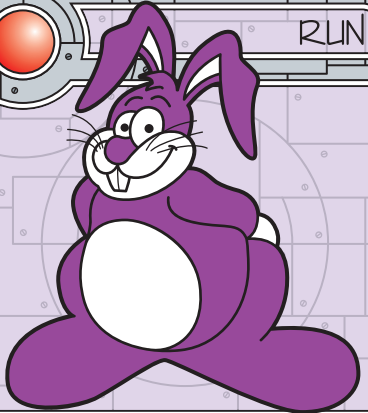


RUN




SUPER CONGENIAL

The player with this bunny may play two cards per turn and roll the Clear die for weapons with Levels 1-12. All Violet (or half Violet) bunnies in The Bunny Circle are eliminated.

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RUN




SUPER GLEEFUL

The player with this bunny may play two cards per turn and roll the Clear die for weapons with Levels 1-12. All Orange (or half Orange) bunnies in The Bunny Circle are eliminated.

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RUN

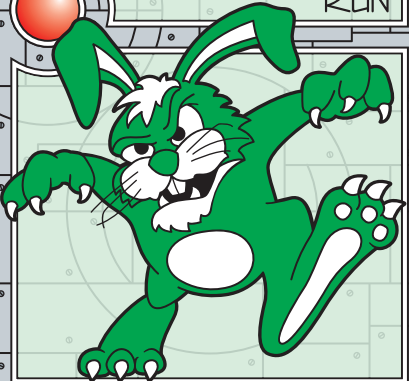


SUPER LUMBERING

The player with this bunny may play two cards per turn and roll the Clear die for weapons with Levels 1-12. All Blue (or half Blue) bunnies in The Bunny Circle are eliminated.

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RUN




SUPER SINISTER

The player with this bunny may play two cards per turn and roll the Clear die for weapons with Levels 1-12. All Green (or half Green) bunnies in The Bunny Circle are eliminated.

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RUN



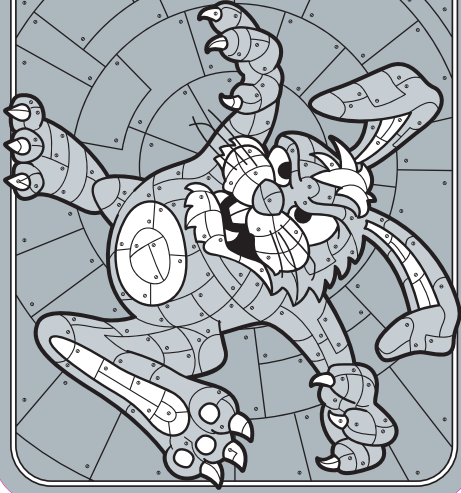
SUPER TIMID

The player with this bunny may play two cards per turn and roll the Clear die for weapons with Levels 1-12. All Yellow (or half Yellow) bunnies in The Bunny Circle are eliminated.

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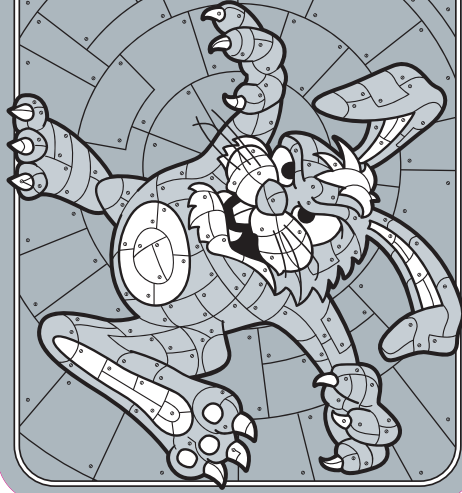
Killer Bunnies[®]

and the Quest for the Magic Carrot



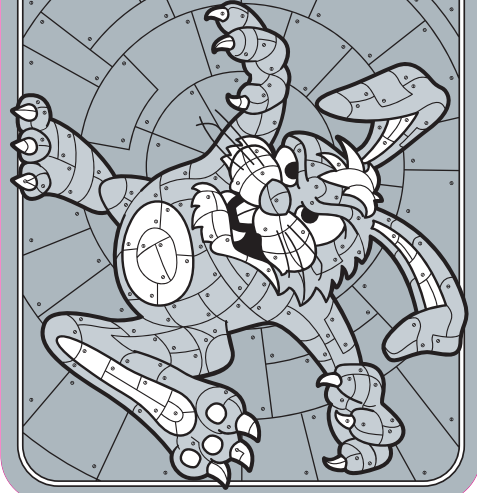
Killer Bunnies[®]

and the Quest for the Magic Carrot



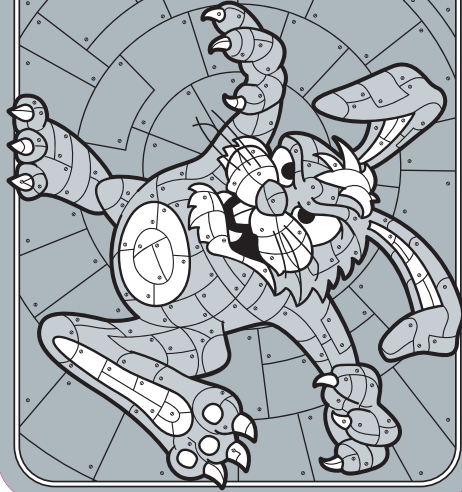
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