

# Killer Bunnies<sup>®</sup>

and the *Quest for the Magic Carrot*

## Cake Batter Bunny Bits

Unwrap all of the cards. Large cards with a Cake Batter Sinister Bunny on the back are shuffled into the Draw Pile. Add the ten new Carrots to the ones already for sale at any Kaballa's Market. The small Carrot Cards are shuffled into the pile of existing small Carrot Cards. The Brown Pawn should be placed near the Weil's Pawn Shop Starter Card with the other Pawns.

### GAME MECHANICS

#### **CATHEXIS BUNNY**

When a Cathexis Bunny is placed in The Bunny Circle, all bunnies that are the same color (or half color) as the Cathexis Bunny are immediately repositioned into the player's area of The Bunny Circle. All bunnies of the same color (or half color) as the Cathexis Bunny now belong to the player. New bunnies entering The Bunny Circle that are the same color (or half color) as any Cathexis Bunny in play are not confiscated.

A Cathexis Bunny in The Bunny Circle may be used to attack any other Cathexis Bunny in The Bunny Circle. The current player may initiate an attack once per turn by announcing his target (another Cathexis Bunny). Each player will roll the 12-sided die that is the same color as the Cathexis Bunny involved in the attack. Next, each player will add +1 to the die roll number for each bunny he has in his area of The Bunny Circle that is the same color (or half color) as the Cathexis Bunny involved in the attack. The Cathexis Bunny is itself counted, and also adds +1 to the die roll number.



The player with the lower final number must discard his Cathexis Bunny along with all other bunnies of the same color (or half color) and give the player with the higher final number one of his Carrots. If both players total the same number, then all bunnies survive and both players must return one Carrot to any Kaballa's Market.

### **ATOMIC PASTRY**

An Atomic Pastry may be placed under any bunny in The Bunny Circle and explodes with full force when an identical Atomic Pastry is placed under the same bunny. The target bunny must roll higher than 10 to survive, and adjacent bunnies must roll higher than 8 to survive.

An Atomic Pastry may be placed under any bunny in The Bunny Circle and explodes with half force when any other (not identical) Atomic Pastry is placed under the same bunny. The target bunny must roll higher than 5 to survive, and adjacent bunnies must roll higher than 4 to survive.

A single Atomic Pastry may be exploded with full force under any bunny in The Bunny Circle that is wearing a shirt with an identical fruit symbol.

All Atomic Pastry are Special cards and may either be saved or immediately placed under any bunny in The Bunny Circle. A saved Atomic Pastry may only be placed under a bunny in The Bunny Circle during the turn of the player who owns the pastry.

Atomic Pastry explosions may eliminate bunnies, but they are not weapons. Therefore, cards that affect weapons will have no affect on an Atomic Pastry. Atomic Pastry explosions are not affected by a Barrier or a Neutronium Barrier. If a bunny is abducted by any aliens, then all Atomic Pastry under the bunny are consumed immediately by the aliens (discarded).



## **BROWN PAWN**

The Brown Pawn may be purchased from any Weil's Pawn Shop. When a player buys a Pawn from any Weil's Pawn Shop, it gives him three advantages in the game:

- 1) A Pawn can act as a third colored bunny to create a Bunny Triplet that allows players to play two cards per turn. A Pawn itself is not an actual bunny. If a player has just a Pawn (or Pawns), then he may not play Aggressive cards or win the game. If a player has two Browncoat bunnies, then he can use the Brown Pawn to form a Bunny Triplet.
- 2) A Pawn of a specific color allows a player to re-roll the 12-sided die of the same color during any action in the game. Players may only use the Pawn re-roll option for cards that ask a player to roll a die (or dice) of a specific color. When using a card that requires more than one die to be rolled, a player may only re-roll the dice that are the same color as the Pawns that he owns. Players do not have to re-roll any die if they are happy with their first roll of a die.
- 3) A Pawn allows a player to use special P-Cards twice before discarding them. P-Cards have the capital letter P built into the outside design of the card.

### **P-Card Legend:**

- **Violet:** Large Prune Danish, Very Large Prune Danish, Chocolate Eclair, Jumbo Chocolate Eclair
- **Orange:** The Magic Fountain, Incredibly Magic Fountain, Zoetic Zoology, Zoftig Zoology
- **Green:** Carrot Top Casino, Carrot Top Royale, Bizarre Baccarat, Baccaratatouille
- **Yellow:** H.E.M.P., Heavenly Halo Handoff, Lemon Squeezie, Lemon Super Squeezie
- **Blue:** Supplies Surprise, Super Supplies Surprise, Blue Plate Special, Blue Platter Special
- **Red:** The Mad, Mad Donnelaith Bakery, Monumentally Mad Donnelaith Bakery, Witch's Spirit, Wonderous Witch's World
- **Black:** 50/50 Weapons, 50/50 Ultimate Weapons
- **Pink:** Bingo Flamingo, Flamingo Flamboyance
- **Brown:** Honey Hash Browns, Humongous Honey Hash Browns, Trading Spaces

## **DOUGH**

One Dough equals exactly one Kaballa Dolla (amazing)!

# FACTS ABOUT THE CARDS

## 1331: **BUNNY WHEY**

Bunny Whey may be placed under any Atomic Pastry (saved or in play) smothering it in chocolate and neutralizing its detonation capabilities. The Atomic Pastry may be removed by any player at any time and used to Feed The Bunny any amounts of Cabbage, Water, Radish or Milk.

## 1332: **DICE STATION ZERO**

Dice Station Zero may be used once by a player to set the buying and selling price for all Metal cards (and coins) to zero. The current player may take all of the Metal cards (and coins) from Morden's Metals Exchange for no cost. Players may continue to roll the three Metal dice at the end of each turn during which a Carrot is taken, however, new prices may only go into effect if all three Metal dice roll the same number. When a Metal dice triple is rolled, then Dice Station Zero is discarded.



## 1333: **DICEMAN**

Diceman may be used by a player for one round of play who temporarily controls all of the game dice. If an opponent needs to use any of the dice for a card or consequence, then he must ask permission of the player holding the Diceman. If the player does not allow the use of his dice, then cards played by opponents that require dice must be discarded. Although the player controls the White die, he may not use it himself. The player may prevent any opponent from re-rolling the three Metal dice. Diceman is discarded at the start of the player's next turn.

## 1335: **FASTEN ZIP, ZIP FASTEN**

Fasten Zip, Zip Fasten may be used once to force all players to vote on how they close their pants: Fasten Zip or Zip Fasten. Players vote by placing a card from their five-card hand with either an Odd (Zip first) or Even (Fasten first) Card Identification Number face down on the table. Once all players have voted, the cards are revealed. All players that voted in the majority may, in a clockwise fashion from the card player, choose a Carrot from any Kaballa's Market (while supplies last). If a majority does not exist, then no player may choose a Carrot.

The last Carrot at any Kaballa's Market may not be taken by a player participating in Fasten Zip, Zip Fasten.

### 1343: **PATH TO PERFECTION**

Path To Perfection may be used once by a player who has at least one saved Carrot with a number that is a perfect square, perfect cube or perfect penteract to immediately play, save or discard all six of his remaining cards. The player must immediately draw replacement cards.

- Perfect Squares: 1, 4, 9, 16, 25, 36, 49, 64, 81, 100
- Perfect Cubes: 1, 8, 27, 64
- Perfect Penteracts: 1, 32



### 1345: **VOWEL MOVEMENT**

Vowel Movement may be used once by a player who owns the most KinderBunnies Carrots with vowel letters (A, E, I, O, U) to take any one Bunderground Station, saved Atomic Pastry, Relative (in play or saved), saved alien ship, saved Planet card and Meta. If the Brown die rolled an odd number, then the letter Y may be used as a vowel. If no player has the most Carrots with vowel letters, then no player may take any items.

### 1347: **Y2K BUG**

Y2K Bug may be used once by a player to rearrange the positions of any two Atomic Pastry already under bunnies in The Bunny Circle if a 2, 10, 10 and 10 are rolled on any of the dice. Each die may be rolled three times.

### 1361: **FRUIT SEEKING NEUTRONS**

The player with this card saved may play any non-atomic pastry (Large Prune Danish, Extremely Large Prune Danish, Chocolate Eclair, Jumbo Chocolate Eclair) as an Atomic Pastry. Two non-atomic pastry being played as Atomic Pastry will need to be identical to explode (at full force). If at any time the player has no bunnies in The Bunny Circle, then Fruit Seeking Neutrons is discarded.

### 1362: **YAMOK SAUCE**

The player with this card saved may stop all Atomic Pastry detonations on any of his bunnies in The Bunny Circle. Atomic Pastry remain under the player's bunnies and explode immediately if the player loses Yamok Sauce. If at any time the player has no bunnies in The Bunny Circle then Yamok Sauce is discarded.

1364: **MARTINET MAVIN**

Martinet Maven may be used once by a player to force the first opponent to consult any of the Killer Bunnies (or KinderBunnies) Instructions or Bunny Bits (or any independent Killer Bunnies reference material) to immediately discard all of his bunnies in The Bunny Circle. Must be used during the same turn that the consultation is made!



1366: **DR. SHOE**

Dr. Shoe may be used once by the player who can form the longest word within one minute using the letters on his saved KinderBunnies Carrots to choose a Carrot from any Kaballa's Market. Only the single letter designations of KinderBunnies Carrots may be used (the letters in the names of any Carrots may not be used). If there is a tie for the longest word, then no player may choose a Carrot.

## 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 Cake Batter Bunny Bits and playing the cards in your Killer Bunnies Cake Batter 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](http://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](http://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"/> 12: QUEST Chocolate Booster Deck        |
| <input type="checkbox"/> 02: QUEST Yellow Booster Deck          | <input type="checkbox"/> 13: CONQUEST Blue Starter Deck          |
| <input type="checkbox"/> 03: QUEST Red Booster Deck             | <input type="checkbox"/> 14: CONQUEST Yellow Booster Deck        |
| <input type="checkbox"/> 04: QUEST Violet Booster Deck          | <input type="checkbox"/> 15: CONQUEST Red Booster Deck           |
| <input type="checkbox"/> 05: QUEST Orange Booster Deck          | <input type="checkbox"/> 16: CONQUEST Violet Booster Deck        |
| <input type="checkbox"/> 06: QUEST Green Booster Deck           | <input type="checkbox"/> 17: QUEST Fantastic Booster Deck        |
| <input type="checkbox"/> 07: QUEST Twilight White Booster Deck  | <input type="checkbox"/> 18: QUEST Caramel Swirl Booster Deck    |
| <input type="checkbox"/> 08: QUEST Stainless Steel Booster Deck | <input type="checkbox"/> 19: QUEST Creature Feature Booster Deck |
| <input type="checkbox"/> 09: QUEST Perfectly Pink Booster Deck  | <input type="checkbox"/> 20: QUEST Pumpkin Spice Booster Deck    |
| <input type="checkbox"/> 10: QUEST Wacky Khaki Booster Deck     | <input type="checkbox"/> 21: QUEST La-Di-Da London Booster Deck  |
| <input type="checkbox"/> 11: QUEST Ominous Onyx Booster Deck    | <input type="checkbox"/> 22: QUEST Cake Batter Booster Deck      |

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**Ultra•PRO**  
ENTERTAINMENT

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