



## Laser Red Bunny Bits

### Game Set Up

Unwrap all of the cards. Large cards with the Red Bunny on the back are shuffled into the Draw Pile which should already contain Blue and Yellow cards. Large cards with an Orange back are the Large Carrot Cards and should be added to the other Large Carrot Cards.

The small Cabbage, Water, Oxygen and Carrot Cards are shuffled into their respective piles. Did you notice that cool new d20 (Red) die? Many new cards (as well as some older cards) will require using the new die. These cards will have a Red rectangular button on the right border of the card. Also, add the five new ship tokens (three Red, one White and one Beyea Alien) to your existing fleet of ships.

Place the Funky Force Field markers off to one side. They will be used later in the game.

Add sectors 10, 11 and 12 to your existing game board. Take the Saturn planet marker and place it on the starting position (far right position) for the planet. Roll the d8 (Orange) die to determine its starting position. You will immediately notice that Saturn's orbit does not go around the board as the other planet's orbits do. When Saturn reaches its final position (far left position), simply change its direction by rotating the planet marker and have it move to the right on the next move. When Saturn reaches its final position (far right position), simply change its direction again by rotating the planet marker and have it move to the left on the next move. Of course we know that planets do not really move this way, but for our game we will simply change the laws of physics.

# Bunny Bits

## NUCLEAR PINEAPPLE DETONATIONS

Place the three Pineapple markers on the board at the start of the game using the coordinate system. Pineapple markers may not be placed on restricted spaces.



Players may pick up Pineapple markers in space exactly the same way as they pick up Carrot markers. However, when a player has two Pineapple markers in any one ship, he may trade them for a Large Carrot Card. The player rolls a die that has the same number of sides as the number of Large Carrot Cards in the game (or as close as possible). Right now, there are ten Carrots in the game so players will roll the d10 (Green) die. The number rolled is the Large Carrot Card received. If an opponent is holding the Large Carrot Card with the same number as the player rolled, then he must give it to the player. If the Large Carrot Card has not been chosen yet, then the player may take it from the pile, and remove any Carrot marker from play. The marker removed may be floating in space (unclaimed), or in an opponent's ship. If the player already owns the Large Carrot Card with the number rolled, then he simply keeps it and gains nothing. Once two Pineapple markers have been traded for a Large Carrot Card, players must immediately replace the markers on the board using the coordinate system.

There is, however, some risk in carrying a single Pineapple marker. Whenever a Pineapple Detonation card is drawn, the player who drew the card must roll the die indicated for the ring radius of the explosion. All of the Pineapples on the board will detonate with the same radius. A Pineapple detonation will destroy all ships within a certain radius from the Pineapple markers. A roll of 1 destroys only the Pineapple. The explosion radius is similar to that of the Self Destruct card found in the Yellow Booster Deck. A detonating Pineapple marker on board a ship automatically destroys the ship. After the explosion damage is tallied, all Pineapple markers are replaced on the board using the coordinate system.

There is no limit to the number of times a player may bring two Pineapple markers together in hopes of gaining a Large Carrot Card.

Pineapple markers are indestructible and follow the rules for indestructible objects the same as Carrot markers and the Minilith marker (see Blue/Yellow Bunny Bits).

## RANDOM LOCATIONS

As you can see, we have added four more Random Locations to the board.

**11)** Asteroid Surface

**12)** Saturn

**13)** Flo's Yellow Rose Diner

**14)** Nexus Energy Ribbon (Cyan)

Each time that a card asks a player to roll for a Random Location (such as the launch of Beyea Aliens), please use the d16 (Blue) die instead of the d10 (Green) die that you have been using. If a 15 or 16 is rolled, then simply roll again.

# Facts About The Cards

## CARGO BLOW

Cargo Blow may be used once by a player to send all markers on any one ship into space. Roll the d6 (Violet) die for the direction and the d20 (Red) die for the distance that each marker will travel.

If a marker should hit a ship while moving, then the ship is destroyed, and the marker continues traveling. If a marker is traveling towards a restricted space (or board edge), then it must stop on the last empty hex space in its path. If the marker should hit another marker, then it stops, and the markers will share the same hex space.

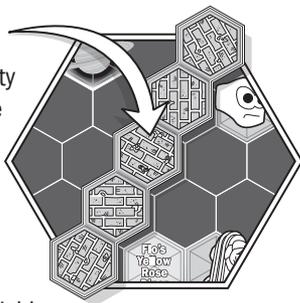
## COSMIC CALAMITY

While attempting to calibrate an atomic Gyro, two of your bunnies fall victim to the centrifugal forces. The Gyro takes your bunnies for their final spin. Sacrifice any two bunnies in The Bunny Circle. If a player has only one bunny in The Bunny Circle, then he may sacrifice any one opponent's bunny in The Bunny Circle as well. If a player has no bunnies in The Bunny Circle, then he must give the card to an opponent who does. The player chooses which opponent, and which two bunnies in The Bunny Circle will be sacrificed (discarded).

## FUNKY FORCE FIELD

Place the Funky Force Field marker on any five consecutive, empty hex spaces that are not restricted or shadow spaces. Players are not allowed to crush their opponent's ships when placing a Funky Force Field.

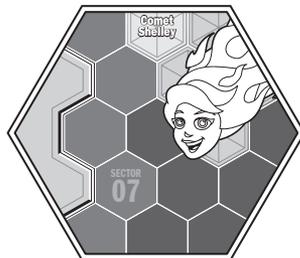
Funky Force Fields are indestructible and restricted spaces for ships. A ship may not land on any Funky Force Field spaces; it must travel around. Funky Force Fields may not overlap each other, or extend past the board edge. Two or more Funky Force Fields may, however, be placed on adjacent spaces to make a larger Funky Force Field.



## LIVING ON THE EDGE

Living On The Edge may be placed on any ship in space from any adjacent ship and causes the ship to move to the nearest hex space adjacent to a board edge. If two or more edge hex spaces are equally distant from the ship, then the player chooses which space to move the ship. The ship's movement is then restricted to only edge hex spaces.

Living On The Edge may be removed from a ship if a 1 is rolled at any time for the ship's Movement.



## RELOCATE

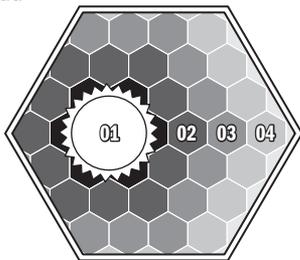
May be used once by a player to relocate items on the board (see the card for item list). Players roll the d8 (Orange) die to determine which item they may relocate. The player may choose which specific item (within the determined category) to move using the coordinate

system. All rules for placing (and replacing) items apply. Items 6, 7 and 8 do not exist yet in the game, but they will in the future.

### **SECTOR AH-LE-THARGY**

Sector Ah-Le-Thargy may be used once by a player to slow the movement of ships in any one sector. All hex spaces count as two while Sector Ah-Le-Thargy is in place.

The player chooses the sector. Place the card into a ship stand, and put it in an inconspicuous place on the board to keep track of its location. All hex spaces within the sector count as two when a player is moving a ship. Any extra movement spaces (an odd number) will round down. Once placed, Sector Ah-Le-Thargy may only be removed from the game by using the card Caffeination.



### **SOLAR FLARE**

Solar Flare may be used once by a player to roll the d8 (Orange) die and destroy all ships within that number of spaces from The Sun. A roll of 1 destroys nothing. The explosion radius is similar to that of the Self Destruct card found in the Yellow Booster Deck.

## **Am I Missing Something?**

While reading through the rules, bits and card text, you have probably run across several items listed or mentioned that did not come in your Laser Red Booster Deck. These include: a Black and Pink die, and Specialty and Celebrity Bunnies, just to name a few. Creative Team Alpha has planned ahead and woven all of the cards from all of the booster decks together to form one fantastic gaming universe! We guarantee to you that these as yet 'unseen' cards, objects and dice will indeed be seen, and that all questions will be answered (eventually), so keep your scanners peeled.

## **Questions**

Questions may arise that cannot be solved by a careful inspection of the Instructions and Bunny Bits books. If this should happen to you, then please feel free to write to us through the website at:

**[WWW.KILLERBUNNIES.COM](http://WWW.KILLERBUNNIES.COM)**



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