

Killer Bunnies[®]

and the Quest for the Magic Carrot

La-Di-Da London Bunny Bits

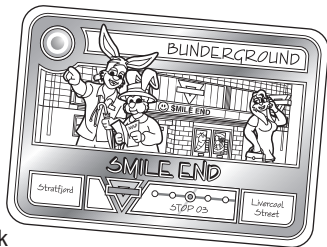
Unwrap all of the cards. Large cards with a La-Di-Da London Sinister Bunny on the back are shuffled into the Draw Pile. Add the four new Carrots to the ones already for sale at any Kaballa's Market. The small Carrot Cards and Defense Cards are shuffled into their respective piles.

GAME MECHANICS

BUNDERGROUND STATIONS

When a Bunderground Station card is drawn, it is immediately placed into any player's area of The Bunny Circle. Usually a player will place it into his own area of The Bunny Circle, but a player may chose to place it into an opponent's area. A Bunderground Station does not count as a 'space' in The Bunny Circle and weapons that affect adjacent bunnies do not 'see' a Bunderground Station. A Bunderground Station cannot be directly targeted by a weapon.

Every Bunderground Station has a color (or line) and a number. Each time that the die with the corresponding color is rolled, all players must check to see if a Bunderground Station located in their area of The Bunny Circle has the matching number. If it does, then the player may move any bunny with an Oyster Cracker or an Oyster Cracker Bunny Modifier card from any position in The Bunny Circle and place it onto the matching (color and number) Bunderground Station.



The Bunderground Station must be vacant to receive a new bunny. A bunny already on a Bunderground Station cannot be exchanged for a new one. A bunny on a Bunderground Station counts as a 'space' in The Bunny Circle. A bunny on a Bunderground Station may be directly targeted by any weapon, and weapons that affect adjacent bunnies 'see' these bunnies. A player may move a bunny that is already on a Bunderground Station to a vacant Bunderground Station. All bunny movements occur at the end of the current player's turn.

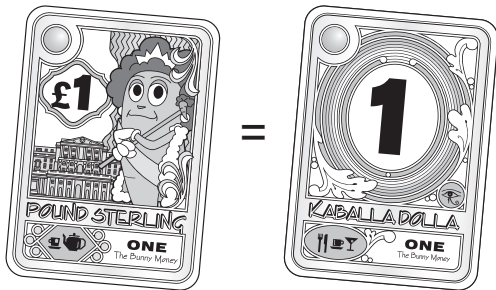
For example, if Carol has the Red Centralized Line Bunderground Station #03 - Smile End in her area of The Bunny Circle, then anytime that any player rolls a 3 on any Red die, Carol may move any bunny with an Oyster Cracker or an Oyster Cracker Bunny Modifier card from any position in The Bunny Circle onto Smile End. Of course, Smile End must be vacant to receive a new bunny.

CLEAR 20-SIDED DIE

Cards with a capital letter T in one of the squares on the right border of the card require the card player to use a Clear 20-sided die. The 20-sided die is included in the Killer Bunnies Violet Quest or Violet Conquest Booster Decks. If you do not have these Booster Decks, feel free to add your own 20-sided die (any color) to the game. If you do not have a 20-sided die, then roll the Black 12-sided die and add 8 to every roll.

POUND STERLING

One Pound Sterling equals exactly one Kaballa Dolla (amazing!)



FACTS ABOUT THE CARDS

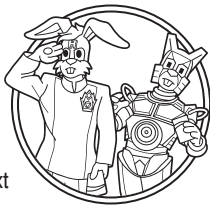
1276: **CHOOSE A CARROT (Greenwich Mean Time)**

Choose A Carrot Greenwich Mean Time may be used once by a player to choose a number of Carrots equal to the current time in London (01 - 12 AM/PM scale) minus the number rolled on the Orange die. For example, if it is 8PM in London (Greenwich Mean Time) and Carol rolled a 3 on the Orange die, then she may choose five Carrots. However, no player may choose more than half of the remaining Carrots at any Kaballa's Market. In our example, if there are only four Carrots remaining, then Carol may only choose two. If the current time in London minus the number rolled on the Orange die is a negative number, then the player must return Carrots equal to the negative number. Remember, when flipped from the Top Run position, no player must play any RUN card. If the current time in London is numerically low, then a player may want to discard this Choose A Carrot card.

1282: **DAY TRIPPERS**

Day Trippers must be placed on a vacant Bunderground Station (any color and any number) to start. If there are no vacant Bunderground Stations in The Bunny Circle, then Day Trippers is discarded. Day Trippers is a double Red bunny that roams to the next vacant Bunderground Station numerically every round of play. Like all Roaming Red Run cards, Day Trippers will move at the end of the turn of the player who introduced it to The Bunny Circle. When Day Trippers reaches the highest numbered Bunderground Station in a line, it continues to the lowest number in any line. Day Trippers' movement to the next Bunderground Station is not affected by any Barrier.

Day Trippers is a double Red bunny and may be combined with another Red (or half Red) bunny to form a Bunny Triplet. Day Trippers may be targeted by any Weapon card or card that affects a bunny. Day Trippers has a built in Oyster Cracker.



1285: **KEEP CALM AND BUNNY ON**

Keep Calm And Bunny On may be used once by a player with no bunnies in The Bunny Circle, to take any one bunny from the Discard Pile and to place it into his area of The Bunny Circle or may be used once by a player to eliminate (discard) all of any one player's Bunderground Station cards. Any bunny on a Bunderground Station is simply placed into the same position in the The Bunny Circle where the Bunderground Station was removed.

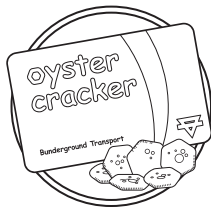
1288: **NUMBER WANG**

Number Wang may be used by a player who starts by shouting (out loud) the Card Identification Number (CIN) at the bottom of one of the cards in his five-card hand. The card is placed face up on the table and cannot be used again for Number Wang. Any other player may read a CIN from one of the cards in his five-card hand that starts with the last digit of the previous card's number. This process continues until no player can or wishes to play another card. The last player to read a CIN wins Number Wang and may choose three Carrots. All cards played for Number Wang are discarded and all players must draw new cards to replace the ones that were used during Number Wang.

When reading a CIN from one of the cards in his five-card hand that starts with the last digit of the previous card's number, a player may start with the leading zero (cards 0001 to 0999) or the first non-zero digit. For example, card number 0677 Platinum Rosebud may 'start' with either a 0 or a 6.

1289, 1290, 1291: **OYSTER CRACKER**

An Oyster Cracker may be placed under any bunny in The Bunny Circle and may force that bunny to move to a vacant Bunderground Station when that Bunderground Station is activated. A Bunderground Station is activated when any player rolls a die with a matching color and number. When this happens, the player whose area of The Bunny Circle contains the Bunderground Station may reposition any bunny in The Bunny Circle with an Oyster Cracker Bunny Modifier onto the matching Bunderground Station.



1292: **QUEEN TO QUEEN'S LEVEL THREE**

Queen To Queen's Level Three may be placed under any single or double British Bunny in The Bunny Circle turning it into a Bunny Triplet. Any player with the four saved Carrots that spell out I-Z-A-R (Carrot I, Carrot Z, Carrot A and Carrot R) may take Queen To Queen's Level Three and reposition it under any bunny in The Bunny Circle turning it into a Bunny Triplet.

1294: **STATION SNATCH**

Station Snatch may be used once by a player to roll the die and to snatch any one Bunderground Station with the same number rolled (any line). The Bunderground Station may be placed into any player's area of The Bunny Circle. If the Bunderground Station had a bunny on it, then the bunny will remain with the Bunderground Station in its new position.

1295: **TOWER BRIDGE**

Tower Bridge may be used once by placing the Tower Bridge card over any two adjacent bunnies owned by the same player. After two rounds of play, the player may take any one British Bunny from the Discard Pile and place it immediately between the two bunnies connected by Tower Bridge. Once the British Bunny is placed into The Bunny Circle, Tower Bridge is discarded. If, however, either of the two bunnies is eliminated (discarded) before the end of the two rounds of play, then Tower Bridge is also discarded.



1297: **WEAKEST LINK**

Weakest Link may be used by the player with the least number of bunnies and Carrots combined to take either bunnies from the Discard Pile, Carrots from any Kaballa's Market or a combination of both until he has a total of one more than the player with the next least amount combined.

1298: **DOUBLE DECKER BUS**

The player with this card saved may choose a Carrot every time that he rolls doubles (two identical numbers) on any combination of dice as a consequence of any card that requires the player to roll two (or more) dice. Double Decker Bus may not be used to choose the last Carrot in the game. If at any time the player has no bunnies in The Bunny Circle then Double Decker Bus is discarded.

1300: **TRAFALGAR SQUARE**

Trafalgar Square may be used once by a player to remove up to three bunnies on three occupied Bunderground Station cards and to place them anywhere in The Bunny Circle at the end of any player's turn when that player rolls a 1 - 4 - 9 as the final values on any combination of dice. May be used at any time!

DISCLAIMER

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

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

Am I Missing Something?

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

MISSING A FUTURE CARD?

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

MISSING A PREVIOUS CARD?

Some confusion may occur when Booster Decks are added out of order, and a card 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. This provides you with select cards that you might need if you do not have an earlier Booster Deck.

QUESTIONS

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

Adding Booster Decks In Order

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

The Killer Bunnies Deck order is:

- | | |
|---|--|
| <input type="checkbox"/> 01: QUEST Blue Starter Deck | <input type="checkbox"/> 12: QUEST Chocolate Booster Deck |
| <input type="checkbox"/> 02: QUEST Yellow Booster Deck | <input type="checkbox"/> 13: CONQUEST Blue Starter Deck |
| <input type="checkbox"/> 03: QUEST Red Booster Deck | <input type="checkbox"/> 14: CONQUEST Yellow Booster Deck |
| <input type="checkbox"/> 04: QUEST Violet Booster Deck | <input type="checkbox"/> 15: CONQUEST Red Booster Deck |
| <input type="checkbox"/> 05: QUEST Orange Booster Deck | <input type="checkbox"/> 16: CONQUEST Violet Booster Deck |
| <input type="checkbox"/> 06: QUEST Green Booster Deck | <input type="checkbox"/> 17: QUEST Fantastic Booster Deck |
| <input type="checkbox"/> 07: QUEST Twilight White Booster Deck | <input type="checkbox"/> 18: QUEST Caramel Swirl Booster Deck |
| <input type="checkbox"/> 08: QUEST Stainless Steel Booster Deck | <input type="checkbox"/> 19: QUEST Creature Feature Booster Deck |
| <input type="checkbox"/> 09: QUEST Perfectly Pink Booster Deck | <input type="checkbox"/> 20: QUEST Pumpkin Spice Booster Deck |
| <input type="checkbox"/> 10: QUEST Wacky Khaki Booster Deck | <input type="checkbox"/> 21: QUEST La-Di-Da London Booster Deck |
| <input type="checkbox"/> 11: QUEST Ominous Onyx Booster Deck | |

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

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