

MYSTERIOUS PLACE



#1: 74 WEST 89 SOUTH

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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MYSTERIOUS PLACE



#2: CLACO CANYON

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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MYSTERIOUS PLACE

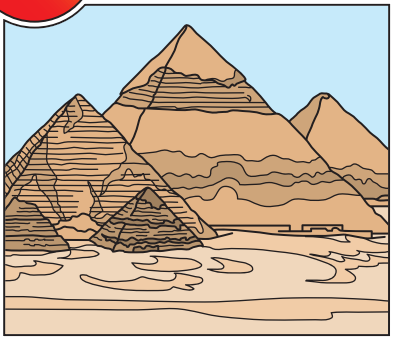


#3: EASTER ISLAND

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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MYSTERIOUS PLACE



#4: GIZA PLATEAU

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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#5: GREAT WALL

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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#6: KUKULKAN

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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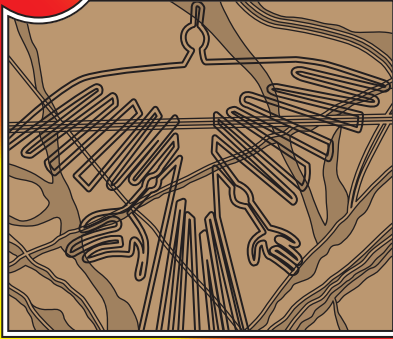


#7: MAQUIPICLI

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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#8: NASCA

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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#9: NEWGRANGE

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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Killer Bunnies[®]

and the Quest for the Magic Carrot



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#10: PETRA

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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#11: ROSSLYN CHAPEL

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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#12: STONEHENGE

The player who picks the last Mysterious Place card controls all cards played that have a Yellow Ball with a Red Stripe.

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RANK

E-7

CHIEF
Bunny Modifier

Must immediately be placed under any bunny. The player with the highest Enlisted ranked bunny may play one card directly from his five-card hand each turn.

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RANK

E-8

SENIOR CHIEF
Bunny Modifier

Must immediately be placed under any bunny. The player with the highest Enlisted ranked bunny may play one card directly from his five-card hand each turn.

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RANK

E-9

MASTER CHIEF
Bunny Modifier

Must immediately be placed under any bunny. The player with the highest Enlisted ranked bunny may play one card directly from his five-card hand each turn.

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RANK

★
0-7

LOWER REAR ADMIRAL
Bunny Modifier

Must immediately be placed under any bunny. The player with the highest Officer ranked bunny may play one card directly from his five-card hand each turn.

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RANK

★★
0-8

UPPER REAR ADMIRAL
Bunny Modifier

Must immediately be placed under any bunny. The player with the highest Officer ranked bunny may play one card directly from his five-card hand each turn.

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RANK

★★★
0-9

VICE ADMIRAL
Bunny Modifier

Must immediately be placed under any bunny. The player with the highest Officer ranked bunny may play one card directly from his five-card hand each turn.

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Killer Bunnies[®]

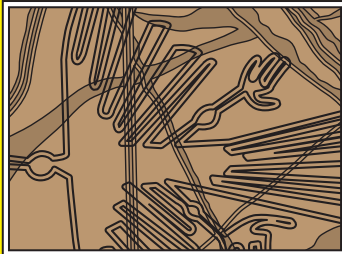
and the Quest for the Magic Carrot



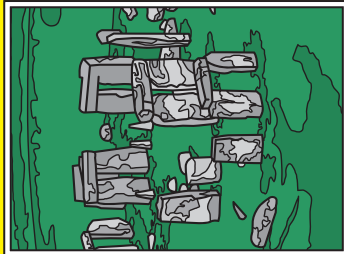
Giza Plateau



Nasca



Stonehenge



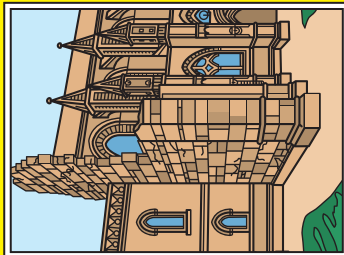
Easter Island



Machu Picchu



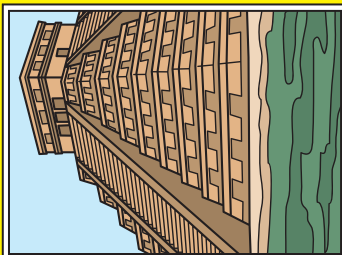
Rosslyn Chapel



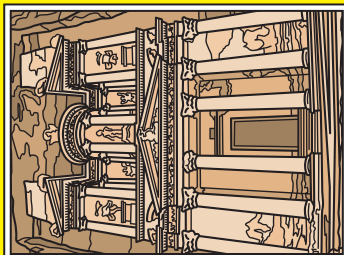
Chaco Canyon



Kukulcan



Petra



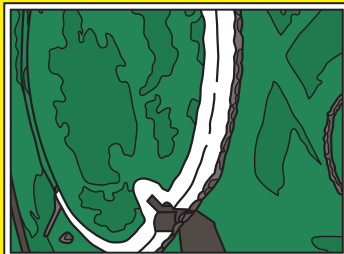
74 West 89 South



Great Wall



Newgrange



Mysterious
Place Card

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Place Card

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