

# Killer Bunnies<sup>®</sup>

## and the Quest for the Magic Carrot

### RADIOACTIVE ROBOTS BUNNY BITS

Unwrap all of the cards. Large cards with a Radioactive Robots 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 Cards are shuffled into the pile of existing small Carrot Cards. Place the Radioactive Markers in the center of the table near any Kaballa's Market.

### GAME MECHANICS

#### ROBOT BUNNY

A player may place a Robot Bunny in his area of The Bunny Circle. A Robot Bunny may be used to play Aggressive cards, does not need to feed, and cannot be used to win the game since it is not technically alive.

A Robot Bunny cannot be assigned a Bunny Modifier card (only a Robot Bunny Modifier card).

A Robot Bunny may be used to form a Bunny Triplet with any two bunnies of the same color (or half color). A player may form a Bunny Triplet if he has three Robot Bunny cards (any colors) in his area of The Bunny Circle.

If attacked by a weapon, a Robot Bunny may add 5 to any die roll used to defend against the weapon. This rolling bonus may be used for weapons with a set or variable weapon level (not a 50/50 or Gender weapon).

#### Activated Robot Bunny

During his turn, a player may activate a Robot Bunny in his area of The Bunny Circle by placing a bunny that is also in his area of The Bunny Circle and has the same color (or half color), under the Robot Bunny. The bunny and Robot Bunny become one single entity called an activated Robot Bunny.

A player may place a Robot Bunny in his area of The Bunny Circle and activate it during the same turn (if a bunny of the same color or half color is available). An activated Robot Bunny may be used to win the game since it contains a bunny that is alive.

A bunny that is not alive, such as a Holographic Bunny, may not be used to activate a Robot Bunny. A bunny with any Bunny Modifier cards under it may not be used to activate a Robot Bunny. A player may not remove the Bunny Modifier cards under any bunny unless specifically instructed to do so by a card in play.

The bunny under a Robot Bunny (forming an activated Robot Bunny) may not be directly targeted by any Aggressive card. In order to eliminate the bunny under a Robot Bunny, an opponent must eliminate the Robot Bunny as well. Once any activated Robot Bunny has been eliminated, then both the Robot Bunny and the bunny under the Robot Bunny are discarded.

An activated Robot Bunny may be used to form a Bunny Triplet with any one bunny of the same color (or half color).

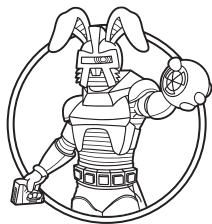
At the end of his turn, a player may remove any of his bunnies from under a Robot Bunny card. The Robot Bunny card must be discarded. The bunny remains in the same position in The Bunny Circle.

#### Activated Robot Bunny Radiation

Once formed, an activated Robot Bunny emits radiation harmful to the bunnies in The Bunny Circle. At the start of each player's turn, any activated Robot Bunny in the player's area of The Bunny Circle will irradiate both adjacent bunnies with a single dose of radiation. Adjacent bunnies in The Bunny Circle may belong to the player or to an opponent. Players may keep track of these doses by placing a Radiation Marker on the adjacent bunnies, showing 1 on the marker for the first dose, flipping it over and showing 2 on the marker for the second dose. If a bunny collects three doses of radiation, it is immediately discarded.

A bunny with The Heavenly Halo or Angel Wings is not affected by radiation, however, the radiation will pass through it to the next adjacent bunny. An alien in The Bunny Circle is not affected by radiation. Both an alien in The Bunny Circle, and a Neutronium Barrier, block radiation. No aliens are included in the Radioactive Robots booster deck.

At the start of each player's turn, any of his bunnies that are no longer adjacent to an activated Robot Bunny must remove a Radiation Marker (if the bunny has one).



#### More Bot Bits

Once a Robot Bunny has been eliminated (or discarded), it cannot be purchased from any Weil's Pawn Shop, nor can it be brought back into the game for any reason using any card. Once an activated Robot Bunny has been eliminated (or discarded), then again the Robot Bunny cannot be purchased, however the bunny that was under the Robot Bunny may be purchased again from any Weil's Pawn Shop.

During his turn, any player with an activated Robot Bunny in his area of The Bunny Circle may challenge any other player's activated Robot Bunny in The Bunny Circle. Both players roll the Clear 20-sided die. The player with the higher roll wins the challenge forcing the player with the lower roll to discard his activated Robot Bunny. If both players roll the same number, then both players must discard their activated Robot Bunny.

#### BUNNY BYTE

One Bunny Byte equals exactly one Kaballa Dolla (amazing!)

### FACTS ABOUT THE CARDS

#### 1392: PYROCLASTIC FLO

Pyroclastic Flo may be placed on any bunny which dies immediately. The adjacent bunny must roll higher than 19 to survive, the bunny two spaces away must roll higher than 18 to survive and so on. Pyroclastic Flo flows in only one direction (opposite the direction of play). Pyroclastic Flo is eliminated as soon as a bunny defeats it.

If a player has Flo (Carrot #4), then Pyroclastic Flo goes around all of his bunnies and resumes with the next player's bunnies (as if the player's bunnies weren't there). Any player may stop Pyroclastic Flo at any time by discarding his Forever Water or Forever Milk small card. Pyroclastic Flo is not stopped by a Barrier, but is discarded if it hits a Neutronium Barrier.

If there are no bunnies left in The Bunny Circle, then Pyroclastic Flo will begin to target player's Carrots. Starting with the player where Pyroclastic Flo killed the last bunny, each player (opposite the direction of play) must roll against the weapon. The weapon level of Pyroclastic Flo continues to decrease. If a player cannot defeat Pyroclastic Flo, then he must return a Carrot to any Kaballa's Market. Once again, Pyroclastic Flo is eliminated as soon as a player defeats it.

#### 1393: BELLIPOSE BUMPKIN

Bellicose Bumpkin may be used once by a player to flip all Robot Bunny cards face down (and underneath the bunny if the Robot Bunny was activated). Any bunnies that were underneath a Robot Bunny card must roll higher than 6 to survive. Each player's surviving bunnies may become the target of weapon cards until the Robot Bunny cards are flipped back to their original positions. A player may flip one Robot Bunny card back to its original position at the beginning of each of his turns.

#### 1395: BLOWN FUSE

Blown Fuse may be used once by a player to roll the dice and to discard all Robot Bunny cards in The Bunny Circle with the same color as any die that rolled a two-digit number (10 - 11 - 12).

Bunnies underneath discarded Robot Bunny cards remain in the same position in The Bunny Circle. Any player that lost a Robot Bunny card from their area of The Bunny Circle may remove every Radiation Marker from all of his bunnies in The Bunny Circle.

#### 1396: 1397: DOUBLE FREE AGENT

Double Free Agent bunnies may be used by a player as any two bunnies of any two kinds (Evil, Hypnotic, Ludicrous, Spiffy or Truculent) and of any two colors (Blue, Green, Orange, Violet or Yellow), but not Red, Pink, etc. Double Free Agent bunnies may not become any other type of bunnies.

The identity of the two bunnies may be the same or different bunnies. The identity of the two bunnies may change at any time during play as the need arises. Double Free Agent bunnies make forming a Bunny Triplet much easier. A Double Free Agent must be treated as a single target when hit with a weapon or Feed The Bunny card.

#### 1399: ENGINEERDS

The player with Engineerds in The Bunny Circle negates every opponent's Robot Bunny rolling bonus against weapons launched by the player. For example, if Carol has Engineerds in her area of The Bunny Circle and attacks a Robot Bunny in Tim's area of The Bunny Circle with Lorna Doom, then Tim will not be allowed to add 5 to his roll on the Clear 20-sided die.

Engineerds is a double Green bunny and may be combined with another Green (or half Green) bunny to form a Bunny Triplet.



#### 1402: **MANIACAL MECHANICAL MATTER MOVER**

Maniacal Mechanical Matter Mover may be used once by a player to force any opponent to exchange two of his Robot Bunny cards in The Bunny Circle for one of yours. Robot Bunny cards in the exchange may or may not be activated. For example, Carol may exchange a single Robot Bunny card for an opponent's two activated Robot Bunny cards. In order to use this card against an opponent, that player must have at least two Robot Bunny cards in The Bunny Circle. Maniacal Mechanical Matter Mover cannot be used for a one to one exchange.

The player chooses all three Robot Bunny cards in the exchange.

#### 1403: **NEUTRONIUM BARRIER**

Neutronium Barrier may be placed between any two adjacent players and stops weapons that affect adjacent bunnies. Roaming Red Run cards that contact a Neutronium Barrier are eliminated (discarded). The Neutronium Barrier remains in place after eliminating a Roaming Red Run card.

More than one Barrier (regular or Neutronium) may be placed between any two adjacent players. It is important to place the two (or more) Barrier cards side by side between the players especially if one of the Barriers is a Neutronium Barrier. This becomes important when a Roaming Red Run card encounters the Barriers. By placing the cards side by side, players will be able to determine if a Roaming Red Run will encounter a regular Barrier and change direction, or a Neutronium Barrier and be eliminated.

#### 1408: **RETURN A CARROT**

Return A Carrot may be used once by a player to force any opponent to return any one of his Carrots to Kaballa's Market (even if the market is closed). The opponent may choose which of his Carrots to return.

#### 1410: **AUNT ACID**

The player with this card saved cannot be the direct target of an Atomic Pastry. All Atomic Pastry under the player's bunnies in The Bunny Circle are immediately discarded when Aunt Acid is saved. The bunnies that belong to the player with Aunt Acid saved will automatically survive if an adjacent bunny (belonging to an opponent) is the direct target of an Atomic Pastry. If at any time the player has no bunnies in The Bunny Circle, then Aunt Acid is discarded immediately.



#### 1413: **FOREVER AND EVER FED**

The player with this card saved has no need to feed. Forever And Ever Fed keeps all of a single player's bunnies from needing Cabbage, Water, Radish and Milk for any reason. If at any time the player has no bunnies in The Bunny Circle, then Forever And Ever Fed is discarded immediately.

## 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.

For the most up-to-date Booster Deck list, go to the website at: [www.killerbunnies.com](http://www.killerbunnies.com).

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.

## AM I MISSING SOMETHING?

If after reading through the Bunny Bits and playing the cards in your Killer Bunnies Booster Decks 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 refers 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](http://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](http://www.killerbunnies.com).

**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.



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