

Killer Bunnies[®]

and the Quest for the Magic Carrot

Creature Feature Bunny Bits

Unwrap all of the cards. Large cards with a Creature Feature Sinister Bunny on the back are shuffled into the Draw Pile. The small Zodiac Cards are shuffled into their respective pile. The small Zodiac Cards will not be needed until the end of the game (similar to the small Carrot Cards).

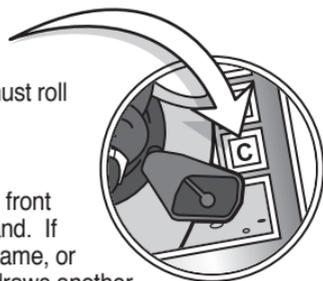
GAME MECHANICS

CHINESE ZODIAC DIE

If a C appears in one of the die boxes of a card, then the player using the card must roll the Chinese Zodiac die.

CHINESE ZODIAC CARDS

When you draw a Chinese Zodiac card, you must immediately place it face up in front of you and draw another card. Chinese Zodiac cards may not be kept in your hand. If a player is given a Chinese Zodiac card during the initial deal at the start of the game, or picks one from the Draw Pile during play, then the card is saved and the player draws another card. This is very similar to how players save Kaballa Dolla. Many new cards will refer to these saved Chinese Zodiac cards during play.



At the end of the game (before The Magic Carrot is revealed), the small deck of Zodiac Cards, hidden away at the start of the game, is inspected. The small Zodiac Card at the bottom of the deck is considered the Winning Zodiac sign. If a player has the large Zodiac card saved with the Winning Zodiac sign, then he is awarded the following special privileges:

- 1) The player may move any one bunny in The Bunny Circle from any one player to any other player.

This may effectively eliminate a player from reaching the final draw of The Magic Carrot (if he has only one bunny in The Bunny Circle at the end of the game), or it may allow a player with no bunny in The Bunny Circle a chance at the final draw of The Magic Carrot.

- 2) If the Winning Zodiac sign is the player's birth zodiac sign or the current zodiac sign, then the player may also take any three Carrots from the opponent with the most Carrots. If two or more opponents have the same amount of Carrots, then the player may choose from which opponent he will take the three Carrots.

- 3) If the Winning Zodiac sign is both the player's birth zodiac sign and the current zodiac sign, then the player may take almost all of the Carrots from all of his opponents. Each opponent that had at least one Carrot must be left with only one Carrot, the rest of the Carrots will belong to the player.

It is possible that when the game ends no player is holding the Winning Zodiac sign. If this is the case, then the game simply continues by revealing The Magic Carrot using the small deck of Carrot Cards.

Each Chinese Zodiac card shows the years for its sign. If a player has three consecutive saved Chinese Zodiac cards (by year), then he may play two cards per turn.

LAW ENFORCEMENT BUNNY

A player with a Law Enforcement Bunny in The Bunny Circle cannot have any of his saved objects stolen or traded without his consent. A Law Enforcement Bunny may be combined with another Law Enforcement Bunny to form a Bunny Triplet.



FACTS ABOUT THE CARDS

1173: DATES AND SMOKED SALMON

Dates And Smoked Salmon may be used once by a player to roll the dice and to spend an amount of Dolla at any open store equal to the number rolled on the Brown die if it matches either of the two Zodiac numbers rolled. Each Zodiac sign has a corresponding number. If the number rolled on the Brown die matches both of the two Zodiac numbers rolled, then the player may spend twice the amount.

Chinese Zodiacs

1. Snake
2. Horse
3. Goat
4. Monkey
5. Rooster
6. Dog
7. Pig
8. Rat
9. Ox
10. Tiger
11. Rabbit
12. Dragon



Zodiacs (Green Booster Deck)

1. Aries
2. Taurus
3. Gemini
4. Cancer
5. Leo
6. Virgo
7. Libra
8. Scorpio
9. Sagittarius
10. Capricorn
11. Aquarius
12. Pisces



1174: FALCON FRACAS

Falcon Fracas may be used once by a player to attack all of the opponents' Chinese Zodiac cards. Opponents must roll the die once for each Chinese Zodiac card they have saved. Determine which was the last year that the Chinese Zodiac was current (all of the years are printed on the cards) and subtract it from the current year. Next, add it to the number rolled on the Brown die and if the combination is higher than 12, then the opponent may keep the Chinese Zodiac card.

For example, let's say Carol is an opponent and she is trying to defend the Ox Chinese Zodiac card (last current in 2009), and the current year is 2018. When she subtracts these dates, she will get a 9. Therefore, if Carol can roll a 4 or higher on the Brown die, then she may keep her saved Ox Chinese Zodiac card. If Carol rolls a number lower than 4, then the Falcon steals the Ox Chinese Zodiac card and gives it to the player.

1175: **FARGANS**

Fargans may be used once by a player to force any opponent to state the last year that the Chinese Zodiac sign rolled was valid and to make the sound of the animal shown or give the player two of his bunnies in The Bunny Circle. The opponent may choose which two of his bunnies in The Bunny Circle he will give to the player. When Fargans is announced, players may either flip their saved Chinese Zodiac cards face down or help the opponent by showing them the dates on their cards. All players are encouraged to grant a generous amount of leeway when judging mimicked animal sounds.

1177: **GENERAL TSO**

General Tso may be given to any player who places General Tso in his area of The Bunny Circle. Since it is a Roaming Red Run card, General Tso visits one player per round clockwise around The Bunny Circle forcing players to return Carrots if the symbol rolled matches any of their saved Chinese Zodiac cards.



While General Tso is visiting, any player with at least one saved Chinese Zodiac card must roll the Chinese Zodiac die. If the symbol rolled is the same as any of the player's saved Chinese Zodiac cards, then the player must return a number of Carrots to any Kaballa's Market equal to the number of bunnies that he has in The Bunny Circle (including General Tso).

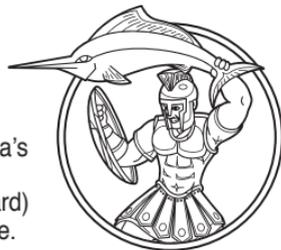
In addition to their Roaming Red Run capabilities, General Tso (and Lieutenant Tang) are also a double Yellow bunny and may be combined with another Yellow (or half Yellow) bunny to form a Bunny Triplet. General Tso may be attacked and eliminated using any Weapon card. The player who launched General Tso rolls for his defense against a Weapon card even if the same player also launched the weapon. Each of the General's chicken regiment acts like a Lucky Clover or Lucky Horseshoe and lowers the level of any weapon used against him.

1180: **LEAPING LIZARDS**

Leaping Lizards may be used once by a player to challenge any opponent who has a Leaping saved Chinese Zodiac card. The Leaping Chinese Zodiac cards are: Monkey, Rat and Dragon (because they are always current during a Leap Year). Both players roll the Green die and if the player can roll a higher number than the opponent, then he may steal the Leaping Chinese Zodiac card. If it is currently a Leap Year (2020, 2024, 2028, 2032, 2036, 2040, 2044, 2048...), then the player may re-roll the Green die if his first roll was too low.

1185: **SWORDFISH OF DAMOCLES**

Swordfish Of Damocles may be used once by a player and given to the opponent who has the most Carrots. If the opponent rolls the digits of the current year on any combination of the dice, then he loses all of his Carrots. A roll of 10 is used as a Zero, and rolls of 11 and 12 do not count at all. All Carrots are returned to any Kaballa's Market. If no opponent has the most Carrots, then Swordfish Of Damocles must be discarded. Any player(s) with a matching pair of saved Atomic Pastry may use (discard) them to eliminate Swordfish Of Damocles before the opponent is forced to roll the dice.



1186: **TWO-KILO MOCKINGBIRD**

Two-Kilo Mockingbird may be used once by a player to steal any four saved Zodiac cards (from any opponents), and any four Carrots (from any opponents or any Kaballa's Market), if he can roll any combination of numbers that multiply to 2,000. All four dice must be multiplied. Each die may be rolled up to three times.

1188: **YETI SPAGHETTI**

Yeti Spaghetti may be used once by a player to roll the first die (Violet) and to take the Carrot from any opponent with the same number rolled. The player may roll the next die (Orange), add the number rolled to the first die and take another Carrot from any opponent with the same number rolled in total. The player may roll the next die (Green), add the number rolled to the first two dice and take another Carrot from any opponent with the same number rolled in total and so on. No Carrots may be taken from any Kaballa's Market. If any two dice roll the same number, then all of the Carrots are returned and the player loses a bunny. The player may stop rolling dice at any time.

1193: **BAD MOOD OOD**

Bad Mood Ood may be used once by a player to eliminate either Banned From Argo, Zero Zero, any Exchange card (a card with the word Exchange in the title) or all Roaming Red Run cards in play. 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 Creature Feature Bunny Bits and playing the cards in your Killer Bunnies Creature Feature 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 Quest 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 | |

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.

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