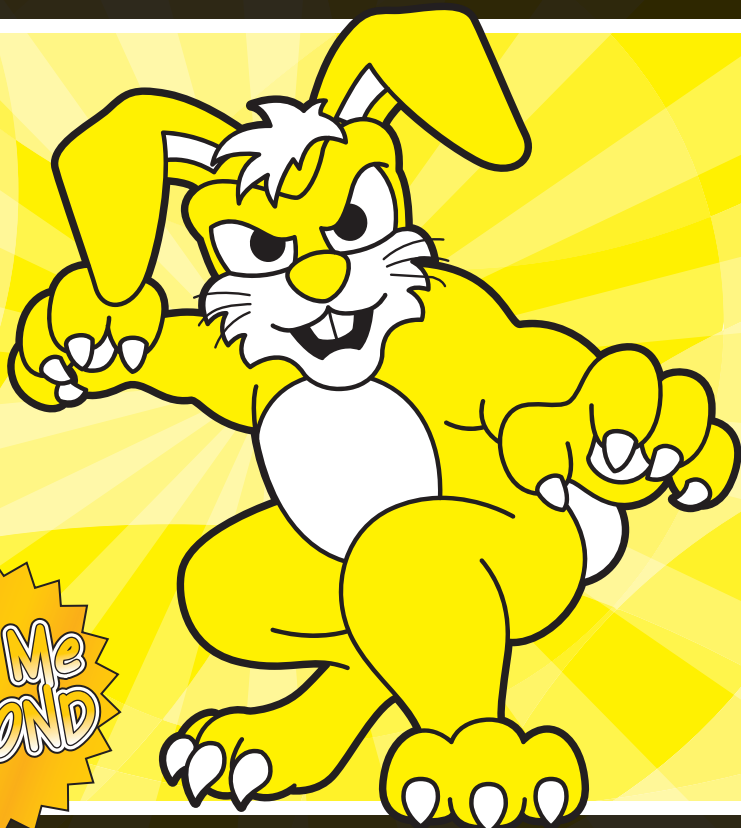


Killer Bunnies[®]

and the *Quest for the Magic Carrot*

CONQUEST ADVENTURE



Read Me
SECOND

BUNNY BITS

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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.

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.

Killer Bunnies[®]

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CONQUEST ADVENTURE

More Card Information

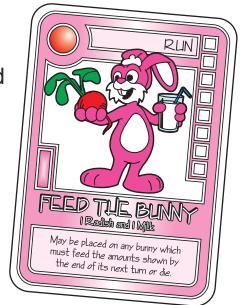
PLAY IMMEDIATELY CARDS

- If a player draws a PLAY IMMEDIATELY (Terrible Misfortune) card during play, then he must stop the game, announce that he has the card, and kill one of his own bunnies in The Bunny Circle.
- If a player draws a PLAY IMMEDIATELY card but has no bunny in The Bunny Circle, then he must place the card on an opponent's bunny in The Bunny Circle causing it to die (discarded). This is also true if the player's only bunny in The Bunny Circle is protected by Angel Wings.



RUN CARDS

- To play a RUN card, a player must first place it down in the BOTTOM RUN position, then slide it to the TOP RUN position, and finally flip and play the card. All RUN cards work this way.
- If your RUN card has a Pink rectangular box on the left border, then you must have a bunny in The Bunny Circle to use the card.
- If your RUN card has a Pink rectangular box on the left border, and you do not have a bunny in The Bunny Circle, then you must discard the card. Remember, RUN cards may not be saved.



SPECIAL CARDS

- There are two ways to play a SPECIAL card:
 - 1) You may play a SPECIAL card the same way that you would play a RUN card by placing it in the BOTTOM RUN position, sliding it to the TOP RUN position and flipping it over. When you flip over a SPECIAL card you may either play the card or save the card:
 - a) SPECIAL cards may be played the same way that RUN cards are played. Don't forget that if there is a Pink rectangular box on the left border of the card, then you will need a bunny in The Bunny Circle to play the card.
 - b) SPECIAL cards may be saved by placing them off to the side with your KABALLA DOLLA and METAL cards.



2) You may play a SPECIAL card directly from your hand instead of flipping your TOP RUN card. Don't forget that if there is a Pink rectangular box on the left border of the card, then you will need a bunny in The Bunny Circle to play the card.

- SPECIAL cards may be discarded directly from your hand as a turn.
- SPECIAL cards may not be saved directly from your hand to the table as a turn. SPECIAL cards must go through the BOTTOM RUN card and TOP RUN card cycle if you wish to save them.
- A player can use any number of saved SPECIAL cards during his turn in addition to his regular play.

VERY SPECIAL CARDS

- All of the rules for SPECIAL cards are the same for VERY SPECIAL cards with one difference. The difference between a SPECIAL card and a VERY SPECIAL card is that a SPECIAL card may only be played during a player's turn whereas a VERY SPECIAL card may be played during any player's turn.
- Playing a saved VERY SPECIAL card does not count as a player's turn. Playing a VERY SPECIAL card directly from your hand does not count as a player's turn either.



METAL CARDS

- If a player draws a METAL card during play, then he must save the card (face up) and draw another card immediately.
- METAL cards may be exchanged (bought or sold) by a player at Morden's Metals Exchange for KABALLA DOLLA during his turn only. The current Exchange Rates for KABALLA DOLLA of the three metals are the latest numbers rolled on the three 6-sided dice (Gold, Silver and Copper). *(For more details on Exchange Rates, please see Morden's Metals Exchange in the Bunny Bits).*
- If a player wishes to exchange a METAL card at Morden's Metals Exchange and the right amount of KABALLA DOLLA do not exist in the Discard Pile, then players may take Vouchers from Kaballa's Market Two to make it easier to remember how much the market owes them.



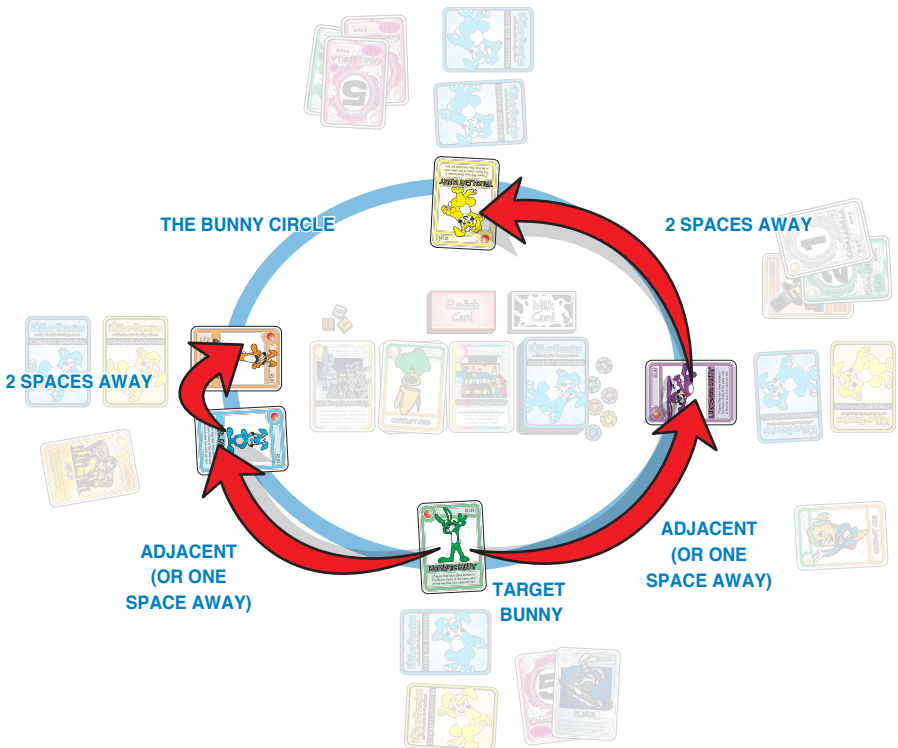
Game Mechanics

A TURN, A ROUND

- During a turn, each player may play a single card in one of four ways. The four options are:
 - 1) Flip and play the TOP RUN card.
 - 2) Flip and discard the TOP RUN card if you cannot, or do not wish to use it.
 - 3) Flip and save the TOP RUN card, but only if it is a SPECIAL or VERY SPECIAL card.
 - 4) Play a SPECIAL card directly from your five-card hand. This leaves the TOP and BOTTOM RUN cards in place.
- A round is completed when every player has had one turn.

ADJACENT

- The phrase “adjacent players” on a card refers both to the player sitting to the left of you and the player sitting to the right of you.
- The phrase “adjacent bunnies” means the bunny placed directly to the left and the bunny placed directly to the right of the target bunny in The Bunny Circle. These bunnies may belong to the same player or to different players.



- Bunnies any number of spaces away refers to bunnies on both the left and right side of the target bunny in The Bunny Circle. Again, these bunnies may belong to the same player or different players.

AGGRESSIVE CARDS

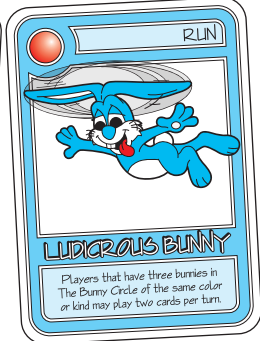
- All cards that have a Pink rectangular box on the left border of the card are considered to be Aggressive cards with the exception of Choose A Carrot (any amount of Carrots) cards.



BLUE HYPNOTIC



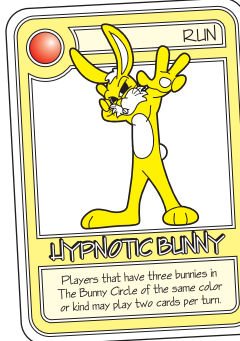
BLUE SPIFFY



BLUE LUDICROUS



BLUE HYPNOTIC



YELLOW HYPNOTIC



GREEN HYPNOTIC

BUNNY TRIPLETS

- If a player has three bunnies in The Bunny Circle that are the same color (Blue, Green, Orange, Violet or Yellow) or the same kind (Evil, Hypnotic, Ludicrous, Spiffy and Truculent), then he may play an additional card per turn. This is called a Bunny Triplet.
- If the Bunny Triplet is established with the first card of a player's turn, then the player may play a second card during the same turn.
- Additional Bunny Triplets do not allow a player to play more than two cards per turn.
- When a player has a Bunny Triplet and is allowed to play two cards per turn he must play one card first, draw a replacement card, and then play the second card. Here's why: suppose a player uses his first card and then draws a replacement card (maybe a Terrible Misfortune) that kills one of his bunnies. It is possible that he will no longer have a Bunny Triplet and therefore, not be allowed to play the second card.

DISCARDED SUPPLIES

- When Radish Cards and Milk Cards are used to Feed The Bunny, they are put face up into a Discard Pile on your table. When all of the Radish Cards and Milk Cards have been drawn, the cards in the Discard Pile may not be reshuffled and used again.

FACE UP

- All of a player's saved cards (KABALLA DOLLA, METAL, Radish, Milk, Carrots, SPECIAL, and VERY SPECIAL) must be placed on the table face up so that everyone can see them.

GAME LENGTH

- If your game of Killer Bunnies® is running too long, then try starting the game by giving each player a Carrot (or two) from Kaballa's Market Two.
- If your game of Killer Bunnies® is ending too quickly, then try removing a few Choose A Carrot cards from the Draw Pile.

JOINING LATE / LEAVING EARLY

- Players may join a game of Killer Bunnies® Conquest at any time by sitting directly to the left of the oldest player and taking seven cards from the Draw Pile. Any PLAY IMMEDIATELY cards that are drawn by the player are discarded without being used. The player places his TOP and BOTTOM RUN cards down, and play continues from where it had previously stopped.
- If a player must leave the game early, then he must return his Carrots to Kaballa's Market Two, discard his Radish Cards, Milk Cards and seven playing cards. Players leaving the game may not give away their Carrots, KABALLA DOLLA, METAL, saved SPECIAL or VERY SPECIAL cards, or supplies to players that are still in the game.

MAKING CHANGE

- If a player needs change in KABALLA DOLLA, Radish Units or Milk Units, then he may take it from the Discard Piles. For example, if a player needed to Feed The Bunny 4 Radish Units and the only card that he had saved was a 5 Units Radish Card, then he would pay with the 5 Units card and take a 1 Unit Radish Card in return from the Radish Card Discard Pile.
- If you are making change and the right amounts of Radish Units, Milk Units or KABALLA DOLLA do not exist in any of the discard piles, nor with the Vouchers, then keep track of what the game 'owes' you on a small pad of paper and take the correct change when it becomes available.

MODIFIER CARDS

- Any card that has a Bunny Modifier under the card title is a Modifier card. So far, there are three types of Modifier cards: Angel Wings, Lucky Horseshoe (any amount) and Nanny.
- Modifier cards may be placed under any bunny in The Bunny Circle. Once assigned, they may not be moved to another bunny. More than one Modifier card may be placed under a single bunny in The Bunny Circle.
- If a Modifier card is flipped over as the Top Run card, but a player does not have a bunny in The Bunny Circle, then he may either discard the Modifier card, or place it under any opponent's bunny in The Bunny Circle.
- If a bunny in The Bunny Circle is killed (discarded), then all of its Modifier cards are discarded as well.

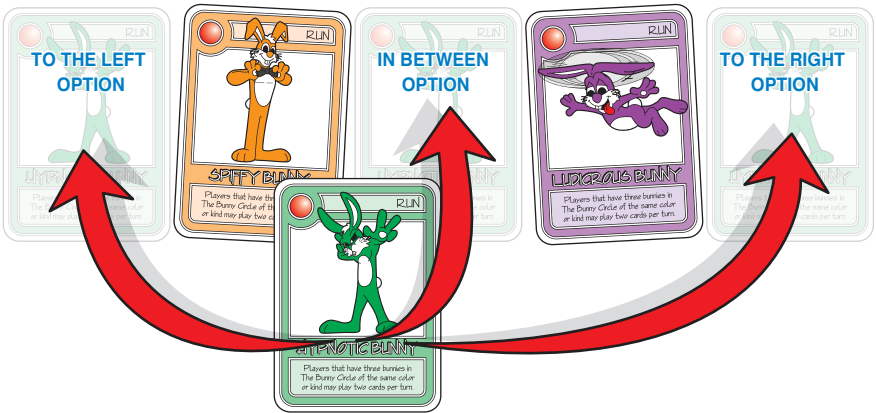
MODULO 10

- Adding numbers Modulo 10 means to add the numbers together, but only to pay attention to the last digit. For example, if the two dice total 8, then the number is just 8. If the two dice total 17, then the number is just 7.

ORDER OF OPERATIONS

- A player's turn is over when he has flipped his TOP RUN card (or played a SPECIAL card directly from his five-card hand), and has replaced the card so that he once again has five cards in his hand and two cards down on the table.
- A player may buy supplies from the market or exchange METAL cards before he starts his turn, or anytime before his turn is over.
- A player may play any number of saved SPECIAL cards during his turn. Saved SPECIAL cards may be played before the player starts his turn, or anytime before his turn is over.
- All Metal dice may be re-rolled by a player at the end of any of his turns during which he received a Carrot.
- If a player has a Bunny Triplet, allowing him to play two cards per turn, then he must:
 - 1) Play his first card.
 - 2) Draw a replacement card.
 - 3) Play his second card.
 - 4) Draw another replacement card.

The player's turn is over after the second card is replaced.



POSITIONING OF BUNNIES

- Players may place bunnies anywhere they wish in The Bunny Circle as they are flipped into play or revived from the Discard Pile. For example if a player has two bunnies in The Bunny Circle, then a new bunny may be placed to the left, right or in between the two bunnies already down.
- A player may not, however, reposition bunnies that are already down in The Bunny Circle.

RESHUFFLING

- If you get to the end of the Draw Pile and the game has not finished, then simply reshuffle all of the large cards from the Discard Pile and start again. Supply cards such as Radish Cards and Milk Cards may not be reshuffled and reused.

REVIVING BUNNIES

- Both Blue Plate Special and Zoetic Zoology cards allow a player to revive a bunny. This bunny can only be chosen from the Discard Pile. If there are no bunnies in the Discard Pile, then the player is out of luck.
- Bunnies that are revived using Blue Plate Special and Zoetic Zoology cards may go directly into The Bunny Circle.

ROAMING RED RUN CARDS

- Any card that has a Red RUN printed in the top window is a Roaming Red Run card. The first Roaming Red Run card is Dragon Of Doom.
- Roaming Red Run cards are played differently than regular RUN cards because they may remain in play for many rounds. For example, suppose that a fictional player named Carol launches Dragon Of Doom. Naturally she would place it on an opponent's bunny, and that opponent would have to roll the Violet 12-sided die according to the rules on the card. The opponent's bunny will either survive and stay in The Bunny Circle, or die and be discarded. After the first play however, Dragon Of Doom is not discarded. Instead, it is placed on top of the next adjacent bunny clockwise in The Bunny Circle (the two cards will actually share the same space in The Bunny Circle). Dragon Of Doom remains on top of this bunny and attacks again at the end of Carol's turn (one round of play later). Dragon Of Doom will move from bunny to bunny and continue to attack once per round of play always at the end of Carol's turn. It is possible that Dragon Of Doom may, eventually, attack one of Carol's own bunnies! This cycle continues until the Roaming Red Run card is eliminated or no viable bunny targets are available.

TRADING

- Trading may only occur during either of the player's turns that are involved in the trade.
- Any player may trade: Radish Cards, Milk Cards, KABALLA DOLLA, METAL saved SPECIAL cards, saved VERY SPECIAL cards, Carrots or bunnies in The Bunny Circle in any amounts agreed upon by the players.
- Any player may trade cards from his five-card hand on a one-to-one basis. All players must have five cards in their hand at the end of the trade.
- Cards in the TOP RUN or BOTTOM RUN position can never be traded.

VOUCHERS

- Place the Radish, Milk and Dolla Vouchers near the Kaballa's Market Two Starter Card.
- Sometimes during the game (especially at the start of the game), players may need change from Kaballa's Market Two and no change is available in the Discard Piles. If this should happen, players may take Vouchers from Kaballa's Market Two to make it easier to remember how much the market owes them.
- Remember that Vouchers of Radish or Milk Units cannot be purchased from Kaballa's Market Two if Radish or Milk Cards run out.
- Vouchers may always be used as actual Radish Units, Milk Units and Dolla throughout the game, however, players should return their Vouchers to Kaballa's Market Two for real Radish Units, Milk Units and Dolla as soon as they become available in the Discard Piles.

Card Mechanics

RADISH CARDS AND MILK CARDS (the small decks)

- The small Radish Cards are not all the same. There are 1, 2, 5 and 10 Radish Units per card. The market sells Radish Cards, not Radish Units. Hopefully you will be lucky and get the 10 Units Radish Card for your money, but most likely you will get a few 1 Unit Radish Cards as well. The same is true for the small Milk Cards.

CHOOSE A CARROT

- Choose A Carrot cards are used by players to take Carrots from Kaballa's Market Two, whether it is open or closed. All Choose A Carrot card rules refer to single and double Carrot choosing.
- When all of the Carrots are taken from Kaballa's Market Two the game is over and The Magic (or winning) Carrot is revealed.

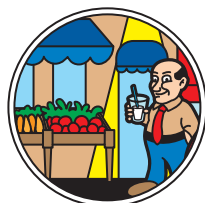
FEED THE BUNNY

- When using a Feed The Bunny card, a player places it on any opponent's bunny in The Bunny Circle. The opponent will need the Radish Units and Milk Units to Feed The Bunny by the end of his next turn. The amount of Radish Units and Milk Units that the player will need are listed on each Feed The Bunny card. During the opponent's turn, he may buy Radish Cards and Milk Cards from Kaballa's Market Two (if he has some Kaballa Dolla), or he may try to make deals with the other players to get the supplies that he needs. If the bunny is not fed by the end of the opponent's turn, then it dies and is removed from The Bunny Circle (discarded).
- A player with a pending Feed The Bunny card on his only bunny is still able to play an Aggressive card on his turn since the bunny does not need to feed until the end of its turn.
- More than one Feed The Bunny card may be placed on any bunny in The Bunny Circle.



KABALLA'S MARKET TWO

- Any player may buy supplies anytime during his turn from Kaballa's Market Two (if the market is open). The supplies that are sold at the market are: Radish Cards and Milk Cards (which are used by a player to Feed The Bunny), and Carrots (which are used by a player to win the game). A player does not need a bunny in The Bunny Circle to buy supplies from Kaballa's Market Two.
- Kaballa's Market Two is open at the start of the game. RUN cards exist that either change the prices at Kaballa's Market Two, or close the market. The market does not need to be closed first to change the prices using a Kaballa's Market Two card. New prices are listed on these cards.
- Cards such as Bizarre Baccarat and Blue Plate Special will not reward Radish Cards, Milk Cards or Carrots if the market is closed. Free Radish or Free Milk cards cannot be used if the

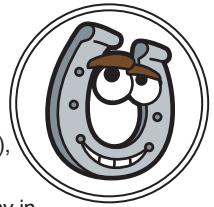


market is closed. However, since Free Radish and Free Milk cards are Special cards, they can be saved and used when the market is opened again.

- Choose A Carrot cards may always be used even if the market is closed.

LUCKY HORSESHOE CARDS

- Lucky Horseshoe cards may be placed under any bunny in The Bunny Circle. Lucky Horseshoe lowers the level of any weapon by the number indicated on the card. For example, if a bunny with a Lucky Horseshoe Double card under it is attacked by Grabthar's Hammer (Weapon Level 9), then the player will only need to roll higher than 7 to survive.
- More than one Lucky Horseshoe card may be placed under a single bunny in The Bunny Circle.



MORDEN'S METALS EXCHANGE

- At the start of the game, the three 6-sided dice (Gold, Silver and Copper) are rolled. The numbers rolled set the Exchange Rate for the three metals.
- A player may exchange (buy or sell) METAL cards anytime during his turn from Morden's Metals Exchange for KABALLA DOLLA. KABALLA DOLLA is taken from the Discard Pile by any player exchanging METAL cards. Dolla Vouchers are taken from Kaballa's Market Two if no KABALLA DOLLA exist in the Discard Pile.
- All METAL cards sold to Morden's Metals Exchange are kept face up next to the Morden's Metals Exchange Starter Card. Players may only buy the METAL cards that are available at Morden's Metals Exchange.
- All Metal dice may be re-rolled by a player at the end of any of his turns during which he received a Carrot. Carrots are considered received if the player bought the Carrot from a market or used a card (such as Choose A Carrot) to acquire it. Trading Carrots with other players does not give a player the privilege to re-roll the Metal dice.
- A player may not exchange METAL cards during the same turn once he has rolled the Metal dice. The new Exchange Rate will be available starting with the next player.
- Cards exist that double the value of certain metals at Morden's Metals Exchange. If played, place the doubling card on top of the Morden's Metals Exchange Starter Card. More than one doubling card may be used at the same time to modify the Exchange Rate.



WEAPONS

- When using a Weapon card, a player places it on any opponent's bunny in The Bunny Circle. The opponent must immediately roll the Black 12-sided die. If the opponent does not roll higher than the weapon level on the card, then his bunny dies and is removed from The Bunny Circle (discarded).

Facts About The Cards

RUN CARDS (Blue Deck)

0816: CLUBBIN' BABY SEALS

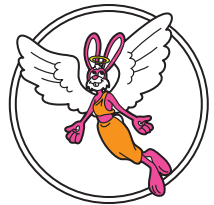
- Clubbin' Baby Seals may be placed on any bunny in The Bunny Circle which must roll higher than 10 on the Black 12-sided die to survive. Adjacent bunnies to the target bunny in The Bunny Circle must roll higher than 9 on the Black 12-sided die to survive.

0818: TRASH COMPACTOR

- Trash Compactor may be placed on any bunny in The Bunny Circle which dies immediately. All bunnies within two spaces of the target bunny in The Bunny Circle are also killed. Horseshoe bunnies (bunnies with Horseshoe cards underneath them) may survive since Horseshoe cards lower the level of an attacking weapon.

0819: ANGEL WINGS

- Angel Wings may be placed under any bunny in The Bunny Circle. Once assigned to a bunny, Angel Wings cannot be moved to another bunny. If the bunny with Angel Wings changes owners, then the Angel Wings card goes with it. If a player runs the Angel Wings card but has no bunny in The Bunny Circle, then he may either place it on any opponent's bunny in The Bunny Circle or simply discard the card.
- Angel Wings is a Modifier card, and by itself is not a bunny. Angel Wings protects any one bunny from all harm (Weapons), hunger (Feed The Bunny), misfortune (Terrible) and abduction (Area 51). A bunny with Angel Wings may, however, defect, be auctioned, be exchanged or gambled (Texas Let Go).
- If a player's only bunny has Angel Wings, then he may not play any Aggressive cards (cards that have a Pink rectangular box). Remember that Choose A Carrot cards are not Aggressive cards even though they have the Pink rectangular box.



0820: 0821: 0904: AREA 51

- Area 51 may be placed on any bunny in The Bunny Circle which is abducted by the Beyea Aliens and taken to the planet Jupiter. The bunny is returned when another is taken. An abducted bunny is placed off to the side and out of play until another bunny is abducted using another Area 51 card. If this occurs, then the first bunny is returned to its owner.
- If an abducted bunny has any Bunny Modifier cards (such as Horseshoe or Nanny), or a pending card (such as a Feed The Bunny card), then those cards are immediately discarded.
- If the bunny that is abducted has Dragon Of Doom on top of it, then the bunny goes away with the Beyea Aliens and Dragon Of Doom moves on to the next viable bunny target in The Bunny Circle.
- A player with an abducted bunny and no other bunny in The Bunny Circle may not play any Aggressive cards (cards that have a Pink rectangular box) including a Choose A Carrot card.



An abducted bunny cannot count towards a Bunny Triplet because it is not in The Bunny Circle. At the end of the game, a player with only an abducted bunny may still win the game (since the bunny is still alive).

0822: **BAMBOOZLED BLACKSMITH**

- Bamboozled Blacksmith may be used once by a player to remove all Horseshoe cards from any one bunny in The Bunny Circle. An Odd roll of the Green 12-sided die allows the player to keep the Horseshoe cards and either to place them under any bunny (or bunnies if more than one Horseshoe card is taken) in The Bunny Circle or simply to discard them. An Even roll of the Green 12-sided die forces the player to discard the Horseshoe cards.

0823: **CARROT LOTTERY**

- Carrot Lottery may be used once by all players to purchase numbers (1 - 12) for 1 Dolla each. Starting with the player, and moving in the direction of play, each player may purchase as many of the numbers as they wish. No two players can purchase the same number. Next, the player will roll the Orange 12-sided die. If the number rolled was purchased by a player, then he may choose a Carrot from Kaballa's Market Two.

0824: **DEEP SLEEP NINE**

- Deep Sleep Nine may be used once by a player with at least one bunny in The Bunny Circle, however, the opponent may or may not have a bunny of his own in The Bunny Circle.

0825: **DRAGON OF DOOM**

- Since it is a Roaming Red Run card, Dragon Of Doom will attack one bunny per round of play (traveling in a clockwise direction) in The Bunny Circle. Any bunny attacked must roll higher than 9 on the Violet 12-sided die to survive. Dragon Of Doom is not a weapon and cannot be subjugated by using Horseshoe cards or Defense Cards (Red Booster Deck).
- After the attack, Dragon Of Doom moves to the next viable bunny target and waits until the next round of play. Dragon Of Doom can attack the same bunny more than once during its time in The Bunny Circle. When Dragon Of Doom encounters a Barrier (Red Booster Deck), it will change direction and could easily attack the same bunny twice (on consecutive turns).
- Dragon Of Doom itself may be attacked and eliminated using any Weapon card. The player who launched Dragon Of Doom rolls for its defense against a Weapon card even if the same player also launched the weapon. During play, Dragon Of Doom will be waiting on top of a bunny (the next viable bunny target). If a weapon is designed to attack a single bunny, then a player may direct it onto Dragon Of Doom, or the bunny underneath, but not both. If the weapon is a range weapon (such as Googol Plexing or Terminators), then both Dragon Of Doom and the bunny underneath are affected equally (whether they were the direct target of the weapon or within the weapon's range).



- If Dragon Of Doom has no viable bunny targets left in The Bunny Circle, then it is discarded. A bunny with Angel Wings would be an example of a non-viable bunny target since it cannot be killed by Dragon Of Doom. If Dragon Of Doom is confined to an area of The Bunny Circle by two or more Barriers (Red Booster Deck) and cannot reach a viable bunny target on the other side, then it is removed (discarded).

0826: 0908: **FREE AGENT**

- Free Agent bunny may be used by a player as any bunny of any kind (Evil, Hypnotic, Ludicrous, Spiffy and Truculent) and any color (except Red or Pink – Red or Perfectly Pink Booster Deck). The identity of the bunny may change at any time during play as the need arises. Free Agent bunnies make forming a Bunny Triplet much easier. Free Agent bunnies cannot become Specialty bunnies (Violet Booster Deck) or Celebrity bunnies (Ominous Onyx Booster Deck).

0832: **SOUR HOUR**

- Sour Hour may be used once to force any one player to immediately lose all of his Milk Units. The player also loses any Milk Vouchers that he may have been saving.

0833: **STARVING SNAILS**

- Starving Snails may be used once to force any one player to immediately lose all of his Radish Units. The player also loses any Radish Vouchers that he may have been saving.

0834: **TEXAS LET GO**

- Texas Let Go allows a player to force his opponents to gamble for any number of items. These items can be Radish Units, Milk Units, Carrots, Dolla, Metal cards or bunnies. Later on, booster decks will introduce other items such as: Defense Units, Pawns, Zodiac cards, and Mysterious Place cards.
- The player who uses Texas Let Go must decide what the stakes will be for the gamble. Everyone who can play must play. For example, let's pretend that a fictional player Carol decided to play Texas Let Go for 2 Kaballa Dolla and 1 Carrot. Each player with at least 2 Kaballa Dolla and 1 Carrot must play. All players involved in the gamble roll any one of the 12-sided dice. The highest roller takes all of the Kaballa Dolla and all of the Carrots. Of course Carol must participate in her own gamble.
- The player who played Texas Let Go may re-roll the die if he does not like his first roll. If two players tie for the highest roll, then both players must roll the 12-sided die again (and keep rolling) until the tie is broken.
- If the stakes involve a Carrot or a bunny, then each opponent may choose which Carrot or bunny to risk. If the player's stakes include a bunny and an opponent's only bunny has Angel Wings, then he must risk the bunny.



SPECIAL CARDS (Blue Deck)

0837: 0838: **BIZARRE BACCARAT**

- To use Bizarre Baccarat, a player must have a bunny in The Bunny Circle because it is an Aggressive card (cards that have a Pink rectangular box). Bizarre Baccarat may be placed on any bunny in The Bunny Circle. The player must choose the bunny that will take the risk for the card. This target bunny can be one of his own bunnies or any opponent's bunny in The Bunny Circle. The owner of the target bunny rolls the two 12-sided dice (Orange and Green), adds the numbers (Modulo 10), and either reaps the reward of the card or suffers the consequence:
 - 6-7-8-9 = Choose a Carrot from Kaballa's Market Two and one Metal card from Morden's Metal Exchange. If Morden's Metals Exchange has no Metal cards to offer, then the player is out of luck.
 - 4-5 = Feed the bunny 1 Radish Unit and 1 Milk Unit!
 - 2-3 = Pay any one Metal card to Morden's Metals Exchange. If the player cannot pay one Metal card to Morden's Metals Exchange, then the bunny is discarded.
 - 0-1 = The bunny gets a one-way ride into the desert by the Casino bosses (discarded)!
- If the consequence for a bunny is to feed, then it must be done immediately. An opponent with no saved Radish Units or saved Milk Units will not have the opportunity to buy supplies from Kaballa's Market Two since it will not be his turn.



0839: 0840: **BLUE PLATE SPECIAL**

- Blue Plate Special may be used once by a player to roll the five 12-sided dice (Violet, Orange, Green, Yellow and Blue). The color die that has the lowest roll is the supply taken by the player. If two or more dice roll the lowest number, then the player may take more than one supply.
 - Violet 12-sided die = Take a bunny from the Discard Pile.
 - Orange 12-sided die = Take a Carrot from Kaballa's Market Two.
 - Green 12-sided die = Take a Radish Card from Kaballa's Market Two.
 - Yellow 12-sided die = Take a Metal card from Morden's Metals Exchange.
 - Blue 12-sided die = Take a Milk Card from Kaballa's Market Two.
- Carrots, Radish Cards and Milk Cards are taken from Kaballa's Market Two (if the market is open). Bunnies are taken from the Discard Pile, and Metal cards are taken from Morden's Metals Exchange if they are available.

0841: 0842: **CHOCOLATE ECLAIR**

- Chocolate Eclair may be used once by a player to feed the bunny. Any one bunny is fed any amounts of Radish Units and Milk Units whether the amounts needed are from a single or several pending Feed The Bunny cards.
- Or Chocolate Eclair may be used immediately by a player to eliminate a Whiner Senator vote (Red Booster Deck). This card must be a saved Special to be used immediately.



0843: **FREE MILK**

- Free Milk may be used once by a player to take two Milk Cards from Kaballa's Market Two. Free Milk may not be used if Kaballa's Market Two is closed.

0844: **FREE RADISH**

- Free Radish may be used once by a player to take two Radish Cards from Kaballa's Market Two. Free Radish may not be used if Kaballa's Market Two is closed.

0845: **GUARANTEE AT THREE**

- Guarantee At Three may be used by a player to pay or receive 3 Dolla for every Metal card at Morden's Metals Exchange regardless of the current Exchange Rate. Guarantee At Three can be used to buy or sell as many Metal cards as a player wishes during one turn only.



0846: 0847: **LEMON SQUEEZIE**

- Lemon Squeezeie may be used once by a player to roll the Yellow 12-sided die and to take the same number of cards from the Draw Pile as the number rolled. The player may keep the best cards and discard the rest. The player must keep only seven cards (five cards in his hand and two cards down).
- Or Lemon Squeezeie may be used immediately by a player to eliminate a Shiner Senator vote (Red Booster Deck). This card must be a saved Special to be used immediately.

0848: 0849: **ZOETIC ZOOLOGY**

- The Zoetic Zoology may be used once by a player to choose a number (1-12) and to roll the five 12-sided dice (Violet, Orange, Green, Yellow and Blue). The number of correct rolls is the number of bunnies that the player may revive from the Discard Pile and immediately place anywhere in The Bunny Circle.
- For example, let's pretend that a fictional player Carol wants to use The Zoetic Zoology card. She will not need a bunny in The Bunny Circle since this is not an Aggressive card (no Pink rectangular box on this card). First, Carol will choose her lucky number which is 4. Next, Carol will roll the five 12-sided dice. If a 4 is rolled on any of the dice, then Carol may take any bunny from the Discard Pile and place it anywhere in The Bunny Circle. If Carol rolls two 4s, then she may take two bunnies from the Discard Pile.



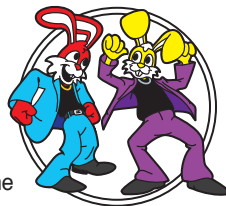
VERY SPECIAL CARDS (Blue Deck)

0850: **BUNNY STEW**

- Bunny Stew may be used once by a player to feed any bunny with a pending Feed The Bunny card with one of his own bunnies in The Bunny Circle. The Feed The Bunny card and the bunny sacrificed are immediately discarded. May be used at any time!

0851: **NIGHT AT THE ROXBUNNY**

- Night At The Roxbunny may be used once by a player to roll the two 12-sided dice (Violet and Blue) and to increase (if two Odd rolls show on the dice) or decrease (if two Even rolls show on the dice) the level of any weapon being played by the number on either of the dice rolled. The player must choose which of the two dice to use. If one Odd and one Even number are rolled, then there is no change to the level of the weapon. May be used at any time!



RUN CARDS (Yellow Booster Deck)

0901: **TERMINATORS**

- Terminators may be placed on any bunny in The Bunny Circle which must roll higher than 10 on the Black 12-sided die to survive. Adjacent bunnies to the target bunny in The Bunny Circle must roll higher than 9 on the Black 12-sided die to survive.



0902: **GOOGOL PLEXING**

- Googol Plexing may be placed on any bunny in The Bunny Circle which must roll 12 on the Black 12-sided die to survive. Adjacent bunnies to the target bunny must roll higher than 10 on the Black 12-sided die to survive, bunnies two spaces away in The Bunny Circle must roll higher than 9 on the Black 12-sided die to survive and so on until all bunnies in The Bunny Circle have rolled.

0903: **CLUE CAST**

- Clue Cast may be placed on any bunny in The Bunny Circle which dies immediately. All bunnies within three spaces of the target bunny in The Bunny Circle are also killed. Horseshoe bunnies (bunnies with Horseshoe cards underneath them) may survive since Horseshoe cards lower the level of an attacking weapon.

0906: **DEAD ZONE**

- Dead Zone may be used once by a player and given to any opponent who must sacrifice any one of his bunnies in The Bunny Circle before he may play an Aggressive card. Dead Zone may be given to an opponent who has no bunnies. Dead Zone remains with the opponent until he sacrifices (discards) one of his bunnies from The Bunny Circle.

0907: **DOE SI DOE**

- Doe Si Doe may be used once to force all players to rotate one of their bunnies in The Bunny Circle to the next participating player counter-clockwise. Each player may choose which of his bunnies to rotate. Players without bunnies in The Bunny Circle do not participate.

0909: **HECKLERS**

- Hecklers may be used once by a player to force any one opponent to either pay 2 Dolla each (to the discard) or to return a Carrot to Kaballa's Market Two (even if the market is closed) for each Run card in his five-card hand. For example, if the opponent had three Run cards in his five-card hand but only 5 Dolla saved, then he could pay for two Carrots (a total of 4 Dolla) and would have to choose which Carrot to return to Kaballa's Market Two.



0914: **OLYMPIC WINNER**

- Olympic Winner may be used once by a player to discard any one of his saved Metal cards, add 20 to each of the numbers rolled on the two 12-sided dice (Orange and Green), and steal the Carrots with those numbers from either Kaballa or any opponents. For example, if a player rolls a 6 on the Orange 12-sided die and an 11 on the Green 12-sided die, then he may steal Carrot #26 (Bee) and Carrot #31 (Wendi) from the opponent, or opponents who own the Carrots, or from Kaballa's Market Two.

0915: **SLIGHT OF HAND**

- Slight Of Hand may be used once by a player to rearrange the positions of any one player's bunnies in The Bunny Circle. Any bunny that has it's position changed must remain the property of the initial owner.

0916: **SQUISH KEBAB**

- Squish Kebab may be placed on any bunny in The Bunny Circle. The player rolls the Yellow 12-sided die and the two bunnies the same number of spaces away (on both sides) in The Bunny Circle as the number rolled are immediately killed.



0917: **NANNY**

- Nanny may be placed under any bunny and always makes sure that it has enough food to eat. No Feed The Bunny card affects this bunny. Nanny remains under the bunny while it is alive.

SPECIAL CARDS (Yellow Booster Deck)

0918: BEEFED UP PRODUCTION

- Beefed Up Production may be used once by a player to eliminate the Angry Beet Farmer or to counteract the Sour Hour before losing all of his Milk Units. This card must be a saved Special to be used immediately. Remember, to save a Special card, a player must run it through the Bottom and Top Run card cycle.
- Unlike Very Special cards, Beefed Up Production may not be used to save other players' bunnies from harm. This card is for the exclusive use of the player who has it saved.

0919: FREE RADISH AND MILK

- Free Radish And Milk may be used once by a player to take one Radish Card and one Milk Card from Kaballa's Market Two. Free Radish And Milk may not be used if Kaballa's Market Two is closed.

0921: SHELL REPEL

- Shell Repel may be used once by a player to eliminate the Gremlins or to counteract the Starving Snails before losing all of his Radish Units. This card must be a saved Special to be used immediately. Remember, to save a Special card, a player must run it through the Bottom and Top Run card cycle.
- Unlike Very Special cards, Shell Repel may not be used to save other players' bunnies from harm. This card is for the exclusive use of the player who has it saved.

0922: SUSPENDED ANIMATION

- Suspended Animation may be used once by a player to place any one of his bunnies from The Bunny Circle off to the side and to return it to The Bunny Circle just before the Magic Carrot is revealed. While off to the side, the bunny may not be attacked, made to feed, or be abducted by any opponent. A player with only this bunny may not play Aggressive cards.

VERY SPECIAL CARDS (Yellow Deck)

0925: RAISIN HELL

- Raisin Hell may be used once by a player to immediately force any one opponent to discard all of the weapon cards in his five-card hand and those being played during the current turn. The opponent must immediately draw new cards from the Draw Pile. May be used at any time!



0926: STAR 69

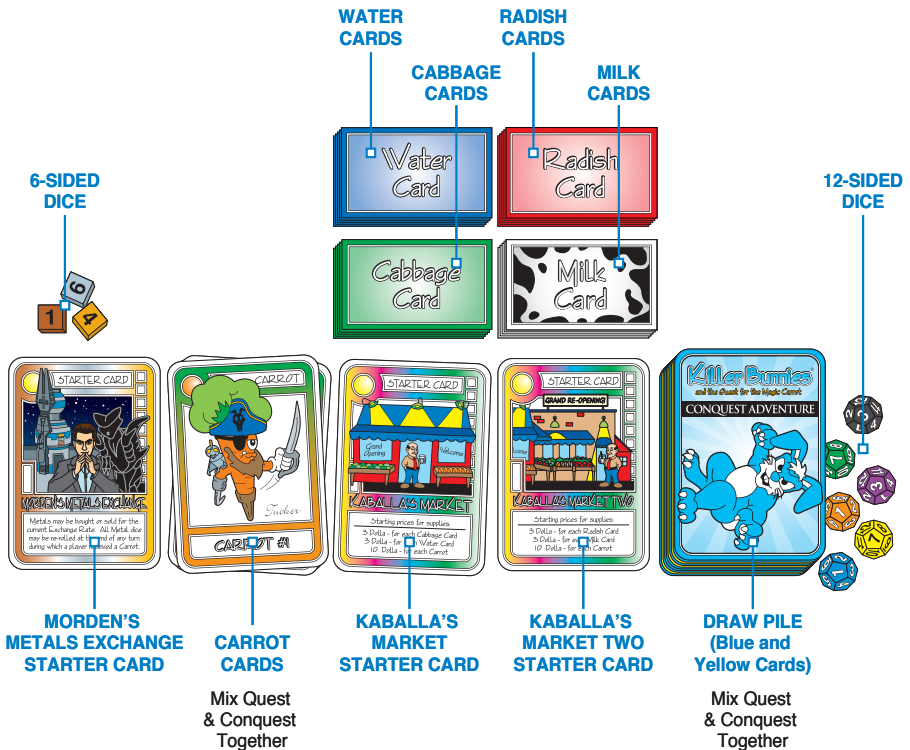
- Star 69 may be used once by a player to redirect any Feed The Bunny card placed on any bunny in The Bunny Circle onto any other bunny in The Bunny Circle. May be used at any time!

Mixmaster

If you are a fan of both Killer Bunnies® Quest and Killer Bunnies® Conquest, then this is your lucky day! These games are completely compatible. You can mix Killer Bunnies® Quest and Killer Bunnies® Conquest and play them together, regardless of how many Booster Decks are in your game collection.

MIXED GAME SET UP

- Place the Kaballa's Market Starter Card, Cabbage Cards, Water Cards and dice close to their counterparts for Conquest. Sure, you have twice as many dice as you'll need, but if it bothers you, then leave one set behind in the Quest box. Mix the small Carrot Cards from Quest into the same pile as the small Carrot Cards from Conquest. Shuffle all of the large cards together mixing your Quest cards in with your Conquest cards.



- Only the Cabbage Cards and Water Cards may be purchased from Kaballa's Market and the Radish Cards and Milk Cards may only be purchased from Kaballa's Market Two, but the Carrots are all grouped together and any Carrot may be acquired from either market by purchasing, choosing, taking or as instructed by any Quest or Conquest card. It is possible that one market will close while another remains open. However, as long as one of the markets is open, you will be able to acquire any of the Carrots.

FACTS ABOUT THE CARDS

- Lucky Clovers and Lucky Horseshoes are both Bunny Modifiers. Since there is no limit to the number of Bunny Modifiers that may be added to any one bunny in The Bunny Circle, Lucky Clovers and Lucky Horseshoes may be placed under the same bunny and their powers of reduction would be accumulative. For example, if our fictional player Carol had a bunny with a Lucky Clover Single and a Lucky Horseshoe Double placed underneath it, then any weapon attacking this bunny would be reduced by three!



- Forming Bunny Triplets will still follow the literal interpretation on the cards: "Players that have three bunnies in The Bunny Circle of the same color or kind may play two cards per turn." However, since bunnies from both Killer Bunnies® Quest and Killer Bunnies® Conquest come in the same colors, players will be allowed to mix bunnies from either game together. For example, an Orange Evil Bunny, and an Orange Spiffy Bunny may be combined with an Orange Sinister Bunny to form a Bunny Triplet.

- Free Agent cards state: "May be used by a player as any bunny of any kind and any color (except Red or Pink)." Players may once again follow a literal interpretation of this card. Any Free Agent card (from either Killer Bunnies® Quest or Killer Bunnies® Conquest) may represent any of the bunnies from Quest (Congenial, Gleeful, Lumbering, Sinister or Timid) or Conquest (Evil, Hypnotic, Ludicrous, Spiffy or Truculent) regardless of which bunnies were used to illustrate the card.



- If your Killer Bunnies® Quest collection includes Pawns (Orange Booster Deck), then the P-Cards from Conquest (Bizarre Baccarat, Blue Plate Special, Chocolate Eclair, Lemon Squeeze and Zoetic Zoology) may also be played a second time by any player who owns the Pawn of the same color.

- If your Killer Bunnies® Quest collection includes Zodiac Cards (Green Booster Deck), or Mysterious Place Cards (Ominous Onyx Booster Deck), then players will have to resolve these cards in the same manner as they are done in Killer Bunnies® Quest before revealing the Magic Carrot at the end of the game.



Strategies And Suggestions

PRIMARY AND SECONDARY

- The primary strategies of the game are to collect as many Carrots as possible and to keep at least one bunny alive in The Bunny Circle.
- A secondary strategy of the game is to eliminate your opponents' bunnies from The Bunny Circle. No matter how many Carrots they have collected during the game, or how many Kaballa Dolla they have, your opponents cannot win if they do not have a bunny in The Bunny Circle at the end of the game.
- Another secondary strategy of the game is to keep as much Kaballa Dolla saved as possible. At the end of the game, players who do not have a bunny in The Bunny Circle must give their Carrots to the player with the most Kaballa Dolla. Having some Kaballa Dolla handy is a good idea for claiming Carrots at the end of the game or for keeping Carrots if an opponent uses the Hecklers card.

BUNNY-LESS??!!



Hey! What can I do if I do not have a bunny at the start of the game? Being bunny-less at the start of the game is a

bummer, but it is not the end of the world. Here are five things that you can do when you start the game without a bunny card:



- 1) Run all of your Special and Very Special cards through the Bottom and Top Run card cycle and save them. When your opponents see these cards they will know that you are building up a good group of defensive cards. Hopefully, your opponents will become intimidated and leave you alone.
- 2) Use cards that do not require a bunny (no Pink rectangular box on the left border).
- 3) Waste weaker cards such as lower level Weapon cards or Feed The Bunny cards that ask for smaller amounts of Radish Units and Milk Units.
- 4) Trade a valuable card in your hand to an opponent for a bunny card. Let's face it: if you don't have a bunny, someone else is bound to have one (maybe more). Perhaps you will have a few Choose A Carrot cards in your hand and may decide that parting with one is worth getting a bunny card. Bunnies and Carrots are equally valued in the game.
- 5) Just wait. The game has twenty-seven bunnies (including the two Free Agent bunny cards) as well as cards that will revive bunnies. Eventually, fate will intervene and you will draw a bunny card.

BIZARRE BACCARAT TIMING

- If a player has two bunnies in The Bunny Circle and one of them has Angel Wings, then we suggest using the Angel Wings bunny as the target for a Bizarre Baccarat card. Here's why: a bunny with Angel Wings cannot die and will not need to feed if a bad roll of the dice should occur.
- If you have a pending Feed The Bunny card on one of your bunnies and no good chance that you will be able to feed it, then you should use that bunny to play a Bizarre Baccarat card. Since the bunny is going to die at the end of your turn anyway, why not use it to try to win some supplies?

MONOPOLY

- Buying all of the Radish Cards or Milk Cards from the market is a good way to control the game. It will give you a monopoly on the supplies. Low prices at the market can make this an easy task with a minimal amount of Kaballa Dolla. A player hoarding Radish Units or Milk Units may re-sell them for as many Kaballa Dolla as he wishes, or demand other favors or items in trade from his opponents.

MORE THAN ONE BUNNY

- Try to keep more than one bunny in The Bunny Circle. After all, the name of the game is Killer Bunnies® so it is only reasonable to predict that your bunnies will die from time to time. Also, try to keep one bunny card in your hand and play it towards the end of the game (maybe when there are only a few Carrots left). This will give you a better chance of having a bunny in The Bunny Circle at the end of the game.

BAD BUY

- It is a bad idea to buy the last Carrot from the market if you do not have a bunny in The Bunny Circle. Here's why: the game will immediately be over and you will not be allowed to keep the Carrot anyway with no bunny in The Bunny Circle.



MORE BEES

- Don't be so bent on destruction. A little negotiating may yield a profit for both sides. For example, let's say that you have the Starving Snails card and you are ready to play it on your opponent. You probably feel good because he has a total of 14 Radish Units and you have none. Perhaps he has been ruthless to you the entire game and you can't wait to get even. Instead of eliminating all of his Radish Units, why not ask for half? He may be willing to give you 7 Radish Units to save his other 7 Radish Units. Let's face it: you'll end up with 7 Radish Units of your own rather than nothing! You can attract more bees with sweet talk than with sour threats.

WHEELING AND DEALING

- The following practices are highly encouraged during a game of Killer Bunnies®: wheeling, dealing, bribery, whining, begging, threatening, extortion, blackmail, groveling and non-violent demonstrations of physical prowess. The game is all about human interactions and responses, so feel free to express yourself and manipulate others (if you can).

BEFORE IT'S TOO LATE

- Metal cards have no value while they are saved, so players who see that there are just a few Carrots left are encouraged to exchange them for Kaballa Dolla before it's too late. Here's why: At the end of the game, the player with the most Kaballa Dolla saved will take the Carrots from players who do not have at least one bunny in The Bunny Circle.

Serious Rules

(FOR SERIOUS PLAYERS)

RULE #1

The One Trade Rule

- Players may only trade a bunny in The Bunny Circle, a saved Special card, a saved Very Special card or a Carrot once during the game. Later on, with the addition of booster decks, we will add Pawns, saved Zodiac cards and saved Mysterious Place cards to the list. A trade is when two players decide to make a deal and exchange cards, supplies or favors.
- During the game, a bunny in The Bunny Circle, a saved Special card, a saved Very Special card or a Carrot may be moved using another card. For example, the Olympic Winner card may allow a player to steal Carrot #22 (Adam), but this does not constitute a trade. The player who stole this Carrot may still trade it in the future to another player (assuming it was not traded earlier in the game).
- The best way to explain the logic of The One Trade Rule is to suppose that it didn't exist. If that were the case, then players might help each other out by passing a bunny in The Bunny Circle from player to player so that all players may play all of their cards. We did not intend for the game to be played in that way. Besides making the game far too easy, it also makes for a rather boring scenario.
- Trades between two players may only take place during one of the players' turns and not while other players are taking their turns. By limiting trading to a specific player's turn, the game will move along more swiftly, and players will avoid cumbersome and time-consuming negotiations.



RULE #2

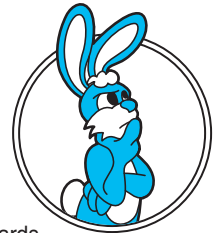
The Broken Contact Rule

- Once a card is placed down on the table and you break contact with it, you cannot retract it. Just like in chess.

RULE #3

The Card For Card Rule

- Any player may trade cards from his five-card hand to any other player during either of the player's turns. However, trades must be card for card so that no player has an extra card in his hand or is short a card after the trade.
- Bunnies in The Bunny Circle, saved Special cards, saved Very Special cards or Carrots may be traded in any amounts agreed to by the players. Again, trades may only occur during either of the player's turns.
- Remember that the Top and Bottom Run cards, once placed in position, may not be moved or traded.



RULE #4

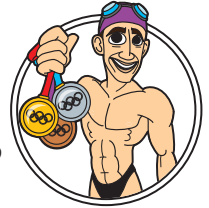
The Hex-a-screwup Rule

- Any player found to have an extra card in his hand (six instead of five) during play must allow the opponent who spotted the discrepancy to choose a card (at random) from the player's hand to be discarded. In addition, the player who had the extra card will lose his next turn and return one of his Carrots to the market (if he has one).

RULE #5

No Exchanges

- Once the last Carrot has been chosen or purchased from Kaballa's Market Two the game is over. The player who took the last Carrot does not draw a card, all pending Feed The Bunny cards are discarded, and no trades or exchanges may be made between any players.



RULE #6

The Tie To The High Rule

- As you know, Carrots may be forfeited at the end of a game by a player with no bunny in The Bunny Circle. If two or more players have the same amount of Kaballa Dolla, then the player holding the card (in his five-card hand) with the highest Card Identification Number (located on the bottom of each card) will take the Carrots.

RULE #7

Awesome Anthony

- The player who owns Carrot #24 (Anthony) is entitled to one free feeding per game. You may have noticed that Anthony is holding a Chocolate Eclair. If Anthony should be lost or traded to another player during the same game, then a second free feeding is not permitted.

RULE #8

The Two Twelve Rule

- The person who was born closest to February 12th goes first, and then play continues clockwise. That is just one of Creative Team Alpha's little quirk dates on the calendar. If two or more players were born equally close to February 12th, then whoever has the oldest living grandmother will go first.

Red Bunny Bits

Unwrap all of the cards. Large cards with the Red Truculent Bunny on the back are shuffled into the Draw Pile that should already contain Blue and Yellow cards. Add the four new Carrots to the twelve already for sale at Kaballa's Market Two. Place the Rooney's Weapons Emporium Two Starter Card face up next to the Kaballa's Market Two Starter Card. The small Radish, Milk and Carrot Cards are shuffled into their respective piles.

Did you notice the cool new Red dodecahedron die? Did you know that the word dodecahedron means 12-sided? Don't feel bad, we had no idea what the shape was called so we had to look it up. Either way, some of the new cards (as well as some older cards) will require using the die. These cards will have a Red square lit on the right border of the card seventh box down.

GAME MECHANICS

CARD IDENTIFICATION NUMBER

The Card identification Number is located in the lower right-hand corner of every card.

RE-ROLL RULES

When a player has the Red Truculent Bunny in The Bunny Circle, then he may re-roll any action that involves dice. For example, suppose that a player has the Red Truculent Bunny in The Bunny Circle and plays the Witch's Spirit card. Also suppose that the player rolls the Red 12-sided die and gets a low roll with bad circumstances. The player may re-roll the Red 12-sided die, but it is a bit of a gamble. The player must use whatever number is rolled the second time whether it is better or worse than the first roll. If a player is using a card that requires the player to roll many dice, then he may re-roll any of the dice that he chooses, and in any order that he chooses.

ROONEY'S WEAPONS EMPORIUM TWO (a second Killer Bunnies Conquest store)

Any player may buy supplies anytime during his turn from Rooney's Weapons Emporium Two (if the emporium is open). The supplies that are sold at the emporium are used Weapon cards (which are used to attack an opponent's bunny). A player does not need a bunny in The Bunny Circle to buy supplies from Rooney's Weapons Emporium Two. Please note that even though the Rooney's Weapons Emporium Two Starter Card has a price listing for Defense Cards, these cards are not included in the Red Booster Deck. Defense Cards will be available in the Violet Booster Deck.

Rooney's Weapons Emporium Two is open at the start of the game. Run cards exist that either close Rooney's Weapons Emporium Two, or change the prices at the emporium. The emporium does not need to be closed first to change the prices using a Rooney's Weapons Emporium Two card. New prices are listed on these cards that will come in the Violet and Orange Booster Decks.

During regular play, Weapon cards will now be discarded in a separate pile face up near the Rooney's Weapons Emporium Two Starter Card. Players may purchase any discarded Weapon card for an amount of Dolla equal to the Weapon Level written on the card. Weapons may not be used right away, but must be run through the Bottom Run and Top Run card cycle.

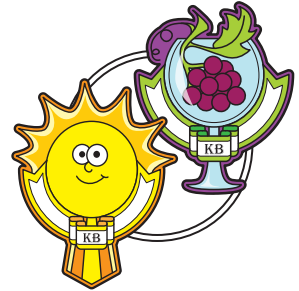


If the game runs long, and the players need to reshuffle the Discard Pile to make a new Draw Pile, then the discarded Weapon cards at Rooney's Weapons Emporium Two must be included as well.

If a player purchases a Weapon card from Rooney's Weapons Emporium Two, then he may find himself with an extra card in his five-card hand. If this is the case, then the player must choose and remove any unwanted card from his five-card hand, and place it directly into the Discard Pile before ending his turn.

SENATORS

When a player draws a Senator Bunny Modifier card from the Draw Pile he must immediately place it under any bunny in The Bunny Circle. Most likely a player will want to assign that Senator card to one of his own bunnies. If a player draws a Senator card and has no bunnies of his own, then he must place the Senator card under an opponent's bunny. If there are no bunnies in The Bunny Circle, then the Senator card is discarded.



If a player is given a Senator card during the initial deal at the start of the game, then he must discard it. Another card should be chosen from the Draw Pile.

Creative Team Alpha would like to go on record as saying that the Whiner party is not in any way related to alcoholic beverages. CTA acknowledges the possible dangers of alcohol and in no way supports the abuse of this substance. Whiner Senators do exactly as their name implies... they whine!

Creative Team Alpha would like to go on record as saying that the Shiner party is not in any way related to giving someone a black eye. CTA acknowledges the possible dangers of fisticuffs and in no way supports this behavior. Shiner Senators do exactly as their name implies... they shine!

TERRIBLE MISFORTUNE CASTING

When a Terrible Misfortune is drawn that has the subtitle Casting, it means that all players with bunnies in The Bunny Circle that have a Senator Bunny Modifier card are allowed to cast a vote as to which bunny in play should be killed. The bunny does not have to belong to the player who drew the Terrible Misfortune card. Only players with bunny Senators may vote (one vote for each bunny Senator that a player owns). If two (or more) bunnies have an equal number of votes against them, then the player who drew the Terrible Misfortune card must cast the deciding or "tie-breaking" vote (even if all of the bunnies involved are his own).

In the event that no Senator votes are cast (no player has a bunny in play with a Senator Bunny Modifier card), then the player who picked the Terrible Misfortune (with the Casting subtitle) gets to choose which bunny will be killed (most likely it will be a bunny that belongs to an opponent). Regular Terrible Misfortune cards are still played the same way as before.

FACTS ABOUT THE CARDS

0936: **RED EVIL BUNNY**

This bunny may feed up to 3 Radish Units and 3 Milk Units per turn. Supplies may not be saved to another turn. The 3 Radish Units and 3 Milk Units are for the exclusive use of this bunny and may not be shared with other bunnies in The Bunny Circle.

0937: **RED HYPNOTIC BUNNY**

The player with this bunny in The Bunny Circle may spend 3 Dolla per turn at any open store. Dolla may not be saved to another turn.

0938: **RED LUDICROUS BUNNY**

This bunny has a Lucky Horseshoe Triple which lowers the level of any weapon used against this bunny by three.



0939: **RED SPIFFY BUNNY**

This bunny is protected by a bounce-back force field. Any weapon that directly targets this bunny, but is not successful, is placed back onto one of the bunnies of the attacking player.

0940: **RED TRUCULENT BUNNY**

The player with this bunny in The Bunny Circle may re-roll any action during play that involves any die (or dice).

0945: **FEED ALL YOUR BUNNIES**

Feed All Your Bunnies may be given to any opponent whose bunnies must each feed the amounts shown on the card by the end of his turn or die (discarded). Any bunnies that arrive in The Bunny Circle between the time that the card was played and the end of the player's turn do not have to feed.

0946: **EVERYONE FEED A BUNNY**

Everyone Feed A Bunny may be given to all opponents with a bunny in The Bunny Circle. Each opponent must feed any one bunny the amounts shown on the card by the end of their next turns or their bunny dies (discarded).

When this card is played, each opponent that has at least one bunny must feed. If an opponent has more than one bunny, then the opponent may choose which bunny to feed. Any bunnies that arrive in The Bunny Circle between the time that

the card was played and the end of the player's turn do not have to feed. If a player has the Red Evil Bunny, Holographic Bunny or a bunny with the Angle Wings, then he may choose one of these bunnies since none of them need to feed.



0952: **ODD JOB**

Odd Job may be used once and placed on any bunny in The Bunny Circle which must roll 12 on the Black 12-sided die to survive. Bunnies two spaces away from the target bunny in The Bunny Circle must roll higher than 9 on the Black 12-sided die to survive. Bunnies four spaces away from the target bunny in The Bunny Circle must roll higher than 7 on the Black 12-sided die to survive.

Even though every other bunny is initially skipped, wrap around damage may cause a bunny to be hit in the other direction. If a bunny is two spaces to the left of the target bunny and four spaces to the right of the target bunny, then it will be hit twice!

0953: 0954: **BARRIER**

Barrier may be placed between any two players and stops weapons that affect adjacent bunnies. For example, the effects of a Trash Compactor 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 Dragon Of Doom and Orbital Missile Platform).

Barrier will cause any Roaming Red 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.

0956: **CARROT EXCHANGE**

Carrot Exchange may be used once by a player to force any opponent to exchange two of his Carrots for one of yours. In order to use this card, the opponent must have at least two Carrots. Carrot Exchange cannot be used for a one to one exchange. The player chooses all three Carrots in the exchange.

0958: **HOLOGRAPHIC BUNNY**

Holographic Bunny is a Red Bunny that does not need to feed and cannot be used to win the game since it is not technically alive. This bunny can only be harmed by Quantum Singu-Harity, Ruby Laser Slippers, Servo Pen, Blipverts, Magnetic Monopole, Thermo-Nuclear Chicken Wings and Spectral Cleansing.



Holographic Bunny can be used to form a Bunny Triplet with other Red bunnies.

0959: **KENTUCKY AVENUE**

Kentucky Avenue may be used once by a player to roll each of the 12-sided dice (Violet, Orange, Green, Yellow, Blue, Black, Red and Pink (Perfectly Pink Booster Deck)) up to three times. Favorable numbers that are rolled may be saved while other dice are re-rolled. If a 1 - 0 - 5 - 0 is rolled on any four of the dice, then the player may reposition any Red (or half Red) bunny in The Bunny Circle. A roll of 10 on any 12-sided die will represent a 0. The player may essentially steal any Red bunny in The Bunny Circle and give it to any other player (most likely himself, but he may be generous and give it to a friend).

0961: **MORDEN'S METALS EXCHANGE**

Metals may be bought or sold for the current Exchange Rate. Copper values are doubled which means that if a player wishes to buy (or sell) a Copper Metal Card, he must pay (or will receive) double the amount showing on the Copper 6-sided die. Only the Copper Metal Cards are affected.

0962: **ORBITAL MISSILE PLATFORM**

Since it is a Roaming Red Run card, Orbital Missile Platform will attack one player every round of play (traveling in a counter-clockwise direction) in The Bunny Circle. As Orbital Missile Platform travels from one player to the next, the player's bunny that has the highest Card Identification Number is the direct target of the attack. The bunny attacked by Orbital Missile Platform must roll higher than 9 on either of the 12-sided dice (Blue and Red) to survive and adjacent bunnies in The Bunny Circle must roll higher than 8 on either of the 12-sided dice (Blue and Red) to survive.

Adjacent bunnies to the target bunny may belong to the same player or his opponents.

After the attack, Orbital Missile Platform moves to the next player counter-clockwise and waits until the next round of play. If the next player has no bunnies in The Bunny Circle, then Orbital Missile Platform does not attack. When Orbital Missile Platform encounters a Barrier, it will change direction and attack the same player on consecutive turns.

Orbital Missile Platform may be immediately eliminated (discarded) anytime during an attack that a player rolls the same number on both 12-sided dice (Blue and Red) without incurring any damage to the bunny.

0964: **SCOTTY DOESN'T KNOW**

Scotty Doesn't Know may be used once by a player and given to any opponent who must guess the type (Run, Special, Very Special, Play Immediately or Metal) of the top five cards of the Draw Pile. The player reveals the cards from the top of the Draw Pile one at a time as the opponent guesses. These five cards are placed directly into the Discard Pile without any of their consequences enacted. The opponent must pay 1 Dolla for each incorrect guess. If the opponent does not have Dolla saved, then he must exchange Metal cards for Dolla (as it is needed) at the current Exchange Rates. If the opponent has no Dolla and no Metal cards, then he does not have to pay.



If the word "Scott" appears in the opponent's name (first, middle or last), or the opponent is a noted fan of actor James Doohan (written proof required), then he must pay 2 Dolla for each incorrect guess.

0967: **WHAT THE DEUCE**

What The Deuce may be used once by a player to roll the 12-sided dice (Violet, Orange, Green, Yellow, Blue, Black, Red and Pink (Perfectly Pink Booster Deck)) and to take two Radish Cards and two Milk Cards from Kaballa's Market Two if he can correctly predict how many 2's will be rolled on the dice. The player must announce his prediction before he rolls the dice. What The Deuce cannot be played if Kaballa's Market Two is closed.

0969: **HALF PRICE COUPON KABALLA'S MARKET TWO**

Half Price Coupon may be used for one turn by a player to purchase any items at Kaballa's Market Two for half price. If the total price of an item or items requires a Half Dolla (Stainless Steel Booster Deck) and no Half Dolla is available, then the player must round up to the nearest Dolla.

0970: 0971: **WITCH'S SPIRIT**

To use Witch's Spirit, a player must have a bunny in The Bunny Circle because it is an aggressive card (cards that have a Pink rectangular box). Witch's Spirit may be placed on any bunny in The Bunny Circle. The player must choose the bunny that will take the risk for the card. This target bunny may be one of his own bunnies or any opponent's bunny in The Bunny Circle. The player who owns the target bunny rolls the Red 12-sided die and either reaps the reward of the card or suffers the consequence:



10-11-12 = Choose a Carrot from Kaballa's Market Two.

7-8-9 = Take one Radish Card and one Milk Card from Kaballa's Market Two.

4-5-6 = Feed the bunny 1 Radish Unit and 1 Milk Unit!

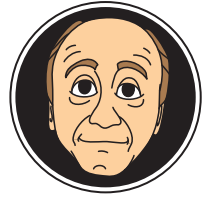
2-3 = The bunny gets vaporized (discarded) by the irate witch!

1 = The spirit lashes out killing the bunny and the adjacent bunnies!

If the consequence for a bunny is to feed, then it must be done immediately. An opponent with no saved Radish Units or Milk Units will not have the opportunity to buy supplies from Kaballa's Market Two or to exchange Metal cards since it will not be his turn. Carrots, Radish Cards and Milk Cards are taken from Kaballa's Market Two (if the market is open).

0972: **EVERYBODY'S DEAD DAVE**

Everybody's Dead Dave may be used once by a player to immediately restore all bunnies back into their positions if all of the bunnies in The Bunny Circle were killed during the same turn that the card was played. If even one bunny in The Bunny Circle survives, then Everybody's Dead Dave cannot be played because clearly everybody is not dead. Bunny Modifiers (such as Lucky Horseshoe or Angel Wings) are not returned. May be used at any time!



0973: **GUARDIAN ANGEL**

Guardian Angel may be used once by a player to eliminate any Terrible Misfortune (regular or Casting). Guardian Angel also eliminates Very and Extremely Terrible Misfortune (Dapper Diamond Booster Deck). May be used at any time!

MIXMASTER

For players who mix their Killer Bunnies Quest and Killer Bunnies Conquest sets together.

Place the Rooney's Weapons Emporium Starter Card and Defense Cards from Quest close to the Rooney's Weapons Emporium Two Starter Card from Conquest. Players will have an extra Red 12-sided die. If this bothers you, then leave one of the Red 12-sided dice in the Quest box. No new Defense Cards come with the Conquest Red Booster Deck (they will come in the Conquest Violet Booster Deck). All used weapons from either Quest or Conquest are stored face up in one pile near the emporiums.

It is possible that one emporium will close while the other remains open. However, as long as one of the emporiums is open, then players will be able to purchase Defense Cards and buy used weapons. In the future, if both emporiums are open, but they show different prices for Defense Cards and used weapons, then players may buy their supplies at the lower cost.

Violet Bunny Bits

Unwrap all of the cards. Large cards with a Violet Truculent Bunny on the back are shuffled into the Draw Pile that should already contain Blue, Yellow and Red cards. Add the four new Carrots to the sixteen already for sale at Kaballa's Market Two. The small Defense Cards are shuffled and placed face down near the Rooney's Weapons Emporium Two Starter Card. The small Carrot Cards are shuffled into their respective pile.

Did you notice that cool new Clear 20-sided die? Some of the new cards (as well as some older cards) will require using the die. These cards will have a capital letter T in the bottom square on the right border of the card.

GAME MECHANICS

DEFENSE CARDS

Players may purchase Defense Cards from Rooney's Weapons Emporium Two. These are used to eliminate the effect of a weapon for a particular player. Defense Card Units must match or exceed the level of the weapon that a player wishes to eliminate.

For example, a Weapon Level 7 may be eliminated by simply using a Defense Card with 7 Units. Another example might be a Weapon Level 8 that may be eliminated by using Defense Cards that add to 8 Units such as a 3 Units and a 5 Units card. In the last example, a player may also use a Defense card that exceeds the weapon level such as an 11 Units card. A player may not take "change" from the Defense Card pile if the Units used to defend against a weapon exceeded the weapon level. Once Defense Cards have been used, they are discarded and may not be sold again. Defense Cards may only be used before a player rolls for the weapon.

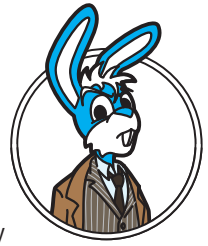
Defense Cards protect only one player's bunnies from harm. When a player uses Defense Cards against a multi-target weapon (such as Clubbin' Baby Seals), all of the bunnies in The Bunny Circle belonging to that player are protected. Adjacent players may still be affected by the weapon. Adjacent players may, if they have the ability, use their own Defense Cards against the same multi-target weapon.

Any player may use a Defense Card at any time either for himself or another player. Weapons may be increased in strength by a unique card or diminished in strength due to increased range from the target bunny (such is the case with the Terminators). Regardless of any modification or circumstance, the effects of a weapon are eliminated using Defense Cards that match or exceed the weapon's original value.



SPECIALTY BUNNIES

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



Specialty bunnies come as singles, doubles or triples that make forming a Bunny Triplet easier. If a player has three single Specialty 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 Specialty Bunny and a double Specialty Bunny, then he has also formed a Bunny Triplet and may play two cards per turn. If a player has a triple Specialty 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 Specialty Bunny, then all bunnies in the double or triple are lost and the card is discarded. In that respect, Specialty Bunny doubles and triples are treated as a single target. When counting for Roaming Red Run cards, and weapons that affect bunnies many spaces away, Specialty Bunny cards (singles, doubles or triples) count as one space.

FACTS ABOUT THE CARDS

1010: **BETTY BOTTER**

Betty Botter may be used once by the player with the greatest number of the letter B in the titles of all of the cards in his five-card hand to take three Radish Cards and three Milk Cards. All players count the number of B's in the titles of the five cards in their hand, and the player with the greatest number is awarded the Radish and Milk Cards. If one or more players have the greatest amount, then both or all of them are awarded the Radish and Milk Cards.

1011: **BUNNY BOOSTER**

Bunny Booster may be placed under any bunny and changes its color to Red. Bunnies that become Red will inherit the special feature for that type of bunny. Bunny Booster may be placed under single color (or half color – Green Booster Deck) Evil, Hypnotic, Ludicrous, Spiffy or Truculent bunnies. Bunny Booster may not be placed under a Specialty Bunny because it is not a single color (or half color) bunny.

1012: **BUNNY EXCHANGE**

Bunny Exchange may be used once by a player to force any opponent to exchange two of his bunnies for one of yours. In order to use this card against an opponent, that player must have at least two bunnies. Bunny Exchange cannot be used for a one to one exchange. The player chooses all three bunnies in the exchange. A bunny with Angel Wings may be taken with the Bunny Exchange card.



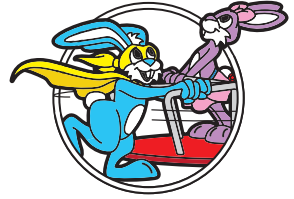
1015: **HOLI-DELAY**

Holi-delay may be used once by a player on the day after any recognized holiday to choose an opponent and to exchange any one card in his own five-card hand with any one card from the opponent's five card hand. The player may see the opponent's five-card hand before choosing a card for the exchange. The player may choose any of his own cards for the exchange.

To avoid confusion, recognized holidays must be reviewed by all of the players before the game begins. As a default, you may want to check a holiday list for the country in which you are playing the game. If a list of holidays cannot be agreed upon by all players, then use only April Fools Day (April 1st), Saint Patrick's Day (March 17th), American Independence Day (July 4th) and Halloween (October 31st).

1020: **SPIN TO WIN**

Spin To Win may be used to force all players to spin one of the 12-sided dice. The player whose die spins the longest may change the position of any one bunny in The Bunny Circle. The bunny being re-positioned may belong to the player or an opponent. In this way, a player may 'steal' an opponent's bunny.



1021: **CAMPAIGN CONTRIBUTIONS**

The player with Campaign Contributions saved may control the votes of any one party (Shiner Party or Whiner Party) during a Casting Terrible Misfortune. The player may choose which party to control each time a Casting Terrible Misfortune is drawn by any player. If at any time the player has no bunnies in The Bunny Circle then Campaign Contributions is discarded.

1026: **TALOS FOUR**

The player with this card saved may exchange any one of his saved Special cards with one saved Special card of any opponent each time that a 4 is rolled on the Black 12-sided die by any player. The exchange may happen during the player's or an opponent's turn. If at any time the player has no bunnies in The Bunny Circle then Talos Four is discarded.

1027: **FEDERAL AGENTS**

Federal Agents may be used once by a player to retrieve and keep any bunnies abducted by aliens. The bunny (or bunnies) retrieved and kept by the player may have originally been abducted from an opponent.



1029: **SCAPEGOAT**

Scapegoat may be used once by a player to save a bunny killed during the same turn of play by sacrificing one of his own bunnies. The original bunny that was killed remains in place (with all Bunny Modifiers) while the player sacrifices (discards) any of his own bunnies in The Bunny Circle. The bunny that is saved may belong to the player or an opponent.

MIXMASTER

For players who mix their Killer Bunnies Quest and Killer Bunnies Conquest sets together.

Players will have an extra Clear 20-sided die. If this bothers you, then leave one of the Clear 20-sided dice in the Quest box. All of the Defense Cards from both Quest and Conquest can be mixed together and shuffled into one face down pile near the emporiums.

It is possible that one emporium will close while the other remains open. However, as long as one of the emporiums is open, then players will be able to purchase Defense Cards. In the future, if both emporiums are open, but they show different prices for Defense Cards, then players may buy their supplies at the lower cost.

Am I Missing Something?

If after reading through the Blue/Yellow/Red/Violet Bunny Bits and playing the cards in your Killer Bunnies Starter 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 Conquest 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.

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.

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