

Killer Bunnies[®] and the Ultimate Odyssey



BUNNY BITS: DECK A

READ ME SECOND

CUSTOMIZING DECKS

Deck Creating Rules

Each player may create a deck of no less than 60 cards from any cards that he owns. All Starter Decks of Killer Bunnies[®] and the Ultimate Odyssey contain 60 cards and are ready to be played. Players may, however, combine cards from different decks to make their own unique deck that may contain cards of greater frequency, or of more than one color.

Players may put cards into their decks in greater frequency than was provided in the starter decks alone. A player may put up to four of any one RUN card into his deck, up to three of any one SPECIAL card into his deck, up to two of any one VERY SPECIAL card into his deck and as many RESOURCE cards as he likes into his deck.



Cards are distinguished by their Main Title alone. The Main Title is the first line in any text box. The color of the Card Cost, card art, card text and card subtitle do not affect a card's Main Title status. See the Card Icon Legend for more information.

Deck Creating Suggestions

Although there is no substitute for experience in creating Killer Bunnies[®] and the Ultimate Odyssey card decks, we would like to offer a few simple guidelines to help you.

- In a deck of 60 cards, we suggest having:
- 18 Resource cards 30%
 - 12 Bunny cards 20%
 - 6 City cards 10%
 - 12 Aggressive cards 20%
 - Weapons or Feed The Bunny cards
 - 12 Unique cards 20%

Cards that only appear in one color deck

Of course players may create decks with as many cards as they want, but 60 cards is the minimum. If this is the case, players may find the percentages given to be helpful.

Playing A Bunny

To play a bunny, a player must run it through the BOTTOM RUN and TOP RUN card cycle (because it is a RUN card). When the card is flipped up, a player will have to make sure that he has enough RESOURCE cards saved to pay for the Card Cost. The bunny may be placed anywhere in The Bunny Circle, but most players will keep the bunny for themselves and place it in their area of The Bunny Circle.

Once a player has at least one bunny in The Bunny Circle, he may play any card that has a Pink Rectangular Box on the left border.



KEEPING SCORE

All bunnies have a point value that adds to a player's total Civ Point score.

Playing A City

To play a city, a player must run it through the BOTTOM RUN and TOP RUN card cycle (because it is a RUN card). When the card is flipped up, a player will have to make sure that he has enough RESOURCE cards saved to pay for the Card Cost. The city may be placed anywhere in The Center Circle, but most players will keep the city for themselves and place it in their area of The Center Circle.

When a player places a city in The Center Circle he must put at least one bunny occupant in the city to own it. A player may put more than one bunny occupant in a city; however, the point value of the bunny occupants cannot exceed the point value of the city.

A player may add a bunny occupant to a city at any time during his turn. Players may not move bunnies from one city to another, or return bunnies from cities back to The Bunny Circle.

Once a player has at least one city in The Center Circle, he may play any card that has a Green Rectangular Box on the left border.



KEEPING SCORE

All cities (and their occupants) have a point value that adds to a player's total Civ Point score.

Abandoned Cities

A city may become abandoned if it has no bunny occupants. This can happen if the last bunny occupant of a city is forced to move, dies by a Feed The Bunny card, or perhaps the city takes damage points that kills the last bunny occupant, but doesn't quite destroy the city.

An abandoned city remains in place in The Center Circle and may still be targeted with a City Weapon by any player. If the city is destroyed, then the player who launched the City Weapon adds the point value of the city to the Civ Points on his d20 die.

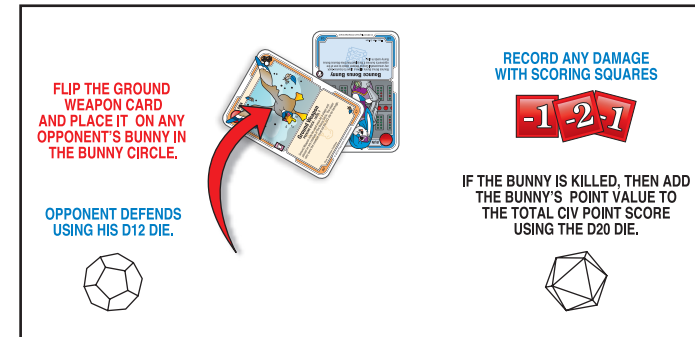
Any abandoned city may be claimed by a player with at least one bunny in The Bunny Circle during his turn only. By putting a bunny into an abandoned city, a player claims the city and may reposition it into his area of The Center Circle.

PLAYING CERTAIN CARDS

Playing A Ground Weapon

To play a Ground Weapon, a player must run it through the BOTTOM RUN and TOP RUN card cycle (because it is a RUN card). When the card is flipped up, a player will have to make sure that he has enough RESOURCE cards saved to pay for the Card Cost, and that he has a bunny in The Bunny Circle (all Ground Weapon cards have a Pink Rectangular Box on the left border).

Next, place the Ground Weapon on any opponent's bunny in The Bunny Circle. Players may not directly target their own creatures in The Bunny Circle. The opponent who owns the creature must roll his d12 die immediately to defend against the Ground Weapon.



KEEPING SCORE

If the opponent rolls the same number or higher than the weapon level, then no damage is taken and the Ground Weapon is placed in the player's Discard Pile.

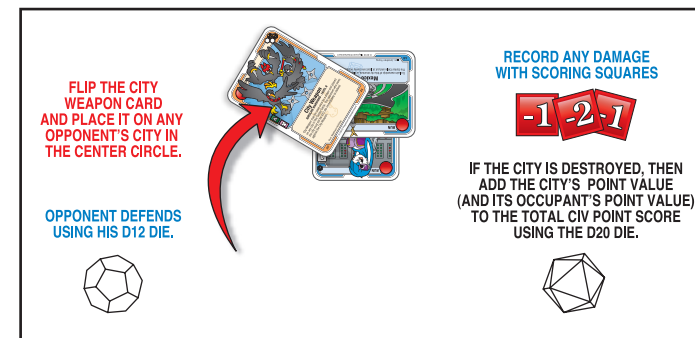
If the opponent rolls lower than the weapon level, then the damage to the opponent's bunny will be the difference between what he rolled on the d12 die and the level of the weapon. The damage to the bunny is recorded using the Scoring Squares.

If the damage to the bunny reaches the same number or greater than the point value of the bunny, then the bunny is killed (placed in the opponent's Discard Pile) and the last player who was responsible for the damage adds the point value of the bunny to the Civ Points on his d20 die. The opponent also subtracts the bunny's point value from his total Civ Point score, since the card is no longer in play.

Playing A City Weapon

To play a City Weapon, a player must run it through the BOTTOM RUN and TOP RUN card cycle (because it is a RUN card). When the card is flipped up, a player will have to make sure that he has enough RESOURCE cards saved to pay for the Card Cost, and that he has both a bunny in The Bunny Circle (all City Weapon cards have a Pink Rectangular Box on the left border) and a city in The Center Circle (all City Weapon cards have a Green Rectangular Box on the left border as well).

Next, place the City Weapon on any opponent's city in The Center Circle. Players may not directly target their own cities in The Center Circle. The opponent who owns the city must roll his d12 die immediately to defend against the City Weapon.



KEEPING SCORE

If the opponent rolls the same number or higher than the weapon level, then no damage is taken and the City Weapon is placed in the player's Discard Pile.

If the opponent rolls lower than the weapon level, then the damage to the opponent's city will be the difference between what he rolled on the d12 die and the level of the weapon. The damage to the city is recorded using the Scoring Squares.

If the damage to the city lowers its point value below the total value of its bunny occupants, then the opponent must choose which bunny occupant(s) to sacrifice (discard). Recall that the point value of the bunny occupants cannot exceed the point value of the city (minus its damage). The player adds the point value of the sacrificed bunny occupant(s) to the Civ Points on his d20 die. The opponent also subtracts the bunny's point value from his total Civ Point score, since the card is no longer in play.

It is possible for the point value of the city to fall low enough that all of the bunny occupants inside have died and yet the city has not been destroyed. If this is the case, then the city is considered abandoned.

If the damage to the city reaches the same number or greater than the point value of the city, then the city is destroyed (placed in the opponent's Discard Pile) and the last player

who was responsible for the damage adds the point value of the city and its bunny occupants to the Civ Points on his d20 die. The opponent also subtracts the city's point value from his total Civ Point score, since the card is no longer in play.

Playing A City Modifier

Players may have noticed that all city cards are horizontal. Players may also have noticed that all City Modifiers are also horizontal so that they may easily be placed under a city in The Center Circle.

If a player flips up a City Modifier (such as a Carrot Art or Utility card) from his TOP RUN position and has no city in The Center Circle, then he may either place the City Modifier under an opponent's city or simply discard the card.



KEEPING SCORE

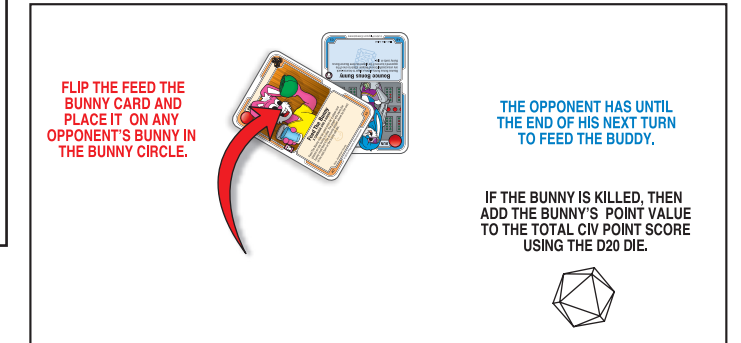
Regardless of which city a City Modifier is placed under, the player who owns the city must roll the d6 die to determine the point value of the City Modifier. Players may use the Scoring Squares to note the point value of a City Modifier.

If an opponent destroys a city with a City Modifier, then he will receive Civ Points equal to the point value of the city (and its occupants), but he will not receive any Civ Points for a City Modifier.

Playing A Feed The Bunny

To play a Feed The Bunny, a player must run it through the BOTTOM RUN and TOP RUN card cycle (because it is a RUN card). When the card is flipped up, a player will have to make sure that he has enough RESOURCE cards saved to pay for the Card Cost, and that he has a bunny in The Bunny Circle (all Feed The Bunny cards have a Pink Rectangular Box on the left border).

Next, place the Feed The Bunny on any opponent's bunny in play. The opponent will have to feed the amounts of Cabbage Units and Water Units shown on the card before the end of his next turn, or the bunny will die.



A bunny can be fed in one of two ways:

- a) If a player has a Large Prune Danish, then this card may be played to feed any one bunny any amounts of Cabbage and Water.
- b) If a player has a Cabbage And Water card, he may play it to gain Cabbage and Water Units (based on the number of RESOURCE cards that he has saved). If he has gained enough Cabbage and Water Units to feed the bunny, then the opponent's Feed The Bunny card is discarded.

KEEPING SCORE

If the opponent cannot feed the bunny by the end of his next turn, then the opponent must discard the bunny and the player adds the point value of the bunny to the Civ Points on his d20 die. The opponent also subtracts the bunny's point value from his total Civ Point score, since the card is no longer in play.

CARD ICON LEGEND

Card Button
Tells you the card type.

Card Condition Green
You need a city in play to play this card.

Card Condition Pink
You need a bunny in play to play this card.

Card Title
The title of this card is City Weapon.

Card Identification Deck
This card is in Deck A, color Red.



Card Cost
Tells you the payment required to play this card.

Civ Point
Tells you the card's point value.

Card Symbol
This card is a Triangle card.

Card Identifier
This card is a bunny card.

Card Text
Tells you what the card does.

Card Identification Number
This card is number 06.

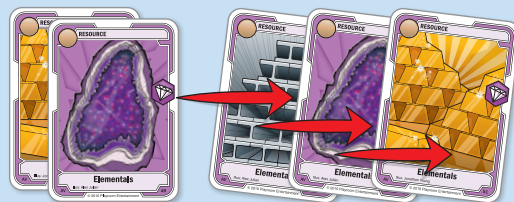
CARD COST INFORMATION

Keeping track of Card Costs

The Card Cost to play any card is shown by small colorful hexagon icons that are located on the right side of the top window of each card. The payment for this Card Cost is saved RESOURCE cards.

To keep track of how many saved RESOURCE cards a player has used in one round of play, he may simply slide them off to one side.

For example, if a Triple Bunny has a cost of three Elementals RESOURCE, then the player must have three Elementals RESOURCE saved before he can play the card. If the player already has five Elementals RESOURCE cards saved, then after he plays the Triple Bunny his RESOURCE cards will look like this:



The player now has two Elementals RESOURCE cards to use for the remainder of the round.

Additionally, if the player wanted to play a saved SPECIAL card during his turn (or a VERY SPECIAL card during another player's turn), then he only has two Elementals RESOURCE cards at his disposal. If this is not enough to 'pay' for the Card Cost of the additional card(s) that he wishes to play, then he may not play the cards.

All of a player's saved RESOURCE cards reset at the start of the player's turn and are available for use once per round of play.

All of a player's saved RESOURCE cards reset at the start of the player's turn and are available for use once per round of play. This fact is so important, that we printed it twice!

White RESOURCE Card Cost

A White RESOURCE Card Cost (no design in the hexagon) can be 'paid' with any color of saved RESOURCE card. At first glance a White RESOURCE may not seem to make any sense. If a player's deck has only Technology RESOURCE cards, and the card that he wants to play requires one White RESOURCE and two Technology RESOURCE Card Cost, then he'll pay three Technology RESOURCE Card Cost anyway so what's the difference?

The White RESOURCE Card Cost makes more sense in decks that are created using more than one color RESOURCE card. If that is the case, then a White RESOURCE Card Cost is easier to pay than a specific color RESOURCE Card Cost. Players often start to create their own decks after just a few rounds of single color play experience.

Substituting RESOURCE Card Cost

In decks created by players that contain cards with more than one color RESOURCE Card Cost, players may discard (or burn) any color RESOURCE card for a specific color RESOURCE Card Cost.

For example, if a player had two saved Land RESOURCE cards and wanted to play a card with one Crops RESOURCE Card Cost, he may do so, but he would have to discard one of his saved Land RESOURCE cards. Discarded RESOURCE cards are placed directly into a player's Discard Pile.

Not enough saved RESOURCE cards to pay for Card Cost?

If all of the cards in a player's hand have a high Card Cost and he does not have enough saved RESOURCE cards to play any of them, then the player may have to run a few of those cards through the TOP RUN and BOTTOM RUN card cycle and discard (or burn) them.

Sometimes other card conditions such as the Pink or Green Rectangular box cannot be met and again, a player may have to discard (or burn) a few cards.

CIV POINT SCORE

Civ Point Counter (the d20 die)

When the Civ Point score on a player's d20 die reaches 21, he simply places the d20 die on top of a (+20) Scoring Square and resets the d20 die back to 1 to represent the 21 Civ Points.

If a player's Civ Point score drops below 1, then he automatically loses the game.

Reshuffling Your Discard Pile

If a player runs out of cards during play and needs to reshuffle his Discard Pile, then he must subtract (-10) Civ Points from his d20 die score. If the player does not have at least 11 Civ Points on his d20 die, then he will automatically lose the game.



FACTS ABOUT THE CARDS

AV01: Re-Roll Bonus Bunny

Re-Roll Bonus Bunny allows a player to re-roll any die once per any player's turn if the player has four Re-Roll Bonus Bunny cards in play. The four Re-Roll Bonus Bunny cards may be in The Bunny Circle, or in cities in The Center Circle, or a combination of both. If the player has four Re-Roll Bonus Bunny cards in play, then he may re-roll any one of his own die rolls once during any player's turn (including his own turn) if he wishes. Once a player chooses to re-roll a die, he must accept the outcome of the second roll.



AR01: Fiver Bonus Bunny

Fiver Bonus Bunny allows a player to add (+5) Civ Points to the point value of any city that contains two Fiver Bonus Bunny cards. Players may add a second set of Fiver Bonus Bunny cards to the same city for another (+5) Civ Points. If an opponent destroys a city that contains two Fiver Bonus Bunny cards, then they will receive Civ Points for the city (and its bunny occupants), but they will not receive the extra bonus Civ Points.



AB01: Bounce Bonus Bunny

Bounce Bonus Bunny allows a player to bounce-back any unsuccessful Ground Weapon attack to one of the opponent's bunnies if the player has three Bounce Bonus Bunny cards in play. The three Bounce Bonus Bunny cards may be in The Bunny Circle, or in cities in The Center Circle, or a combination of both. An unsuccessful Ground Weapon attack means that the opponent launched a Ground Weapon at one of the player's Bounce Bonus Bunny cards and the bunny survived. The player may now take the same Ground Weapon and immediately place it on one of the opponent's bunnies in The Bunny Circle. No additional Card Cost is paid by the player.



AO01: Resource Bonus Bunny

Resource Bonus Bunny allows a player to save a Resource card directly from his five-card hand at the start of each turn (in addition to his regular play) if the player has three Resource Bonus Bunny cards in play. The three Resource Bonus Bunny cards may be in The Bunny Circle, or in cities in The Center Circle, or a combination of both. The player must draw a replacement card by the end of his turn so that he has five cards in his hand.



AG01: Feed Bonus Bunny

Feed Bonus Bunny allows all of a player's bunnies to be exempt from Feed The Bunny cards if the player has three Feed Bonus Bunny cards in play. The three Feed Bonus Bunny cards may be in The Bunny Circle, or in cities in The Center Circle, or a combination of both. If a player flips his third Feed Bonus Bunny into play while one of his other bunnies has a pending Feed The Bunny card in place, then he may discard the Feed The Bunny card without paying the Cabbage and Water Units cost.



AY01: Reduce Bonus Bunny

Reduce Bonus Bunny allows a player to reduce the level of all attacking Ground Weapons against all of his creatures in The Bunny Circle by 2, 3, or 4 levels if the player has 2, 3 or 4 Reduce Bonus Bunny cards in play. The Reduce Bonus Bunny cards may be in The Bunny Circle, or in cities in The Center Circle, or a combination of both. If the player has two Reduce Bonus Bunny cards in play, then all Ground Weapons used to attack any of the player's creatures are reduced by two. If the player has three Reduce Bonus Bunny cards in play, then all Ground Weapons are reduced by three (and so on). It is possible for a player to have more than four Reduce Bonus Bunny cards in play. If this should happen, simply follow the rule that the number of Reduce Bonus Bunny cards in play equals the number of levels that a Ground Weapon is reduced.



AX05: City Bunny

City Bunny is worth zero Civ Points in The Bunny Circle, two Civ Points if it is placed in a city in The Center Circle, or four Civ Points if it is placed in a city with the same Symbol shown as the Symbol on the City Bunny card. Symbols are located on the upper right side of the card's picture window.



The Symbols are: Triangle, Rectangle, Spiral, Ellipse, Star and Cross.



AX10: Triple Bunny

Triple Bunny allows a player to add (+3) Civ Points to his d20 die at the start of each turn if he has three Triple Bunny cards in The Bunny Circle. Triple Bunny cards that are placed in cities in The Center Circle do not count towards the three. It is possible for a player to have more than one set of three Triple Bunny cards in play. If this should happen, then the player will add (+3) Civ Points for each set of three Triple Bunny cards that he has in The Bunny Circle at the start of each turn.

AX30: Cabbage And Water

Cabbage And Water may be used once by a player to receive one Cabbage Unit or one Water Unit for each of the player's saved Resource cards. Players must use this card (as a saved Special) to indicate the Cabbage Unit and Water Unit amounts received. Players first count their saved Resource cards, and then split the same number of units of supplies between Cabbage and Water however they choose. Players may use the Scoring Squares to note the amounts of Cabbage Units and Water Units.



For example, if a player has 11 saved Resource cards, then he may indicate 5 Cabbage Units and 6 Water Units using the Scoring Squares. When a player has no Cabbage and no Water Units left, this card is discarded.



AX33: Carrot Sculpture, Carrot Statue, Carrot Fountain, Carrot Tapestry, Carrot Painting, Carrot Mural (City Modifier - Carrot Art)

Carrot Art may be placed under any city in The Center Circle and increases the point value of the city by the number that the player rolls on the d6 die.

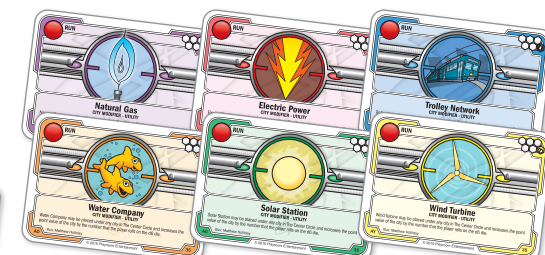
You may have noticed that all city cards are horizontal. You may also

have noticed that all City Modifiers are also horizontal so that they may easily be placed under a city in The Center Circle.

If a player flips up a Carrot Art card from his TOP RUN position and has no cities in The Center Circle, then he may either place it under an opponent's city or simply discard the card.

Regardless of which city a Carrot Art card is placed under, the player who owns the city must roll the d6 die to determine its point value. Players may use the Scoring Squares to note the point value of a Carrot Art card.

If an opponent destroys a city with a Carrot Art card, then they will receive Civ Points equal to the point value of the city (and its occupants), but they will not receive any Civ Points for the Carrot Art.



AX35: Natural Gas, Electric Power, Trolley Network, Water Company, Solar Station, Wind Turbine (City Modifier - Utility)

Utility may be placed under any city in The Center Circle and increases the point value of the city by the number that the player rolls on the d6 die.

You may have noticed that all city cards are horizontal. You may also have noticed that all City Modifiers are also horizontal so that they may easily be placed under a city in The Center Circle.

If a player flips up a Utility card from his TOP RUN position and has no cities in The Center Circle, then he may either place it under an opponent's city or simply discard the card.

Regardless of which city a Utility card is placed under, the player who owns the city must roll the d6 die to determine its point value. Players may use the Scoring Squares to note the point value of a Utility card.

If an opponent destroys a city with a Utility card, then they will receive Civ Points equal to the point value of the city (and its occupants), but they will not receive any Civ Points for the Utility.

AO37: Color Guard (City Modifier)

Color Guard may be used once by a player and placed under any city in The Center Circle with up to three different saved Resource cards. Color Guard prevents the city from being directly targeted if the player launching the weapon has a bunny in The Bunny Circle with a Card Cost that matches the color of any of the Resource cards placed under the city. The Resource cards under the city may not be used to pay for any future Card Costs.



AO39: Studio City (City Modifier)

Studio City may be used once by a player and placed under any city in The Center Circle. The city is limited to a single bunny occupant. All excess creatures in the city are placed back into The Bunny Circle by the player who owns the city.



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 mental 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.