

Killer Bunnies® Rules Encyclopedia (June 2006) Reformat Example

THE BASIC BUNNIES

Blue Congenial (001; Run) Players that have three bunnies down of the same kind or same color may play two cards per turn. Players may place bunnies anywhere they wish in The Bunny Circle as they are flipped into play or revived from the discard pile. For example, if a player has two bunnies in The Bunny Circle, then a new bunny may be placed to the left, right, or in between the two already down. A player may not, however, reposition bunnies that are already down in The Bunny Circle

Blue Gleeful (002; Run)

Blue Lumbering (003; Run)

Blue Sinister (004; Run)

Blue Timid (005; Run)

Green Congenial (006; Run)

Green Gleeful (007; Run)

Green Lumbering (008; Run)

Green Sinister (009; Run)

Green Timid (010; Run)

Orange Congenial (011; Run)

Orange Gleeful (012; Run)

Orange Lumbering (013; Run)

Orange Sinister (014; Run)

Orange Timid (015; Run)

Violet Congenial (116; Run)

Violet Gleeful (117; Run)

Violet Lumbering (118; Run)

Violet Sinister (119; Run)

Violet Timid (120; Run)

Yellow Congenial (111; Run)

Yellow Gleeful (112; Run)

Yellow Lumbering (113; Run)

Yellow Sinister (114; Run)

Yellow Timid (115; Run)

THE CARDS (Blue deck: 001-110; Yellow: 111-165; Red: 166-220; Violet: 221-275; Orange: 276-330; Green: 331-385; Twilight White: 386-440; Stainless Steel: 441-495; Perfectly Pink: 496-550)

1943 (464; Run; Aggressive; Dice= Violet, Orange, Green, Yellow, Blue, Black, Red, Pink) Each die may be rolled up to three times. If the numbers 1 – 9 – 4 – 3 appear on at least one die each, then the player may take any or all Steel cards from the five-card hand of any one player and replace them with any cards from his own hand.. A player may look at all players Steel cards before deciding with which player to switch cards.

7th Whisk (347; Run; Aggressive; Weapon Level 01 x 7; Dice= Violet, Orange, Green, Yellow, Blue, Black, Red) May be played on any bunny which must roll higher than 01 on all seven dice to survive. A Defense card of level seven or higher is needed to eliminate this weapon. A bunny with even one clover will survive the 7th Whisk. If the launcher of the weapon also has the Minilith, the target opponent must roll higher than 02 on all dice to survive, as well as causing the weapon to affect adjacent bunnies. If the 7th Whisk is played on a Super Bunny, that bunny rolls the 12-sided dice, as the 7th Whisk is not a “normal” weapon.

Acid Rain (453; Run; Aggressive; Weapon Level 15; Die= d20) May be played on any bunny which must roll higher than 15 to survive.

Activate: The Minilith (183; Run; Aggressive; Dice= Violet, Orange, Green, Yellow, Blue, Black, Red) Allows a player to steal The Minilith from any opponent (saved or in a player’s hand) or forces the player with The Minilith to roll the dice. For each even number rolled, the player must either lose a bunny (to Weil’s Pawn Shop) or return a Carrot (to Kaballa’s Market). If seven evens are rolled, then all players’ bunnies are lost and all Carrots are returned.

Air Freshener (486; Play Immediately!; Die= Zodiac) If an Air symbol (Aquarius, Gemini, or Libra) is rolled, then the player may take any one down card from each opponent. (Bunny, Carrot, Special, Very Special, Zodiac, or Mysterious Place). If part of a player’s initial seven-card deal, discard this card.

Albino Baby 5000 (362; Very Special) Allows any one player to protect his bunnies from Plutonium, Diffractable Cheese Balls, and Anti-Matter Raisins. May be used at any time! If this card is played in response to an attack by any of the aforementioned weapons, the card may be kept for the duration of the game. If this card is run through the Run cycle, it may be saved for the duration of the game. It may NOT, however, be played directly from your hand and saved when none of a player’s bunnies are immediately threatened.

All Shops Open (295; Run) Returns Kaballa’s Market, Rooney’s Weapons Emporium, and Weil’s Pawn Shop to their original Starter cards.

Ancient Star Rod (257; Very Special; Aggressive; Dice= Blue, Black, Red) May be used once to defend against any weapon: roll 3 odd numbers- weapon is redirected.; roll 2 odd numbers- weapon is eliminated.; roll 1 odd number- the ASR is ineffective and discarded; roll no odd numbers- weapon hits the original target with double strength and double range. May be used at any time! Additionally, if the current date (day, month and year) is 3 odd numbers, then the player may automatically redirect the weapon without having to roll the dice. If the current date (day, month and year) is 3 even numbers, then the Ancient Star Rod may not be used at all. Placing this card underneath the Holographic Bunny turns it into a live bunny (a Red Bunny, but of no particular type), capable of winning the game, but vulnerable to any weapon or circumstance. This action may be performed after the last Carrot has been purchased from Kaballa’s Market but before the Magic Carrot is revealed.

“Ang-Strung” Tennis Racket (398; Run; Aggressive; Weapon Level 18; Die=d20) May be played on any bunny which must roll higher than 18 to survive.

Anode Anomaly (401; Run; Aggressive; 50/50 Weapon; Dice= Red, Black; Black ‘P’ card) May be played on any bunny which may survive by guessing correctly either The Anode (Red) or Cathode (Black) roll to be the highest number. Ties must be re-rolled. Since this black ‘P’ card is a Run card, it may be reused immediately if the player has a black pawn (it cannot be saved for another use later). 50/50 Weapons may not be purchased from Rooney’s Weapons Emporium for any price. Also, players may not use Defense cards to eliminate 50/50 Weapons. Weapon Booster or Weapon Reducer cannot be used to change a 50/50 Weapon.

Anti-Matter Raisins, Bittersweet Chocolate Covered (237; Run; Aggressive; Weapon Level 12; Die= Black) May be played on any bunny. The target bunny and all bunnies within four spaces are killed. (Clover bunnies may survive).

Anti-Missile (258; Very Special) May be used once by a player to eliminate either the Nuclear Warhead, Cruise Missile Prime, H.E.M.P., the F-18 Hornet or Blue Angels. May be used at any time!

Appetite Suppressant (526; Special; Dice= Green, Blue) May be used once by a player to lower the numbers of Cabbage and Water on any pending Feed (or Gorge) the Bunny card by the amounts rolled.

Area 51 (049, 050, 134; Run; Aggressive) May be used to abduct a bunny from The Bunny Circle. An abducted bunny is placed off to the side and out of play until another bunny is abducted using another Area 51 or the Mothership card. If this occurs, then the first bunny is returned to its owner. If an abducted bunny has any cards associated with it such as Clover, the Containment Suit, a Feed the Bunny card, The Trojan Bunny, or the Ebola Virus, then those cards are immediately discarded. If the bunny that is abducted has Cyber

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Bunny on top of it, then the bunny goes with the aliens and Cyber Bunny moves on to the next target in The Bunny Circle. All Roaming Red Run cards work this way (with the exception of the Ebola Virus). A player with an abducted bunny and no other bunny in The Bunny Circle may not play any aggressive cards (including Choose A Carrot cards). An abducted bunny cannot count towards a Bunny Triplet because it is not in The Bunny Circle. At the end of the game, a player with only an abducted bunny may still win the game (since

the bunny is still alive).

Bad Karma (051; Run; Aggressive) May be used on any player forcing him to direct his next weapon onto one of his own bunnies. The Bad Karma card is given to a player, not a particular bunny. If the player has a Weapon card in either the Top or Bottom Run position, then he must play the

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