

Killer Bunnies[®]

and the Ultimate Odyssey



BUNNY BITS: DECK B

INTRO

Double and Triple Weapons allow players to choose an initial target and then a secondary or third target as well. All Double and Triple Weapons have a "burn" Card Cost which forces players to discard saved Resource cards when using them.

Eliminator cards can be used to completely relieve an opponent of vital supplies or defenses in the game while Protector cards do just the opposite and prevent opponents from attacking.

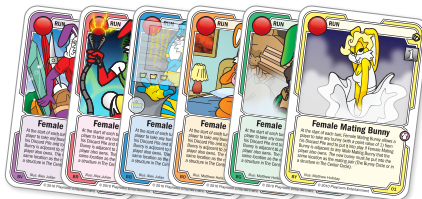
GAME MECHANICS

Rectangular Boxes

A Yellow Rectangular Box on the left border of the card requires there to be at least three players in the game for any player to use the card.



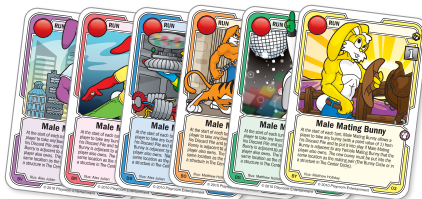
FACTS ABOUT THE CARDS



BX01: Female Mating Bunny

At the start of each turn, Female Mating Bunny allows a player to take any bunny (with a point value of 1) from his Discard Pile and to put it into play if Female Mating Bunny is adjacent to any Male Mating Bunny either in The Bunny Circle or in a structure in The Center Circle that the player also owns. The new bunny must be put into the same location as the mating pair (The Bunny Circle or in a structure in The Center Circle).

The mating pair does not need to be the same color to produce another bunny. If the mating pair is in a city, then there must be enough room in the city for the new arrival or they cannot produce another bunny. If the player has no bunnies in his Discard Pile with a point value of 1, then the mating pair cannot produce another bunny.



BX03: Male Mating Bunny

At the start of each turn, Male Mating Bunny allows a player to take any bunny (with a point value of 1) from his Discard Pile and to put it into play if Male Mating Bunny is adjacent to any Female Mating Bunny either in The Bunny Circle or in a structure in The Center Circle that the player also owns. The new bunny must be put into the same location as the mating pair (The Bunny Circle or in a structure in The Center Circle).

The mating pair does not need to be the same color to produce another bunny. If the mating pair is in a city, then there must be enough room in the city for the new arrival or they cannot produce another bunny. If the player has no bunnies in his Discard Pile with a point value of 1, then the mating pair cannot produce another bunny.

BX18: Barrier

Barrier may be placed between any two player's cities in The Center Circle and prevents the targeting of Double and Triple City Weapons on an adjacent city. A player who has a city adjacent to an opponent's city in The Center Circle cannot be targeted as the adjacent city for a Double or Triple City Weapon if a Barrier is placed between the two players' cities. Barrier also prevents any City Weapon Runner from traveling from one player's cities to another.



BX19: City Defense (City Modifier)

City Defense may be placed under any city in The Center Circle and used once to eliminate any City Weapon, Double City Weapon or Triple City Weapon with a weapon level of equal or lower level than the number that the player rolls on the d12 die.

If a player flips up a City Defense 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 City Defense card is placed under, the player who owns the city must roll the d12 die to determine its point value. Players may use the Scoring Squares to note the point value of a City Defense card.

A City Defense card with a point value smaller than the weapon level cannot be used to lower the level of a weapon. More than one City Defense card may be placed under any one city. Two or more City Defense cards placed under the same city may be combined to eliminate a weapon.

If a City Defense card is used to eliminate a smaller weapon than its point value, its remaining point value cannot be used again for another weapon or given to another City Defense. A City Defense card is discarded after one use regardless of the level of the weapon it was successfully used against.

BX20: Lucky Clover

(Bunny Modifier)

Lucky Clover may be placed under any bunny in The Bunny Circle and lowers the strength of all Ground Weapon levels used against the bunny by the number that the player rolls on the d6 die. The d6 die must be rolled when a Lucky Clover card is initially placed under a bunny. Players may use the Scoring Squares to note the point value of a Lucky Clover card.



More than one Lucky Clover card may be placed under any one bunny. Lucky Clover cards remain with the bunny while it is in play.

BX21: Symbol Defense

Symbol Defense may be used once by a player to eliminate any City Weapon of equal or lower level than the number that the player rolls on the d12 die. Symbol Defense may only be used to protect cities with one of the six Symbols. The d12 die must be rolled and the Symbol must be chosen when the Symbol Defense card is saved. Players may use the Scoring Squares to note the point value of a Symbol Defense card. The Card Cost is paid when this card is saved.

Symbol Defense is saved as a special and may be used at any time to defend any city in The Center Circle (the player's city or an opponent's city) that has the same Symbol as initially chosen by the player.

BX24: Skid Row, Pollution, Corporate Scam, Civil Unrest, Smeared Campaign, Drunken Women (City Modifier)

May be placed under any city and subtracts points from the city's point value equal to the number that the player rolls on the d6 die. Players may use the Scoring Squares to note the point value of this card. May be removed from the city when the same number as the point value is rolled on any d12 die by any player.

CARD COST

An X Resource Card Cost

An X across a Resource Card Cost requires the player to discard (or burn) the Resource after playing the card.

An X across a color Resource Card Cost requires the player to discard that specific color of saved Resource card. No color substitutions may be made on an X across a color Resource Card Cost.

An X across a White Resource Card Cost requires a player to discard any saved Resource card.

CARD COST ICON LEGEND SUMMARY

One Green: Place one Green saved Resource card to the side and return it at the start of the player's next turn.

One White: Place one of any color saved Resource card to the side and return it at the start of the player's next turn.

One Orange with a Black X across: Discard one Orange saved Resource card.

One White with a Black X across: Discard any color saved Resource card.

PLAYING CERTAIN CARDS

Playing A Bunny Modifier

If a player flips up a Bunny Modifier (such as a Clover card) from the Top Run position and has no bunny in The Bunny Circle, then he may either place the Bunny Modifier behind an opponent's bunny or simply discard the card.

The player who owns the bunny must roll the d6 die to determine the point value of the Bunny Modifier. Players may use the Scoring Squares to note the point value of the modifier.



immediately to defend against the Double Ground Weapon.

If at least two creatures are not present and adjacent to each other in The Bunny Circle, then the player cannot play a Double Ground Weapon. Possible damage and Civ Point scoring for a Double Ground Weapon are calculated in the same way that they would be for a Ground Weapon (except that it is done twice).



A TRIPLE GROUND WEAPON AFFECTS THE TARGET BUNNY AND BOTH ADJACENT BUNNIES.



A DOUBLE GROUND WEAPON AFFECTS THE TARGET BUNNY AND AN ADJACENT BUNNY.

Playing A Double Ground Weapon

To play a Double 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 Double Ground Weapon cards have a Pink Rectangular Box on the left border). All Double Ground Weapons require a player to discard (or burn) one saved Resource card.

Next, place the Double Ground Weapon on any opponent's creature (such as a bunny) in The Bunny Circle. This bunny will be the direct target of the weapon. Players may not directly target their own creatures in The Bunny Circle. Since the weapon also affects the adjacent creature in The Bunny Circle, the player will have to choose which creature to hit (the one to the left or the one to the right of the target creature). The second creature can belong to the same or a different opponent, or even the player himself (because it is not the direct target). The opponent(s) who own the creatures must each roll their d12 die

Playing A Triple Ground Weapon

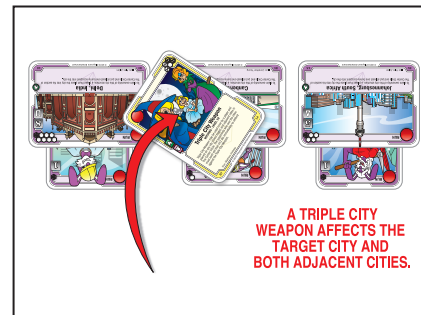
To play a Triple Ground Weapon, a player must run it through the Bottom Run and Top Run card cycle (because it is a Run card). When the card is flipped up, a player will have to make sure that he has enough Resource cards saved to pay for the Card Cost, and that he has a bunny in The Bunny Circle (all Triple Ground Weapon cards have a Pink Rectangular Box on the left border). All Triple Ground Weapons require a player to discard (or burn) two saved Resource cards.

Next, place the Triple Ground Weapon on any opponent's creature (such as a bunny) in The Bunny Circle. This bunny will be the direct target of the weapon. Players may not directly target their own creatures in The Bunny Circle. The Triple Ground Weapon affects the target creature and both adjacent creatures. The adjacent creatures can belong to the same or different opponents, or even the player himself (because they are not the direct target). The opponent(s) who own the creatures must each roll their d12 die immediately to defend against the Triple Ground Weapon.

If at least three creatures are not present and adjacent to each other in The Bunny Circle, then the player cannot play a Triple Ground Weapon. Possible damage and Civ Point scoring for a Triple Ground Weapon are calculated in the same way that they would be for a Ground Weapon (except that it is done three times).



A DOUBLE CITY WEAPON AFFECTS THE TARGET CITY AND AN ADJACENT CITY.



A TRIPLE CITY WEAPON AFFECTS THE TARGET CITY AND BOTH ADJACENT CITIES.

Playing A Double City Weapon

To play a Double 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 Double City Weapon cards have a Pink Rectangular Box on the left border) and a city in The Center Circle (all Double City Weapon cards have a Green Rectangular Box on the left border as well). All Double City Weapons require a player to discard (or burn) one saved Resource card.

Next, place the Double City Weapon on any opponent's city in The Center Circle. This city will be the direct target of the weapon. Players may not directly target their own cities in The Center Circle. Since the weapon also affects the adjacent city in The Center Circle, the player will have to choose which city to hit (the one to the left or the one to the right of the target city). The second city can belong to the same or a different opponent, or even the player himself (because it is not the direct target). The opponent(s) who own the cities must each roll their d12 dice immediately to defend against the Double City Weapon.

If at least two cities are not present and adjacent to each other in The Center Circle, then the player cannot play a Double City Weapon. Possible damage and Civ Point scoring for a Double City Weapon are calculated in the same way that they would be for a City Weapon (except that it is done twice).

Playing A Triple City Weapon

To play a Triple 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 Triple City Weapon cards have a Pink Rectangular Box on the left border) and a city in The Center Circle (all Triple City Weapon cards have a Green Rectangular Box on the left border as well). All Triple City Weapons require a player to discard (or burn) two saved Resource cards.

Next, place the Triple City Weapon on any opponent's city in The Center Circle. This city will be the direct target of the weapon. Players may not directly target their own cities in The Center Circle. The Triple City Weapon affects the target city and both adjacent cities.

The adjacent cities can belong to the same or different opponents, or even the player himself (because they are not the direct target). The opponent(s) who own the cities must each roll their d12 dice immediately to defend against the Triple City Weapon.

If at least three cities are not present and adjacent to each other in The Center Circle, then the player cannot play a Triple City Weapon. Possible damage and Civ Point scoring for a Triple City Weapon are calculated in the same way that they would be for a City Weapon (except that it is done three times).



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.

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