

Killer Bunnies Solitaire

Jeremiah Wittevrongel

February 17, 2005

Introduction

These rules for Killer Bunnies Solitaire assume you already understand how to play the regular game. They highlight the important differences between Solitaire and normal play. Unless stated here, the rules are the same as in Killer Bunnies.

This entire thing is a work in progress. If you think it sucks, suggest some improvements!

Setup

Set up as for a regular Killer Bunnies game. Shuffle the cabbage, water, defense, and small carrot cards as normal. Set up the initial market cards as normal.

Place the small carrot cards in a pile (face down, of course) in the middle of the table, away from the markets and associated cards. It has to be accessible, as you'll be using it a lot more than in the regular Killer Bunnies Game.

Deal yourself a hand of 7 cards, as in the regular game. Play Immediately cards are replaced with new cards, and Dolla cards are set aside and replaced iwth new cards, again as in the regular game. This also extends to cards which have been reinterpreted as Play Immediately cards, as discussed in a later section.

Play

The play is similar to Killer Bunnies, but there are a number of differences in this solitaire game.

Card Types

In Killer Bunnies, Special and Very Special cards may be played directly from the hand, or put aside and saved. This is still true, with one important difference. In Killer Bunnies Solitaire, playing a Special card from the hand does not preclude playing a Run card for that turn. You may play any number of

Special cards directly from your hand on any turn, so long as they are played before you draw a card. This also means you *must* use at least your top run card (and your bottom run card, if you have a bunny triple) on each and every turn. You may play specials both before and after, but you cannot avoid using at least one run card on every turn.

The Small Carrot Deck

The small carrot deck occupies a permanent place in the bunny circle, between your leftmost and rightmost bunnies. Treat the small carrot deck as you would an opponent's bunny. It is to be attacked. Vigorously.

Objective

Your objectives are threefold:

1. Keep your bunnies alive
2. Reveal small carrot cards by successfully launching weapons at the small carrot deck
3. Hoard as many large carrot cards as you can, and hopefully end up with the magic carrot at the end of the game.

Ending the Game

The game ends when any of the following three conditions are met:

1. The last large carrot card is taken or bought from Kaballa's Market, or removed from the game
2. The last small carrot card is removed from the small carrot card deck
3. 20 turns have been completed

Scoring

Scoring is as follows:

- 1 point for each large carrot card in your possession
- 1 point for each bunny card on the table
- 20 points if you have the magic carrot and at least one bunny

Card rule changes

Obviously, many of the cards make no sense in a solitaire game. Exactly whose bunnies are you supposed to force feed? What good is the Ebola Virus against a deck of carrot cards? So, many cards are 'reinterpreted' in the solitaire game.

Weapons

You launch weapons at the small carrot deck. If the weapon is successful, then you get to remove the topmost card from the small carrot deck, and turn it over, permanently. You now know that this is not the magic carrot.

However, should the carrot deck manage to defend against the weapon (by rolling high enough), well, things aren't so good. The top small carrot card is still removed from the deck, but remains face-down. You can never look at this carrot card. Furthermore, the weapon bounces back at whatever bunny launched it.

Adjacent bunnies are calculated after the weapon bounces back (or not). It is possible that one of the adjacent bunnies is the small carrot deck. In this case, the top small carrot card is again removed from the pile, face up or face down as appropriate. This effect cannot 'bounce back' at your bunnies.

Feed The Bunny

Feed the bunny cards are to be played immediately on one of your bunnies, or discarded if you have no bunnies. You have until the end of your *next* turn to feed this bunny.

If you have the Holographic Bunny or the Heavenly Halo, you may choose this bunny as the target of the feeding. Beware, though. Feed All Your Bunnies can be quite devastating.

Terrible Misfortune

Ouch! This one is even more terrible than it used to be. In addition to snuffing one of your bunnies, you must remove a large carrot card (of your choice) from the game.

If you have no bunnies, you must still remove a large carrot card from the game. It is *truly* unfortunate.

Other Cards

Other cards should generally be interpreted as though you are playing against a single opponent with a single bunny and all the carrots still at Kaballa's Market. Some cards still require special reinterpretation for Solitaire. A list of some of these cards follows (work in progress).

Bad Karma Play on the small carrot deck. Next time you launch a weapon at it unsuccessfully, the weapon hits again, before the small carrot card is removed. It does not bounce back to you if unsuccessful a second time.

Baker Street Play Immediately, on yourself. You now only get 19 turns instead of 20

Bankruptcy Play immediately, on yourself.

Black Cat Allows you to either move a clover between two bunnies, or revive a clover from the discard pile and place it down immediately on a bunny of your choice.

Bounty Mounty Sell a Bunny to Kaballa for 10 Dolla.

Bunny Exchange Exchange 1 Bunny in play for two from the discard pile, which are placed down immediately.

Bunny to the Future This can be used to avoid a weapon that ‘bounced back’ from the small carrot deck. It operates in the usual way.

Carrot Exchange Exchange 2 of Kaballa’s (large) carrots for one of yours.

Carrot Top Casino, Carrot Top Royale If the small carrot deck is one of the adjacent bunnies (and you roll poorly), treat it as a successful weapon launch against the small carrot deck.

Clumsy Congenial Play immediately, on yourself. If you have more than one Congenial Bunny, choose one. If one of the adjacent bunnies is the small carrot deck, treat it as a successful weapon launch.

Change Prices At / Close Kaballa’s / Rooney’s / Weil’s These cards must be played immediately. The prices are changing whether you like it or not!

C.O.M.A. Treat as a regular level 17 weapon against the small carrot deck, but if it ‘bounces back’ to one of your bunnies, and is successful, that bunny is in a C.O.M.A. as described on the card.

Drought Play immediately, on yourself.

Dude, Where’s My Carrot? Carrots can either be held by you, held by Kaballa, or removed from the game (via Terrible Misfortune). If you guess correctly for a carrot that has been removed from the game, you do indeed get that carrot. This is one of only a few ways to get carrots back which have been removed from the game.

Holographic Bunny At the end of the game, if the only bunny you have is the Holographic Bunny, you cannot count the 20 point bonus for having the magic carrot.

Insight Look at whatever the current top 5 small carrot cards are, but they go back on top of the small carrot deck in the same order. If you launch lots of weapons first, it is possible to see what the bottom (magic) carrot card is with this card.

Low Jack Kojak If you roll the number of a carrot that has been removed from the game, you do get that carrot. In addition, all other carrots that were removed from the game go back to Kaballa’s Market. This is one of only a few ways to get carrots back which have been removed from the game.

Maggots Play immediately, on yourself.

Mystery Urn Force Kaballa to gamble with carrots and discarded bunnies. Kaballa always gambles bunnies first, then carrots. Remember: the house *always* wins.

Poverty Poker Force Kaballa to gamble with carrots and discarded bunnies.

Red Light District You can buy back a red bunny from the discard pile for 5 Dolla.

Red Sinister If a weapon bounces back from the small carrot deck to the Red Sinister Bunny (the Red Sinister was the one that launched it), then it bounces back again to the carrot deck. If unsuccessful a second time, it does not bounce again. Note that the red sinister cannot bounce a weapon back that it did not launch. If the Red Sinister is an adjacent bunny at an inopportune moment, it must roll as usual.

Reversal of Order You get an extra turn. In other words, you now have 21 turns instead of 20.

Rock Bottom If you have no cabbage cards, you may take two from Kaballa's market. If you have no water cards, you may take two from Kaballa's Market.

Russian Roulette You roll for one of your bunnies, and the small carrot deck rolls for the topmost small carrot card.

Share the Wealth If you have no Dolla, take 5 Dolla from Kaballa.

Show Me The Bunny Trade any card in your hand for any Bunny in the discard pile.

Weil's Freshness Center Play immediately, on yourself. Just when you thought this card couldn't get any nastier ...

Zep Tepi Return any Special or Very Special from the discard pile to your hand.

There are still cards for which a rules reinterpretation has not yet been discovered. A list of some of these cards follows:

- Activate the Minlith
- Area 51
- Bunny's Eleven
- Bunny Block Bid
- Bunny on the Edge of Forever

- Bunnies In Black
- Defector Detector
- Djarnak
- Mothership
- Rainbo
- Selective Disclosure
- Top Run Rotate
- Uriel's Machine

For now, simply discard these cards and draw again.