

Killer Bunnies[®]

and the Ultimate Odyssey



BUNNY BITS: DECK

INTRO

Aliens and Ships

The alien creatures are space faring beings from far away planets that have journeyed here in ships to abduct the creatures of Earth for their own twisted and devious purposes.

Drone, Warrior and Commander are alien creatures with point values of 1, 4 and 7. Scout and Cruiser are alien ships with point values of 4 and 6. All ships require at least one alien pilot occupant.

Ships are launched and maintained in The Orbital Circle and may be used to abduct an opponent's (non-alien) creatures in play.



Alien Drone, Warrior and Commander

Aliens are creatures that have a point value of 0 in The Bunny Circle and a point value of 1 (Drone), 4 (Warrior) and 7 (Commander) in an alien ship in The Orbital Circle. Any Alien Drone or Alien Warrior may be used to pilot any alien ship in The Orbital Circle. All alien creatures have a Special Power.

ALIEN DRONE SPECIAL POWER: Alien Drone allows a player to save one Cosmic Resource card directly from his Draw Pile at the start of each turn if the player has three Alien Drones in The Bunny Circle. If the player saves a Cosmic Resource, then the player must re-shuffle his Draw Pile.

ALIEN WARRIOR SPECIAL POWER: Alien Warrior allows a player to roll the d12 die once each turn and to eliminate any adjacent (non-alien) creature to the Alien Warrior in The Bunny Circle with the same point value as the number rolled. If this creature belongs to an opponent, then the player may add the creature's point value as Civ Points on his d20 die. If this creature belongs to the player, then he may eliminate the creature, but no Civ Points are added to his d20 die.

ALIEN COMMANDER SPECIAL POWER: Alien Commander in an alien ship allows a player to move any number of his alien creatures to and from his alien ships in The Orbital Circle back to The Bunny Circle any time during his turn if those ships are directly over his section of The Bunny Circle. Alien Commander may not be used to move other players' alien creatures. With a point value of 7, Alien Commander will not fit into a single Alien Scout Ship or Alien Cruiser Ship. For now, Alien Commander may only be placed into an alien ship convoy. See *Convoys in the Bunny Bits* for more information.

Alien creatures may only be placed into alien ships in The Orbital Circle, and not structures (such as cities or Transporters) in The Center Circle. Once placed into an alien ship in The Orbital Circle, alien creatures may not be returned to The Bunny Circle without the help of an Alien Commander.

Rectangular Boxes

A Black Rectangular Box on the left border of the card requires a player to have an alien creature in The Bunny Circle to use the card.



A Pink Rectangular Box behind a Pink Circle on the left border of a Special card requires a player to maintain a bunny in The Bunny Circle to save the card. If, at any time, the player does not have a bunny in The Bunny Circle, then the card is immediately discarded.



Alien Ships

A player must pay the Card Cost first to launch an alien ship. Next, he must have an alien creature (Drone or Warrior) to pilot the alien ship. A player may put more than one alien pilot into a ship; however, the point value of the alien occupants cannot exceed the point value of the ship. All ships (and their

GAME MECHANICS

BOTTOM RUN CARD



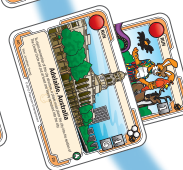
TOP RUN CARD



THE BUNNY CIRCLE



THE CENTER CIRCLE



THE ORBITAL CIRCLE



alien creature occupants) must be placed into a single space in The Orbital Circle. Each player is only allowed to occupy one Orbital Space. The number of Orbital Spaces in The Orbital Circle is always equal to the number of players in the game.

When a player launches his first alien ship, he may choose to place it into any free (vacant) Orbital Space. Afterwards, all other alien ships launched by the same player will share the same Orbital Space as his other alien ships.

All alien ships rotate to the next Orbital Space clockwise after each player has had a turn or after each full round of play.

A player may add an alien occupant to an alien ship at any time during his turn. Players may not move aliens from one alien ship to another, or return aliens from alien ships back to The Bunny Circle without the help of an Alien Commander.

If at any time, an alien ship in The Orbital Circle has no alien pilot occupant, it immediately crashes and is destroyed. Opponents with a free alien creature in The Bunny Circle may not claim empty alien ships. If an opponent was responsible for killing or removing a player's ship's last alien pilot (causing the ship to be destroyed), then the opponent may add the point value of the alien ship (and its occupants) to the Civ Points on his d20 die.

All alien ships (and their occupants) in The Orbital Circle have point values that add to a player's total Civ Point score.

Convoys

Any number of a player's alien ships in The Orbital Circle may convoy together to form a single larger ship (convoy). A convoy may not exceed a combined point value of 12 (not including the occupants). A player may continue to add ships to a convoy on subsequent turns as long as the combined point value of the convoy does not exceed 12. Each ship must have at least one alien pilot occupant to join a convoy. Once formed, however, only

one alien pilot is needed to maintain the single larger ship (convoy).

Once established, a player may not dissolve a convoy back into its individual ships. A player may establish as many convoys as he wishes within his Orbital Space of The Orbital Circle.

A convoy is considered a single ship. A convoy must take damage equal to (or greater than) its combined point value to be destroyed. If a convoy takes less points of damage than its combined point value, then individual ships are not destroyed or removed. After an attack, the damage to an individual alien ship (or convoy) is recorded using the Scoring Squares.

Alien Abduction

When a player's alien ships (or convoys) are in an Orbital Space over an opponent's section of The Bunny Circle, he may attempt an abduction. The player rolls the d6 die and may abduct any of the opponent's (non-alien) creatures in play that have the same point value as the number rolled. The creature can be in The Bunny Circle or in a structure in The Center Circle. An abducted creature is placed into the alien ship (or convoy) and now belongs to the player. Abducted creatures do not take up space on board an alien ship (or convoy) nor do their point values add to a player's total Civ Point score. Players may abduct any number of creatures with any amount of point values as they wish. However, a player may only attempt one abduction per turn regardless of the number of alien ships (or convoys) that he has in The Orbital Circle.

Neither a Helmet Bunny nor a Penguin with a Scarf Penguin Modifier anywhere in play can be abducted by alien ships.

When a player's alien ships (or convoys) are in the Orbital Space directly over his own section of The Bunny Circle, he may deposit (discard) the abducted creatures he has collected and add their point values to the Civ Points on his d20 die.

FACTS ABOUT THE CARDS

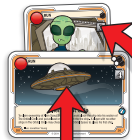
PLAYING CERTAIN CARDS

Playing an alien creature

To play an alien creature (Drone, Warrior or Commander), 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 alien creature may be placed anywhere in The Bunny Circle, but most players will keep the alien creature for themselves and place it into their section of The Bunny Circle.

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

FLIP THE ALIEN SHIP AND PLACE IT IN THE ORBITAL CIRCLE.



ADD AN ALIEN FROM THE BUNNY CIRCLE TO OCCUPY THE SHIP.



Playing an alien ship

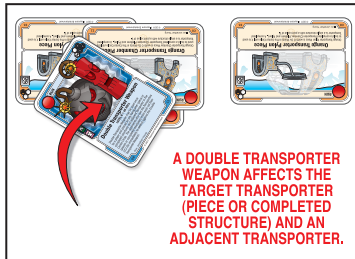
To play an alien ship, a player must run it through the Bottom Run and Top Run card cycle (because it is a Run card). When the card is flipped up, a player will have to make sure that he has enough Resource cards saved to pay for the Card Cost. The alien ship may be placed anywhere in The Orbital Circle (with at least one alien pilot occupant that the player must already have

placed in The Bunny Circle), but most players will keep the alien ship for themselves and place it into their section of The Orbital Circle (or any free Orbital Space of The Orbital Circle if it is the player's first alien ship). The point value of the alien creature occupants cannot exceed the point value of the ship (or convoy).

Playing a Double Transporter Weapon

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

Next, place the Double Transporter Weapon on any opponent's Transporter (piece or completed structure) in The Center Circle. This Transporter will be the direct target of the weapon. Players may not directly target their own Transporters in The Center Circle. Since the weapon also affects the adjacent Transporter in The Center Circle, the player will have to choose which Transporter to hit (the one to the left or the one to the right of the target Transporter). The second Transporter can belong to the same or a different opponent, or even the player himself (because it is not the direct target). The player who plays the weapon must roll the d6 die and add the number rolled to 8 for the final weapon level. The opponent(s) who own the Transporters (pieces or completed structures) must each roll their d12 die immediately to defend against the Double Transporter Weapon.



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

Playing an Orbital Weapon

To play an Orbital 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 Orbital Weapon cards have a Pink Rectangular Box on the left border) and a city in The Center Circle (all Orbital Weapon cards have a Green Rectangular Box on the left border as well).

Next, place the Orbital Weapon on any opponent's ship (or convoy) in The Orbital Circle. Players may not directly target their own ships (or convoys) in The Orbital Circle. The opponent who owns the ship (or convoy) must roll his d12 die immediately to defend against the Orbital Weapon.



If the opponent rolls the same number or higher than the weapon level, then no damage is taken and the Orbital 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 ship (or convoy) will be the difference between what he rolled on the d12 die and the level of the weapon. The damage to the ship (or convoy) is recorded using the Scoring Squares.

If the damage to the ship (or convoy) reaches the same number or greater than the point value of the ship, then the ship is destroyed (placed in the opponent's Discard Pile) and the player adds the point value of the ship and all of its occupants (not the abducted creatures) to the Civ Points on his d20 die.

DX02: Sighter Bunny

Sighter Bunny allows a player to add (+1) Civ Point to his d20 die for each type of alien ship (Scout or Cruiser) that an opponent has in The Orbital Circle directly over the player's section of The Bunny Circle at the start of each turn. The player receives (+1) Civ Point if the opponent has at least one Alien Scout Ship overhead and (+1) Civ Point if the opponent has at least one Alien Cruiser Ship overhead. These ships may be individual or part of a convoy.

Each Sighter Bunny will individually gain Civ Points for the player. For example, a player with three Sighter Bunny cards in play in either The Bunny Circle or in any structure in The Center Circle and two opponent's Alien Scout Ships directly over his section of The Bunny Circle, will add (+3) Civ points to his d20 die. Even though the opponent has two ships overhead, he only has one type of ship (Scout).

The player will not gain any Civ Points if he owns the alien ships directly over his section of The Bunny Circle. To gain Civ Points, the alien ships over a player's section of The Bunny Circle must belong to an opponent.

DX21: Seize Reprise (Ship Modifier)

Seize Reprise may be placed under any alien ship in The Orbital Circle and allows a player to burn one saved Cosmic Resource card to re-roll the d6 die for abduction.

A player may only use the Seize Reprise option once per turn to re-roll the d6 die for an abduction being attempted by one of his own ships. Seize Reprise may not be used to change an opponent's abduction roll. Once a player chooses to re-roll a die, he must accept the outcome of the second roll.



DX23: Steel Shield, Sparklers, Cross Circuits, Camouflage, Fall Leaves, Mulch (City Modifier - Sentinel)

Sentinel may be placed under any city in The Center Circle. The player rolls the d6 die for the point value that can be burned before the city takes any actual damage in an attack.

For example, if a city that has a Sentinel modifier (and let's say that the Sentinel modifier has a point value of 4) is attacked with a City Weapon that causes 7 points of damage, then the player may burn all 4 points from the Sentinel modifier (and discard it), and only take (-3) points of damage to the city.

DO25: Holi-Delay

Holi-delay may be used once by a player on the day after any recognized holiday to add Civ Points to his d20 die equal to the number that the player rolls on the d6 die. To avoid confusion, recognized holidays must be reviewed by all of the players before the game begins. As a default, you may want to check a holiday list for the country in which you are playing the game. If a list of holidays cannot be agreed upon by all players, then use only Valentine's Day (Feb 14th), Saint Patrick's Day (March 17th) and Thanksgiving (the fourth Thursday in November).



AM I MISSING SOMETHING?

If you are looking for an explanation of game mechanics, rules or card symbols that are not explained in this deck's Bunny Bits, try reading the Bunny Bits for earlier decks. They are all available to you for free at: www.killerbunnies.com