will cause any Roaming Run card to move in the opposite direction after it is reversed. Barrier does not stop any multi-target, non-Roaming Red Run card circumstances. More than one Barrier may be placed side by side between the same two players.

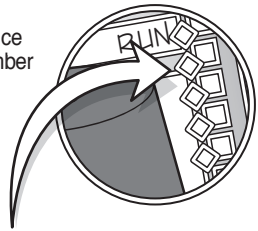
1084: **BLINKY MADISON**
Blinky Madison may be used once by a player to challenge an opponent for a saved Carrot. The player chooses the opponent's Carrot. Both players look directly at each other and after a countdown from three, the last player to blink takes the Carrot.

1085: **DOLLAR MAKE ME HOLLER**
The player holding the US Dollar bill (any denomination) with the highest serial number may take any one saved Special or Very Special card from any opponent and the Carrot with the same city identification letter from an opponent or any Kaballa's Market.



The serial number is an eight-digit number printed twice on the front of every US Dollar bill. The city identification letter is a large single letter printed inside a black circular design on the left side of the front of every US Dollar bill.

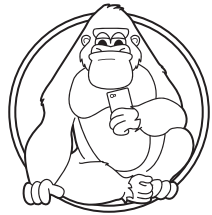
1086: **FANTASTIC FEZ**
Fantastic Fez may be placed under any bunny and allows the player to roll the d10 dice anytime that he rolls any of the d12 dice that match in color and to choose which number to use.



The diamond shaped icons indicate the five d10 dice (Violet, Orange, Green, Yellow and Blue) that came in the KinderBunnies game. The player may continue to use the d10 dice until such a time when the bunny with the Fantastic Fez is abducted or killed.

1087: **GAZPACHO SOUP**
Gazpacho Soup may be used once by a player and given to any opponent who must immediately attempt to kill one of his own bunnies. The opponent may use only the cards from his five-card hand. These cards may be weapon cards or other cards that kill bunnies during the same turn (not Feed The Bunny cards). If the opponent has exhausted all of his options and none of his bunnies has been killed, then the opponent must discard the remaining cards in his five-card hand and all of his bunnies (including Holographic) in The Bunny Circle. Bunnies with a Heavenly Halo or Angel Wings Bunny Modifier remain. The opponent must draw five new cards from the Draw Pile.

1088: **TEXT TIME**
All opponents may send the player a text message of this card title. The opponent whose text arrives last loses his next turn. If a number of players are unwilling or unable to send a text message within one minute, then they all lose their next turns.



1092: **OUT OF HARM'S WAY**
Out Of Harm's Way may be used once by a player to immediately move a bunny out of harms way to any position in The Bunny Circle if it will be affected by a range weapon or if it will become the next target of a Roaming Red Run card. Directly targeted bunnies cannot be moved. May be used at any time!

1095: **DATED KABALLA DOLLA**
When a player draws the Dated Dolla card, he must immediately spend an amount of Dolla equal to the date (01 - 31) at any open store. Dated Dolla may not be saved. If no stores are open, then the player is out of luck.

1096: **RANDOM KABALLA DOLLA**
When a player draws the Random Dolla card, he must roll the Clear 20-sided die immediately and spend the amount of Dolla rolled at any open store. Random Dolla may not be saved. If no stores are open, then the player is out of luck.

DISCLAIMER

All characters and events in this game – even those based on real people or characters as parody – are entirely fictional. Any resemblance to actual living persons is purely coincidental or is strictly for the purpose of satire. No actual bunnies were harmed in the making of this game or will be harmed by playing it.

In the great tradition of the United States military, all players in the game are referred to in the male gender. We are in no way negating or ignoring the vital importance of women in gaming and frankly, in our lives as both the mothers who bore us and the wives that support us. Absolutely no offense is meant or should be implied on any level of our menial XY existence, it was simply easier to compose the rules using only one gender reference. So please ladies, don't get angry or hit us.

Am I Missing Something?

If after reading through the Fantastic Bunny Bits and playing the cards in your Killer Bunnies Fantastic Booster Deck you are asking yourself this question, then chances are you're absolutely right!

MISSING A FUTURE CARD?

Many cards in Killer Bunnies and the Quest for the Magic Carrot refer to other cards that have not been printed yet. But don't worry. All this means is that we have planned ahead. Creative Team Alpha would like to guarantee to you that these 'unseen' cards will indeed be seen in future Booster Decks. The same is true for some of the fancy dice as well.

MISSING A PREVIOUS CARD?

Some confusion may occur when Booster Decks are added out of order, and a card refer back to earlier cards that may not exist in your deck. If you do play with non-sequential Booster Decks and a card is drawn during play that refers to another card that does not exist in your Killer Bunnies deck, then a player may discard it and draw a new card.

MISSING A 'CRUCIAL' CARD?

If you do play with non-sequential Booster Decks, then feel free to reference and print Crucial Cards (and pieces) on the website at: www.killerbunnies.com. This provides you with select cards that you might need if you do not have an earlier Booster Deck.

QUESTIONS

Questions always seem to arise that cannot be resolved by a careful inspection of the Instruction Book and Bunny Bits. If that should happen, then contact us through the website at: www.killerbunnies.com.

Adding Booster Decks In Order

All Booster Decks are compatible with the Blue Starter Deck. However, Killer Bunnies plays best when the Booster Decks are added in sequential order.

The Killer Bunnies Deck order is:

- ❑ 01: QUEST Blue Starter Deck
- ❑ 02: QUEST Yellow Booster Deck
- ❑ 03: QUEST Red Booster Deck
- ❑ 04: QUEST Violet Booster Deck
- ❑ 05: QUEST Orange Booster Deck
- ❑ 06: QUEST Green Booster Deck
- ❑ 07: QUEST Twilight White Booster Deck
- ❑ 08: QUEST Stainless Steel Booster Deck
- ❑ 09: QUEST Perfectly Pink Booster Deck
- ❑ 10: QUEST Wacky Khaki Booster Deck
- ❑ 11: QUEST Ominous Onyx Booster Deck
- ❑ 12: QUEST Chocolate Booster Deck
- ❑ 13: CONQUEST Blue Starter Deck
- ❑ 14: CONQUEST Yellow Booster Deck
- ❑ 15: CONQUEST Red Booster Deck
- ❑ 16: CONQUEST Violet Booster Deck
- ❑ 17: QUEST Fantastic Booster Deck
- ❑ 18: QUEST Caramel Swirl Booster Deck

If you do play with non-sequential Booster Decks and a card is drawn during play that refers to another card that does not exist in your Killer Bunnies deck, then a player may discard it and draw a new card.

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