

Killer Bunnies[®]

and the *Quest for the Magic Carrot*

CONQUEST ADVENTURE

Red Bunny Bits

Unwrap all of the cards. Large cards with the Red Truculent Bunny on the back are shuffled into the Draw Pile that should already contain Blue and Yellow cards. Add the four new Carrots to the twelve already for sale at Kaballa's Market Two. Place the Rooney's Weapons Emporium Two Starter Card face up next to the Kaballa's Market Two Starter Card. The small Radish, Milk and Carrot Cards are shuffled into their respective piles.

Did you notice the cool new Red dodecahedron die? Did you know that the word dodecahedron means 12-sided? Don't feel bad, we had no idea what the shape was called so we had to look it up. Either way, some of the new cards (as well as some older cards) will require using the die. These cards will have a Red square lit on the right border of the card seventh box down.

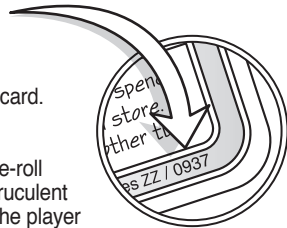
GAME MECHANICS

CARD IDENTIFICATION NUMBER

The Card identification Number is located in the lower right-hand corner of every card.

RE-ROLL RULES

When a player has the Red Truculent Bunny in The Bunny Circle, then he may re-roll any action that involves dice. For example, suppose that a player has the Red Truculent Bunny in The Bunny Circle and plays the Witch's Spirit card. Also suppose that the player



rolls the Red 12-sided die and gets a low roll with bad circumstances. The player may re-roll the Red 12-sided die, but it is a bit of a gamble. The player must use whatever number is rolled the second time whether it is better or worse than the first roll. If a player is using a card that requires the player to roll many dice, then he may re-roll any of the dice that he chooses, and in any order that he chooses.

ROONEY'S WEAPONS EMPORIUM TWO (a second Killer Bunnies Conquest store)

Any player may buy supplies anytime during his turn from Rooney's Weapons Emporium Two (if the emporium is open). The supplies that are sold at the emporium are used Weapon cards (which are used to attack an opponent's bunny). A player does not need a bunny in The Bunny Circle to buy supplies from Rooney's Weapons Emporium Two. Please note that even though the Rooney's Weapons Emporium Two Starter Card has a price listing for Defense Cards, these cards are not included in the Red Booster Deck. Defense Cards will be available in the Violet Booster Deck.



Rooney's Weapons Emporium Two is open at the start of the game. Run cards exist that either close Rooney's Weapons Emporium Two, or change the prices at the emporium. The emporium does not need to be closed first to change the prices using a Rooney's Weapons Emporium Two card. New prices are listed on these cards that will come in the Violet and Orange Booster Decks.

During regular play, Weapon cards will now be discarded in a separate pile face up near the Rooney's Weapons Emporium Two Starter Card. Players may purchase any discarded Weapon card for an amount of Dolla equal to the Weapon Level written on the card. Weapons may not be used right away, but must be run through the Bottom Run and Top Run card cycle.

If the game runs long, and the players need to reshuffle the Discard Pile to make a new Draw Pile, then the discarded Weapon cards at Rooney's Weapons Emporium Two must be included as well.

If a player purchases a Weapon card from Rooney's Weapons Emporium Two, then he may find himself with an extra card in his five-card hand. If this is the case, then the player must choose and remove any unwanted card from his five-card hand, and place it directly into the Discard Pile before ending his turn.

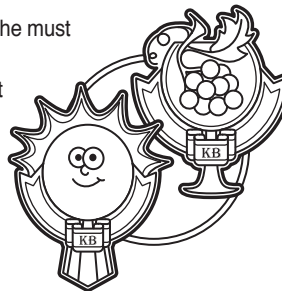
SENATORS

When a player draws a Senator Bunny Modifier card from the Draw Pile he must immediately place it under any bunny in The Bunny Circle. Most likely a player will want to assign that Senator card to one of his own bunnies. If a player draws a Senator card and has no bunnies of his own, then he must place the Senator card under an opponent's bunny. If there are no bunnies in The Bunny Circle, then the Senator card is discarded.

If a player is given a Senator card during the initial deal at the start of the game, then he must discard it. Another card should be chosen from the Draw Pile.

Creative Team Alpha would like to go on record as saying that the Whiner party is not in any way related to alcoholic beverages. CTA acknowledges the possible dangers of alcohol and in no way supports the abuse of this substance. Whiner Senators do exactly as their name implies... they whine!

Creative Team Alpha would like to go on record as saying that the Shiner party is not in any way related to giving someone a black eye. CTA acknowledges the possible dangers of fisticuffs and in no way supports this behavior. Shiner Senators do exactly as their name implies... they shine!



TERRIBLE MISFORTUNE CASTING

When a Terrible Misfortune is drawn that has the subtitle Casting, it means that all players with bunnies in The Bunny Circle that have a Senator Bunny Modifier card are allowed to cast a vote as to which bunny in play should be killed. The bunny does not have to belong to the player who drew the Terrible Misfortune card. Only players with bunny Senators may vote (one vote for each bunny Senator that a player owns). If two (or more) bunnies have an equal number of votes against them, then the player who drew the Terrible Misfortune card must cast the deciding or "tie-breaking" vote (even if all of the bunnies involved are his own).

In the event that no Senator votes are cast (no player has a bunny in play with a Senator Bunny Modifier card), then the player who picked the Terrible Misfortune (with the Casting subtitle) gets to choose which bunny will be killed (most likely it will be a bunny that belongs to an opponent). Regular Terrible Misfortune cards are still played the same way as before.

FACTS ABOUT THE CARDS

0936: **RED EVIL BUNNY**

This bunny may feed up to 3 Radish Units and 3 Milk Units per turn. Supplies may not be saved to another turn. The 3 Radish Units and 3 Milk Units are for the exclusive use of this bunny and may not be shared with other bunnies in The Bunny Circle.

0937: **RED HYPNOTIC BUNNY**

The player with this bunny in The Bunny Circle may spend 3 Dolla per turn at any open store. Dolla may not be saved to another turn.

0938: **RED LUDICROUS BUNNY**

This bunny has a Lucky Horseshoe Triple which lowers the level of any weapon used against this bunny by three.

0939: **RED SPIFFY BUNNY**

This bunny is protected by a bounce-back force field. Any weapon that directly targets this bunny, but is not successful, is placed back onto one of the bunnies of the attacking player.

0940: **RED TRUCULENT BUNNY**

The player with this bunny in The Bunny Circle may re-roll any action during play that involves any die (or dice).

0945: **FEED ALL YOUR BUNNIES**

Feed All Your Bunnies may be given to any opponent whose bunnies must each feed the amounts shown on the card by the end of his turn or die (discarded). Any bunnies that arrive in The Bunny Circle between the time that the card was played and the end of the player's turn do not have to feed.



0946: **EVERYONE FEED A BUNNY**

Everyone Feed A Bunny may be given to all opponents with a bunny in The Bunny Circle. Each opponent must feed any one bunny the amounts shown on the card by the end of their next turns or their bunny dies (discarded).

When this card is played, each opponent that has at least one bunny must feed. If an opponent has more than one bunny, then the opponent may choose which bunny to feed. Any bunnies that arrive in The Bunny Circle between the time that the card was played and the end of the player's turn do not have to feed. If a player has the Red Evil Bunny, Holographic Bunny or a bunny with the Angle Wings, then he may choose one of these bunnies since none of them need to feed.



0952: **ODD JOB**

Odd Job may be used once and placed on any bunny in The Bunny Circle which must roll 12 on the Black 12-sided die to survive. Bunnies two spaces away from the target bunny in The Bunny Circle must roll higher than 9 on the Black 12-sided die to survive. Bunnies four spaces away from the target bunny in The Bunny Circle must roll higher than 7 on the Black 12-sided die to survive.

Even though every other bunny is initially skipped, wrap around damage may cause a bunny to be hit in the other direction. If a bunny is two spaces to the left of the target bunny and four spaces to the right of the target bunny, then it will be hit twice!

0953: 0954: **BARRIER**

Barrier may be placed between any two players and stops weapons that affect adjacent bunnies. For example, the effects of a Trash Compactor may not reach your bunny if there is a Barrier between it and the target bunny in The Bunny Circle. Barrier reverses the direction of Roaming Red Run cards (such as Dragon Of Doom and Orbital Missile Platform).

Barrier will cause any Roaming Red Run card to move in the opposite direction after it is reversed. Barrier does not stop any Multi-target, non Roaming Red Run card circumstances. More than one Barrier may be placed side by side between the same two players.



0956: **CARROT EXCHANGE**

Carrot Exchange may be used once by a player to force any opponent to exchange two of his Carrots for one of yours. In order to use this card, the opponent must have at least two Carrots. Carrot Exchange cannot be used for a one to one exchange. The player chooses all three Carrots in the exchange.

0958: **HOLOGRAPHIC BUNNY**

Holographic Bunny is a Red Bunny that does not need to feed and cannot be used to win the game since it is not technically alive. This bunny can only be harmed by Quantum Singu-Harity, Ruby Laser Slippers, Servo Pen, Blipverts, Magnetic Monopole, Thermo-Nuclear Chicken Wings and Spectral Cleansing.

Holographic Bunny can be used to form a Bunny Triplet with other Red bunnies.



0959: **KENTUCKY AVENUE**

Kentucky Avenue may be used once by a player to roll each of the 12-sided dice (Violet, Orange, Green, Yellow, Blue, Black, Red and Pink (Perfectly Pink Booster Deck)) up to three times. Favorable numbers that are rolled may be saved while other dice are re-rolled. If a 1 - 0 - 5 - 0 is rolled on any four of the dice, then the player may reposition any Red (or half Red) bunny in The Bunny Circle. A roll of 10 on any 12-sided die will represent a 0. The player may essentially steal any Red bunny in The Bunny Circle and give it to any other player (most likely himself, but he may be generous and give it to a friend).

0961: **MORDEN'S METALS EXCHANGE**

Metals may be bought or sold for the current Exchange Rate. Copper values are doubled which means that if a player wishes to buy (or sell) a Copper Metal Card, he must pay (or will receive) double the amount showing on the Copper 6-sided die. Only the Copper Metal Cards are affected.

0962: **ORBITAL MISSILE PLATFORM**

Since it is a Roaming Red Run card, Orbital Missile Platform will attack one player every round of play (traveling in a counter-clockwise direction) in The Bunny Circle. As Orbital Missile Platform travels from one player to the next, the player's bunny that has the highest Card Identification Number is the direct target of the attack. The bunny attacked by Orbital Missile Platform must roll higher than 9 on either of the 12-sided dice (Blue and Red) to survive and adjacent bunnies in The Bunny Circle must roll higher than 8 on either of the 12-sided dice (Blue and Red) to survive.

Adjacent bunnies to the target bunny may belong to the same player or his opponents.

After the attack, Orbital Missile Platform moves to the next player counter-clockwise and waits until the next round of play. If the next player has no bunnies in The Bunny Circle, then Orbital Missile Platform does not attack. When Orbital Missile Platform encounters a Barrier, it will change direction and attack the same player on consecutive turns.

Orbital Missile Platform may be immediately eliminated (discarded) anytime during an attack that a player rolls the same number on both 12-sided dice (Blue and Red) without incurring any damage to the bunny.

0964: **SCOTTY DOESN'T KNOW**

Scotty Doesn't Know may be used once by a player and given to any opponent who must guess the type (Run, Special, Very Special, Play Immediately or Metal) of the top five cards of the Draw Pile. The player reveals the cards from the top of the Draw Pile one at a time as the opponent guesses. These five cards are placed directly into the Discard Pile without any of their consequences enacted. The opponent must pay 1 Dolla for each incorrect guess. If the opponent does not have Dolla saved, then he must exchange Metal cards for Dolla (as it is needed) at the current Exchange Rates. If the opponent has no Dolla and no Metal cards, then he does not have to pay.

If the word "Scott" appears in the opponent's name (first, middle or last), or the opponent is a noted fan of actor James Doohan (written proof required), then he must pay 2 Dolla for each incorrect guess.



0967: **WHAT THE DEUCE**

What The Deuce may be used once by a player to roll the 12-sided dice (Violet, Orange, Green, Yellow, Blue, Black, Red and Pink (Perfectly Pink Booster Deck)) and to take two Radish Cards and two Milk Cards from Kaballa's Market Two if he can correctly predict how many 2's will be rolled on the dice. The player must announce his prediction before he rolls the dice. What The Deuce cannot be played if Kaballa's Market Two is closed.



0969: **HALF PRICE COUPON KABALLA'S MARKET TWO**

Half Price Coupon may be used for one turn by a player to purchase any items at Kaballa's Market Two for half price. If the total price of an item or items requires a Half Dolla (Stainless Steel Booster Deck) and no Half Dolla is available, then the player must round up to the nearest Dolla.

0970: 0971: **WITCH'S SPIRIT**

To use Witch's Spirit, a player must have a bunny in The Bunny Circle because it is an aggressive card (cards that have a Pink rectangular box). Witch's Spirit may be placed on any bunny in The Bunny Circle. The player must choose the bunny that will take the risk for the card. This target bunny may be one of his own bunnies or any opponent's bunny in The Bunny Circle. The player who owns the target bunny rolls the Red 12-sided die and either reaps the reward of the card or suffers the consequence:

10-11-12 = Choose a Carrot from Kaballa's Market Two.

7-8-9 = Take one Radish Card and one Milk Card from Kaballa's Market Two.

4-5-6 = Feed the bunny 1 Radish Unit and 1 Milk Unit!

2-3 = The bunny gets vaporized (discarded) by the irate witch!

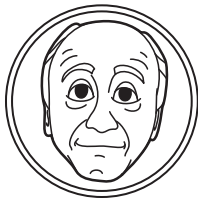
1 = The spirit lashes out killing the bunny and the adjacent bunnies!



If the consequence for a bunny is to feed, then it must be done immediately. An opponent with no saved Radish Units or Milk Units will not have the opportunity to buy supplies from Kaballa's Market Two or to exchange Metal cards since it will not be his turn. Carrots, Radish Cards and Milk Cards are taken from Kaballa's Market Two (if the market is open).

0972: **EVERYBODY'S DEAD DAVE**

Everybody's Dead Dave may be used once by a player to immediately restore all bunnies back into their positions if all of the bunnies in The Bunny Circle were killed during the same turn that the card was played. If even one bunny in The Bunny Circle survives, then Everybody's Dead Dave cannot be played because clearly everybody is not dead. Bunny Modifiers (such as Lucky Horseshoe or Angel Wings) are not returned. May be used at any time!



0973: **GUARDIAN ANGEL**

Guardian Angel may be used once by a player to eliminate any Terrible Misfortune (regular or Casting). Guardian Angel also eliminates Very and Extremely Terrible Misfortune (Dapper Diamond Booster Deck). May be used at any time!



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.

In the great tradition of the United States military, 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 menial 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.

Am I Missing Something?

If after reading through the Red Bunny Bits and playing the cards in your Killer Bunnies Red Booster Deck you are asking yourself this question, then chances are you're absolutely right!

MISSING A FUTURE CARD?

Many cards in Killer Bunnies and the Conquest for the Magic Carrot refer to other cards that have not been printed yet. But don't worry. All this means is that we have planned ahead. Creative Team Alpha would like to guarantee to you that these 'unseen' cards will indeed be seen in future Booster Decks. The same is true for some of the fancy dice as well.

MISSING A PREVIOUS CARD?

Some confusion may occur when Booster Decks are added out of order, and a card refers back to earlier cards that may not exist in your deck. If you do play with non-sequential Booster Decks and a card is drawn during play that refers to another card that does not exist in your Killer Bunnies deck, then a player may discard it and draw a new card.

MISSING A 'CRUCIAL' CARD?

If you do play with non-sequential Booster Decks, then feel free to reference and print Crucial Cards (and pieces) on the website at: www.killerbunnies.com. This provides you with select cards that you might need if you do not have an earlier Booster Deck.

QUESTIONS

Questions always seem to arise that cannot be resolved by a careful inspection of the Instruction Book and Bunny Bits. If that should happen, then contact us through the website at: www.killerbunnies.com.

Adding Booster Decks In Order

All Booster Decks are compatible with the Blue Starter Deck. However, Killer Bunnies plays best when the Booster Decks are added in sequential order.

The Killer Bunnies Deck order is:

- | | |
|---|--|
| <input type="checkbox"/> 01: QUEST Blue Starter Deck | <input type="checkbox"/> 11: QUEST Ominous Onyx Booster Deck |
| <input type="checkbox"/> 02: QUEST Yellow Booster Deck | <input type="checkbox"/> 12: QUEST Chocolate Booster Deck |
| <input type="checkbox"/> 03: QUEST Red Booster Deck | <input type="checkbox"/> 13: CONQUEST Blue Starter Deck |
| <input type="checkbox"/> 04: QUEST Violet Booster Deck | <input type="checkbox"/> 14: CONQUEST Yellow Booster Deck |
| <input type="checkbox"/> 05: QUEST Orange Booster Deck | <input type="checkbox"/> 15: CONQUEST Red Booster Deck |
| <input type="checkbox"/> 06: QUEST Green Booster Deck | <input type="checkbox"/> 16: CONQUEST Violet Booster Deck |
| <input type="checkbox"/> 07: QUEST Twilight White Booster Deck | <input type="checkbox"/> 17: QUEST Fantastic Booster Deck |
| <input type="checkbox"/> 08: QUEST Stainless Steel Booster Deck | <input type="checkbox"/> 18: QUEST Caramel Swirl Booster Deck |
| <input type="checkbox"/> 09: QUEST Perfectly Pink Booster Deck | <input type="checkbox"/> 19: QUEST Creature Feature Booster Deck |
| <input type="checkbox"/> 10: QUEST Wacky Khaki Booster Deck | |

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ENTERTAINMENT

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