

Killer Bunnies®

and the Ultimate Odyssey



BUNNY BITS: DECK C

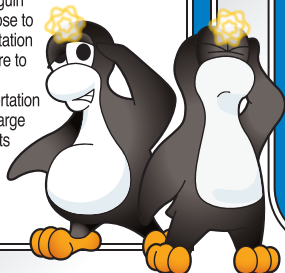
INTRO

Psychic Penguins And Transporters:

Psychic Penguins are strange creatures from a far away planet that have come to visit the Earth for reasons known only to themselves.

Psychic Penguins are creatures with a point value of 6. Transporter pieces are structures with a point value of 3. Three different Transporter pieces may be combined to form a completed Transporter structure that may hold one Psychic Penguin occupant at a time.

Players with a completed Transporter and a Psychic Penguin occupant may choose to attempt a Transportation to return the creature to its home planet. A successful Transportation gives the player a large amount of Civ Points on his d20 die.



Psychic Penguins

Psychic Penguins are creatures with a point value of 0 in The Bunny Circle and a point value of 6 in a completed Transporter in The Center Circle.

Psychic Penguins in The Bunny Circle have the ability to interrupt play during any opponent's turn (like a Very Special card) to attempt to redirect any Aggressive card. All cards that have a Pink Rectangular Box on the left border of the card require a player to have a bunny in The Bunny Circle and are considered to be Aggressive. The player who owns the Psychic Penguin must roll the d12 die to determine if his redirection attempt is a Failure or a Success. A roll of 1-8 is a Failure and a roll of 9-12 is a Success. Regardless of the outcome, any particular Psychic Penguin may only attempt to redirect an Aggressive card once per any one player's turn.

Redirection of an Aggressive card by a player means choosing a different destination (a creature, a structure or a player) for the card. The new creature, structure or player must be a viable target for the card. Players may not redirect an Aggressive card into the opponent's Discard Pile. Redirection is not elimination.

If a Psychic Penguin attempts and fails to redirect an Aggressive card, then it will suffer (-3) damage to its point value. The damage to the Psychic Penguin is recorded using the Scoring Squares.

A Psychic Penguin may only be placed into a completed Transporter, and no other structures (like cities) in The Center Circle. Psychic Penguins in a completed Transporter may not attempt to redirect Aggressive cards. Once placed into a completed Transporter, a Psychic Penguin may not be returned to The Bunny Circle.



Rectangular Boxes

An Orange Rectangular Box on the left border of the card requires a player to have a Psychic Penguin in The Bunny Circle to use the card.



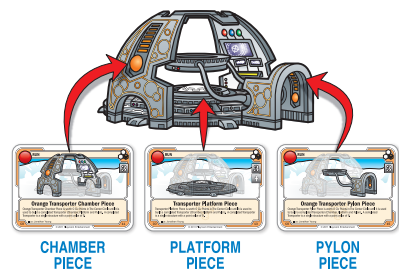
Transporters

All Transporter pieces are structures with a point value of 0 when placed individually into The Center Circle. Each completed Transporter consists of three Transporter pieces: a Chamber, a Platform and a Pylon. Chamber and Pylon Transporter pieces feature one of six colors. Platform Transporter pieces feature one of six Symbols.

At the end of his turn, if a player has at least one of each Transporter piece in The Center Circle (a Chamber, a Platform and a Pylon), then he must put the three together to form a completed Transporter that may be placed into any position in his section of The Center Circle. A completed Transporter can be made from Transporter pieces of any color(s) and Symbol.

GAME MECHANICS

EACH COMPLETED TRANSPORTER CONSISTS OF THREE TRANSPORTER PIECES.



Once assembled, a player may not disassemble a completed Transporter. A completed Transporter may only hold one Psychic Penguin at a time. Neither Transporter pieces, nor a completed Transporter are required to have an occupant. A completed Transporter with no occupant may not be taken by an opponent with a free Psychic Penguin in The Bunny Circle.

A completed Transporter is considered a single structure with a point value of 9 (three pieces with a point value of 3). A completed Transporter must take 9 (or more) points of damage before it is destroyed. If a completed Transporter takes less than 9 points of damage, then individual Transporter pieces are not destroyed or removed.

Transporter Weapons may only directly target a Transporter piece or a completed Transporter in The Center Circle. A Transporter piece or a completed Transporter may not be directly targeted by a City Weapon, but are susceptible to Double City Weapon and Triple City Weapon splash damage as adjacent structures.

A PLAYER MAY ADD A PSYCHIC PENGUIN OCCUPANT TO A COMPLETED TRANSPORTER.

A player may only add a Psychic Penguin occupant to a completed Transporter during his turn. Players may not move

Psychic Penguins from one completed Transporter to another, or return Psychic Penguins from completed Transporters back to The Bunny Circle.

All completed Transporters (and their possible occupants) in The Center Circle have point values that add to a player's total Civ Point score. All completed Transporters in The Center Circle are considered structures with a Symbol designation identical to the Transporter Platform Piece.

Transportation

Once a Psychic Penguin has spent at least one round of play in a completed Transporter, a player may attempt a Transportation. The player who owns the Psychic Penguin must roll the d12 die to determine if his Transportation attempt is a Failure or a Success. A roll of 1-8 is a Failure and a roll of 9-12 is a Success.

A Psychic Penguin with any amount of damage may not attempt a Transportation.

A successful Transportation allows a player to add (+12) Civ Points (twice the value of the Psychic Penguin) and the point value of any Transporter Enhancers as Civ points to his d20 die. The Psychic Penguin and Transporter Enhancers are discarded, and the completed Transporter remains in The Center Circle. The player may use the completed Transporter again if he wishes.

If the Pylon and Chamber pieces of a completed Transporter are the same color, then a player may add (+2) to any of his Transportation attempt rolls.

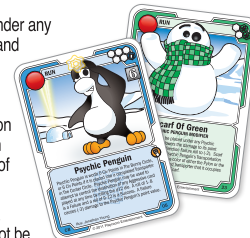
If a Psychic Penguin fails to transport, then the Psychic Penguin and Transporter Enhancers are discarded and no Civ Points are awarded to the player. The completed Transporter remains in The Center Circle.

Scarves

A Scarf may be placed under any Psychic Penguin in play and lowers the damage to its point value caused by a failed redirection roll to (-2). Additional Scarves on any one Psychic Penguin do not lower the amount of damage any further.

A Psychic Penguin with a Scarf (or Scarves) may not be abducted.

A Scarf increases a Psychic Penguin's Transportation attempt roll by (+2) if the color of either the Pylon or the Chamber of the completed Transporter that it occupies matches the color of the Scarf. Additional Scarves with matching colors add (+2) each to the same Transportation attempt roll.



PLAYING CERTAIN CARDS

Playing a Psychic Penguin

To play a Psychic Penguin, 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 Psychic Penguin may be placed anywhere in The Bunny Circle, but most players will keep the Psychic Penguin for themselves and place it into their section of The Bunny Circle.



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

Playing a Transporter piece

To play a Transporter piece, 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 Transporter piece may be placed anywhere in The Center Circle, but most players will keep the Transporter piece for themselves and place it into their section of The Center Circle.

Playing a Transporter Weapon

To play a Transporter 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 Transporter Weapon cards have a Pink Rectangular Box on the

left border) and a city in The Center Circle (all Transporter Weapon cards have a Green Rectangular Box on the left border as well).

Next, place the Transporter Weapon on any opponent's Transporter (piece or completed structure) in The Center Circle. Players may not directly target their own Transporters in The Center Circle. The opponent who owns the Transporter (piece or completed structure) must roll his d12 die immediately to defend against the Transporter Weapon.

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

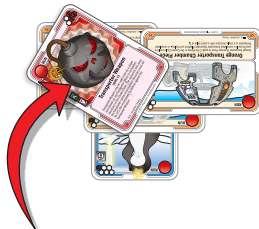
If the opponent rolls lower than the weapon level, then the damage to the opponent's Transporter (piece or completed structure) will be the difference between what he rolled on the d12 die and the level of the weapon. The damage to the Transporter is recorded using the Scoring Squares.

If the damage to a completed Transporter lowers its point value below 6 and the Transporter has a Psychic Penguin occupant, then the opponent must sacrifice (discard) the Psychic Penguin. The player adds the point value of the sacrificed Psychic Penguin occupant to the Civ Points on his d20 die.

If the damage to the Transporter (piece or completed structure) reaches the same number or greater than the point value of the Transporter, then the Transporter is destroyed (placed in the opponent's Discard Pile) and the player adds the point value of the Transporter (and possible Psychic Penguin occupant) to the Civ Points on his d20 die, but they will not receive any Civ Points for any Transporter Enhancers.

FLIP THE TRANSPORTER WEAPON CARD AND PLACE IT ON ANY OPPONENT'S TRANSPORTER (PIECE OR COMPLETED STRUCTURE) IN THE CENTER CIRCLE.

OPPONENT DEFENDS USING HIS D12 DIE.



RECORD ANY DAMAGE WITH SCORING SQUARES



IF THE TRANSPORTER IS DESTROYED, THEN ADD THE STRUCTURE'S POINT VALUE (AND ITS OCCUPANT'S POINT VALUE) TO THE TOTAL CIV POINT SCORE USING THE D20 DIE.



FACTS ABOUT THE CARDS

CX01: Prior Bunny

Prior Bunny may be given to any player (by placing it into his section of The Bunny Circle) and prevents the owner's Mating Bunny cards from multiplying. Prior Bunny may not be placed into any structure in The Center Circle. The player owns the Prior Bunny and may add its point value to his total Civ Points. To trade a Prior Bunny, another player must agree to accept it from the first player.

CX02: Psych-Out Bunny

Psych-Out Bunny may be given to any player (by placing it into his section of The Bunny Circle) and prevents the owner's Psychic Penguins from controlling Aggressive cards. Psych-Out Bunny may not be placed into any structure in The Center Circle. The player owns the Psych-Out Bunny and may add its point value to his total Civ Points. To trade a Psych-Out Bunny, another player must agree to accept it from the first player.

CX20: Coin Mint, Water Wheel, iStimuli, Cheese Maker, Load Of Lumber, Granite Planet (City Modifier - Producing Industry)

Producing Industry may be placed under any city in The Center Circle and allows the player to roll the d12 die once per turn and to add (+1) to the point value of the city if an Odd number is rolled. A player may roll for a Producing Industry on the same turn that it is placed under a city.

If a player flips up a Producing Industry 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.

Players may use the Scoring Squares to note the point value of a Producing Industry card. The Producing Industry may not exceed a point value of 12.

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

CX21: Fission Collision, Neutron Nancy, Nomad, Horrible Hens, Strawberry Blondes, Death Valley (Ground Weapon Runner)

Ground Weapon Runner may be placed on any creature in The Bunny Circle and attacks the creature as a Level 6 weapon. The player who owns the creature must roll the d12 die. Possible damage to the creature and Civ Point scoring for a Ground Weapon Runner are calculated in the same way that it would be for a Ground Weapon. The difference is that a Ground Weapon Runner takes damage when the defensive roll is higher than 6 using the same subtraction method to calculate the damage. For example, if the player rolls an 8 on his d12 die, then the

Ground Weapon Runner would take (-2) damage. Players may use the Scoring Squares to note the point value damage of a Ground Weapon Runner.

Ground Weapon Runner continues to visit creatures around The Bunny Circle until it has taken at least (-6) damage. Once a Ground Weapon Runner has taken at least (-6) damage, then it is immediately discarded. The player must choose which direction (clockwise or counter-clockwise) that Ground Weapon Runner will travel around The Bunny Circle when it is first placed on its initial target creature. A Ground Weapon Runner is completed in a single player's turn.

CX22: Mined Find, Black Current, Control Panel, Hawkeye, Mutant Venus Pod, Sentient Wind (Transporter Thief)

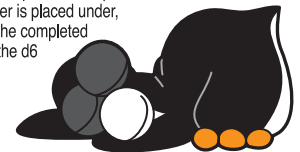
Transporter Thief may be used once by a player to steal any one Transporter piece in The Center Circle (alone or part of a completed Transporter) and to place it into any other position in The Center Circle. If the player breaks down an opponent's completed Transporter, then the opponent may position the remaining Transporter pieces anywhere in his section of The Center Circle. If the completed Transporter had a Psychic Penguin occupant, then the opponent may return it to any position in his section of The Bunny Circle.

CX24: Silver Ingots, Archon Lighting Panel, Super Conducting Wire, Prize Pig, Apricots, Tranquility (Transporter Enhancer)

Transporter Enhancer may be placed into any completed Transporter in The Center Circle. The player rolls the d6 die to determine the point value of the Transporter Enhancer. Players may use the Scoring Squares to note the point value of a Transporter Enhancer. If a Psychic Penguin has transported successfully from the completed Transporter, then the enhancer's point value is added as Civ Points to the player's d20 die, and the enhancer is discarded.

If a player flips up a Transporter Enhancer from his Top Run position and has no completed Transporters in The Center Circle, then he may either place it into an opponent's completed Transporter or simply discard the card.

Regardless of which completed Transporter a Transporter Enhancer is placed under, the player who owns the completed Transporter must roll the d6 die to determine its point value.



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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