

This crib sheet covers knowledge to date (**December 8, 2004**) on the following cards:

- Epsilon Blue Starter Deck Cards (€001-€110)
- Epsilon Yellow Booster Deck (€111-€165)
- Epsilon Red Booster Deck Cards (€166-€220)
- Epsilon Violet Booster Deck Cards (€221-€275)
- Epsilon Orange Booster Deck Cards (€276-€330)
- Epsilon Green Booster Deck Cards (€331-€385)
- Omega Cards (ω01-ω08)

Source: The Killer Bunnies Web Site http://www.killerbunnies.com/ Much of the text herein reprinted with kind permission of Jeffrey Neil Bellinger.

#### 1/2 Price Coupon K (€071)

If coupons are used to make the price for an item at any market (Kaballa’s, Rooney’s or Weil’s) a half value (maybe 3.5 Dolla), then a player must round up the cost and pay 4 Dolla. If two items are purchased for half values (maybe 1.5 and 4.5 Dolla) then a player may add the halves and pay 6 Dolla.

#### 1/2 Price Coupon R (€200)

See *1/2 Price Coupon K (€071)*

#### 1/2 Price Coupon W (€307)

See *1/2 Price Coupon K (€071)*.

#### Ancient Star Rod (€257)

If the current date (day, month and year) is 3 even numbers, then the Ancient Star Rod may not be used at all. Interaction any weapon: 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. Interaction: *Holographic Bunny*: Placing this card underneath the Holographic Bunny turns it into a live bunny, 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 (the Holographic bunny may turn alive after revealing the small Zodiac card). As a live bunny, the Holographic Bunny has no special red capabilities. The Ancient Star Rod may be removed at any time from the Holographic Bunny, changing it from live back to holographic. In this case the Ancient Star Rod must be discarded immediately.

#### Area 51 (€049, €050, €134)

When a player runs an Area 51 card, he may place it down on any bunny. That bunny is abducted by the Beyea Aliens. That means it is placed aside, away from the game. When another bunny is abducted, then the first is returned to its owner. At the end of the game, an abducted bunny still counts as alive, and a player with only this bunny may win the game. However, a player with only an abducted bunny may not play any aggressive cards. Interaction clover and equipment: If the bunny was carrying a Clover or other special equipment it is lost. Interaction *Ebola Virus, The*: If the bunny is carrying The Ebola Virus, it is cured and the virus is removed from the game. Interaction *Trojan Bunny, The*: If the bunny with The Trojan Bunny is abducted by the Beyea Aliens then the aliens remove (and discard) The Trojan Bunny with no damage.

#### Bad Karma (€051)

If a player has the Bad Karma placed on him it does indeed refer to the player and not a particular bunny. Bad Karma forces a player to launch his next weapon at one of his own bunnies. If the player has a weapon in either the Top or Bottom Run position he MUST play the weapon on one of his own bunnies (he may not discard). If a player has a weapon in either the Top or Bottom Run card cycle and no bunny to use it on, then the weapon is discarded (of course) but the Bad Karma remains. Bad Karma will remain with the player until he launches a weapon at one of his own bunnies. Well, that’s what the Whisk is for! Interaction *Reversal of Fortune*: If a player does launch a weapon at himself and is also holding the Reversal Of Fortune card in his hand, he may use it to redirect the weapon away from himself. The Bad Karma card is still discarded even though one of his own bunnies didn’t ‘take the hit’. Interaction *Heavenly Halo, The and Holographic Bunny*: A player with the Bad Karma card may launch ‘his next weapon’ at a bunny that cannot be harmed such as a bunny with The Heavenly Halo or the Holographic Bunny (immune to most weapons).

#### Barrier (€185, €186, €238)

A Barrier may be placed between any two players and stops weapons that affect adjacent bunnies (like the Sea Whiz Mount, Nuclear Warhead, Stray Asteroid, Quite Irascible Diffractable Cheese Balls, etc.). Barrier reverses the direction of Roaming (Red) Run cards (for example: Cyber Bunny, The Ebola Virus and Cruise Missile Prime). This means that a bunny next to a Barrier will be affected by a Roaming Run card on consecutive turns (first as it passes the bunny and then after it is reversed by a Barrier).

A Barrier will cause any Roaming Run card to move in the opposite direction after it is reversed. More than one Barrier may be placed between the same two players. Interaction: *Boomerang*: Boomerang is not impeded by a Barrier.

#### Blown Trojan (€248)

Interaction: *Trojan Bunny, The*: This card may be used to cause The Trojan Bunny to explode immediately. Blown Trojan may also be used to revive any one bunny from the discard pile for every two bunnies that a player has down of the same color. For example, a player with two Orange bunnies down may revive any one bunny from the discard pile (and immediately place it down next to his other bunnies). A player with three Green bunnies down may not ‘pair up’ the middle one twice to receive two bunnies. However, a player with four Blue bunnies down (or two pair of the same color bunnies down) may receive two bunnies from the discard pile. Does that make sense to you? Hopefully you get the idea. A player may revive any bunny from the discard pile (including Free Agent, Holographic and Specialty bunnies) regardless of the color of the matching pair. To use this card to receive bunnies from the discard pile, a player may use the Free Agent (or Double Free Agent) bunnies as any color. Presumably the player will want to match the color of an existing bunny in The Bunny Circle.

#### Boomerang (Weapon Level 13) (€287)

This card may be played on any bunny which must roll higher than 13 to survive. If the opponent’s bunny survives then he may place the Boomerang onto one of the player’s bunnies (who initially launched the Boomerang) and back and forth until either the opponent’s or the player’s bunny dies. The targeted bunnies on both the opponent and player’s side cannot change during the exchange. Interaction: *Barrier*: Boomerang is not impeded by a Barrier.

#### Bunnies In Black (€259)

This card may be used by a player to prevent any of his bunnies from being abducted by the Beyea Aliens or their Mothership for the duration of the game or used once by a player to retrieve bunnies already abducted.

#### Bunny Block Bid (€135)

The winner of the auction must pay Kaballa (the Discard) the Dolla that were bid. It is possible that a player will have to ‘pay’ to keep his own bunny.

#### Bunny Booster (€239)

This card may transform any color bunny into a Red bunny. Bunnies that become Red during play will inherit the ‘special feature’ for that type of Red bunny. Bunny Booster may not be played on Free Agent or Specialty bunnies. Interaction: *Random Paintball Assault and Holographic Bunny*: Bunny Booster may be used to return a Holographic Bunny to red if it has been changed to a different colour by Random Paintball Assault. However, the Holographic Bunny still has no special red capabilities.

#### Bunny To The Future (€203)

Bunny To The Future may only be used before a player rolls for a weapon attack. The bunny returns at the beginning of the player’s third turn after the bunny had originally departed. Bunnies that use the DeLorean to escape into the future keep their Clovers, pending Feed The Bunny and Bunny Booster cards. If the bunny is holding The Trojan Bunny then discard the weapon. Honestly, it wouldn’t fit in the car anyway. If the bunny has a Roaming Red Run pending then simply move the RRR onto the next bunny. At the end of the game, a bunny in the future returns to the present and a player with only this bunny may win the game. However, a player with only a bunny in the future may not play any aggressive cards.

#### Bunny’s Eleven (ω01)

Allows a player to steal the winnings from any opponent who is successful at either the Carrot Top Casino or Carrot Top Royale. A roll of 7 or 11 doubles the winnings.

#### Carrot #04 - Flo (€106)

Flo is the most valuable Carrot since the owner is entitled to one free feeding during any particular game. Have you ever noticed that Flo is carrying a Large Prune Danish? Interaction: *Go With The Flo, Large Prune Danish*

#### Carrot Exchange (€187)

In order to use this card against an opponent, that player must have at least two Carrots. Carrot Exchange cannot be used for a ‘one to one’ exchange. All exchange cards follow this rule.

#### Carrot Thief! (€136)

Carrot Thief allows a player to steal one (and only one) Carrot. If a player rolls a six on the Orange die then he may take Carrot #06 (and only Carrot #06) from any opponent or Kaballa’s Market. It does not mean to steal six Carrots.

#### Carrot Top Casino (€066, €067)

A player may try his luck with this card if he has a bunny to risk. A player who is not feeling particularly lucky

may force an opponent (who must have a bunny) to play the card and take the risk. If a player chooses to try their luck they must place these cards on a specific bunny. We suggest a bunny with The Heavenly Halo or the Holographic bunny if you have it, or better yet a bunny with a pending Feed The Bunny card. If the player rolls well, he will collect the various prizes. If he does not, then the bunny the card was played on will take the penalty. When playing these cards on an opponent, again specify which bunny you are ‘targeting’ not just the player.

#### Carrot Top Royale (€304, €305)

This card may be used by a player or given to an opponent (who must have a bunny down). If an opponent is given the card then he must roll the six dice for Carrot Top Royale. If he is successful, then the opponent has the choice whether or not to roll the seventh Red die for the Optional Gamble. If a player or opponent tries the Optional Gamble and is not successful, then he must discard all of his bunnies and Dolla and return all of his Carrots to Kaballa’s Market.

#### Containment Suit (CDC-Level 4) (€151)

Once assigned to a bunny, it may not be reassigned. The Containment Suit will stay with the bunny as long as that bunny is alive.

#### C.O.M.A. (Weapon Level 17) (€291)

If successfully used against an opponent, this weapon will essentially put a bunny to sleep. Players whose only bunny down is in a C.O.M.A. may not use any aggressive cards, but may use the bunny to win the game (since it is still alive). Bunnies in a C.O.M.A. may still be attacked and killed by an opponent. Red bunnies in a C.O.M.A. still have their ‘special feature’ active.

#### Conch, The (ω04)

May be used once by a player to silence all opponents for two rounds of play. Only the player holding The Conch may speak (and therefore make deals or exchanges of any kind). The Conch effectively stops all trades of both SUPPLIES and DOWNS for two full rounds of play unless initiated by the player holding the card. But we are also very serious about the silence. A player who speaks must return a Carrot, or discard a Zodiac or Mysterious Place cards for each word spoken. Players without objects will forfeit turns of play.

#### Cool Change (€250)

When played, this card allows a player to exchange some or all of his cards for new cards from the Draw Pile. These may include the Bottom and Top Run cards.

#### Cyber Bunny (€054)

Cyber Bunny attacks one bunny per round of play, traveling in a clockwise direction. Any bunny attacked must roll higher than 9 to survive. Cyber Bunny can attack the same bunny more than once. If Cyber Bunny kills all the bunnies, it remains in The Bunny Circle (dormant) until another bunny is placed down, then Cyber Bunny continues to kill. Cyber Bunny is not a bunny in the sense that it can be placed down and kept by a particular player. Cyber Bunny answers to no player! Also, Cyber Bunny is not a weapon. Interaction any weapon: Cyber Bunny itself may be attacked and eliminated using any Weapon card. Any player may roll for Cyber Bunny’s defense against a Weapon card. Interaction *Feed The Bunny*: Cyber Bunny cannot be killed with a Feed The Bunny card. He does not need to feed. Interaction *Area 51 or Mothership*: Cyber Bunny cannot be abducted by the Beyea Aliens or the Mothership.

#### Djarnak, The (ω02)

May be placed between any two adjacent players and prevents each from using any aggressive cards (cards with a pink box) against each other. Interaction *Barrier*: The Djarnak may be eliminated by a Barrier placed over it. Interaction *Fingercuffs*: The Djarnak does not remove Fingercuffs, since the bunnies are already bound together. Remember that the Djarnak joins the players together, not their bunnies. Interaction any aggressive card: Aggressive cards such as Weapons may not be placed directly on any of the opponent’s bunnies on the other side of the Djarnak. However, a weapon that affects adjacent bunnies may affect the opponent if he is within range. Historical Note About The Djarnak: Bunnies creator Jeffrey Bellinger attended Rutgers University in New Brunswick, New Jersey from 1984 to 1989. During that time a contest was run to name the weird red sculpture on the Busch Campus. Jeff’s suggestion of The Djarnak lost miserably but he vowed that someday he would have the final say on that decision. And heck, it only took 17 years!

#### Double Free Agent! (€296, €297)

See: *Free Agent! (€138)*.

#### Double... No Trouble! (€137)

The Double No Trouble card doubles the amount of Dolla that a player has at the exact time the card is played. It is a one shot deal. Since it is a run card, it cannot be saved (and used over and over). One time only, then it’s gone. So if you have 5 Dolla when you run the card you will get

another 5 Dolla from the discard pile. If the discard pile does not have the correct amount (let’s say it’s 3 Dolla short) then a player may use the 3 Dolla credit at the market to buy a Cabbage Card for instance. It simply says to spend the amount that the discard owes you rather than keeping track or having credit. If the market is closed however, the player is out of luck.

#### Dude, Where’s My Carrot? (€189)

This card tests a player’s memory capacity. When a player uses Dude Where’s My Carrot?, all of the large Carrot cards held by the players, as well as those still at Kaballa’s Market, are turned face down (quickly would be our suggestion). The Red die is rolled and if the player can say who owns the Carrot with the same number, then he will take the Carrot from the opponent or Kaballa. A wrong guess forces the player to return one of his Carrots to Kaballa’s Market. Therefore, it is necessary for a player to have a Carrot to play this card. With the 20-sided die, a player may use Dude, Where’s My Carrot? to try for two Carrots. If a player does not have one (or two) Carrots to chance, or if he is not feeling particularly lucky, he may wish to force an opponent to attempt the Dude, Where’s My Carrot? challenge. The opponent must already have one (or two) Carrots to risk because a wrong guess by the opponent will mean that he will lose one (or two) of his Carrots.

#### Ebola Virus, The (Weapon Level 11) (€047)

The Ebola Virus infects one bunny per round of play traveling in a counter-clockwise direction. Any bunny infected must roll higher than 11 to survive. If the bunny survives by roll of the die, then it cannot be infected again for the entire game. Once a bunny has rolled for the Ebola Virus (and either survived or died) then the Virus card moves to the next bunny and sits there for one whole round of play. This ‘new’ bunny in the Circle would be the target for those trying to eliminate the Virus. After The Ebola Virus has visited every bunny in The Bunny Circle, it is removed. If new bunnies appear in The Bunny Circle before The Ebola Virus has visited every bunny, then The Ebola Virus circles again until all bunnies have been visited. If the bunny carrying The Ebola Virus is killed, then both are removed from the game. Interaction: see *Area 51 or Mothership*

#### Everyone Feed A Bunny 1/1 (€176)

When this card is played, each opponent that has at least one bunny must feed. If an opponent has more than one bunny, then the opponent may choose which bunny to feed. Here’s a suggestion: if you have the Red Congenial Bunny, Holographic Bunny or a bunny with The Heavenly Halo, then choose one of these bunnies since they do not need to feed.

#### F-18 Hornet (Weapon Level 18) (€292)

To use this card a player must put two of his bunnies down (from The Bunny Circle) into the Hornet before it can roam. Double Free Agent, Specialty Bunny, pairs or groups may be used in the Hornet, however, each counts as a single bunny (card) down. While these bunnies are away a player may not use any aggressive cards unless he has other bunnies down in The Bunny Circle. The Hornet visits the first player counter-clockwise (that has at least one bunny down) and attacks one of his bunnies. The Hornet continues visiting only players with bunnies in a counter-clockwise direction and only attacks one bunny per player before moving on to the next player. If an opponent survives the attack by rolling the die, then the Hornet and the bunnies are destroyed. If an oppoent survives the attack using Defense Cards, then the Hornet and the bunnies are not destroyed. If the Hornet makes it back to the player who initially launched it, then the weapon is discarded and the bunnies are returned to The Bunny Circle. Just like all Roaming Red Run cards, if the Hornet hits a Barrier, it will reverse it’s direction and affect the same player on two consecutive turns. Barriers strategically placed may prevent the Hornet from ever returning to the original player. At the end of the game, bunnies in the Hornet bunny still count as alive, and a player with only these bunnies may win the game. However, a player with only bunnies in the Hornet may not play any aggressive cards.

#### Free Agent! (€138)

Free Agent bunnies do not need to be declared as to their identity. In addition, they may change at will and as the need arises. This is also true for Double free Agent cards. Free Agent (or Double Free Agent) cards may not be used as a Red, Holographic or Specialty Bunny. Geneva Convention (€070) A player may use this card against himself but must replace all of his weapons (presumably crummy ones).

#### Go With The Flo (ω03)

Allows a player to exchange any saved Special (or Very Special) card for Carrot #04 (Flo). Flo just happens to be bunnies creator Jeffrey Bellinger’s favorite Carrot. Now some would say that he wrote this card just so he the

could always get Flo. But in truth, Flo is the most valuable Carrot since the owner is entitled to one free feeding during any particular game. Have you ever noticed that Flo is carrying a Large Prune Danish? Interaction: *Carrot #04 - Flo, Large Prune Danish*

#### Hare E. Potter(€08)

May be used once by a player to retrieve the Magic Spatula or any Magic Fountain card from the discard. The retrieved card may be used immediately or saved.

#### Heavenly Halo, The (€058)

A player may run this card and place it on any bunny (usually one of his own), including the Holographic Bunny. When placed on a bunny, the Halo protects it from all harm (Weapons), hunger (Feed or Gorge The Bunny), Misfortune (Terrible) and abduction (Area 51 or Mothership). The bunny may, however, defect, be auctioned, be exchanged or gambled. If The Heavenly Halo bunny is a player’s only bunny, he may not launch a Weapon or use any other aggressive cards. The Heavenly Halo bunny can count as one of the three bunnies in a bunny triplet that allows a player to play two cards per turn. Some folks always think that the Halo bunny is yellow when really it would be the same color as the original bunny. Interaction: *Specialty Bunny (Lord OfThe Bunnies)*: When Lord of the Bunnies is played, a specialty bunny is eliminated even if it is protected by the Halo.

#### Holographic Bunny (€191)

*The game author, Jeffrey Neil Bellinger, has asked me to apologize on his behalf for the wording of the Holographic Bunny. He says he wasn’t feeling well the day he reviewed the bunny bits for the Holographic Bunny. As such, the rules aren’t correct. These modifications should be seen as the correct ones.* The Holographic Bunny is a red bunny, although not of any particular type. Here’s the good news: the Holographic Bunny can only be harmed by: Laser Gun, Nuclear Warhead, Miniature Black Hole, Quite Irascible Diffractable Cheese Balls, Bittersweet Chocolate Covered Anti-Matter Raisins, Plutonium (in any form, including Terrible Misfortune - Plutonium), Psychic Waves and Sharks WFLB. The Holographic bunny may be used as one of the bunnies in a red bunny triplet. The Holographic Bunny is not technically alive so it does not need to feed. Now here’s the bad news: because the Holographic Bunny is not alive, if a player has only this bunny down at the end of the game, he cannot win. Interaction: *Ancient Star Rod*: The Holographic Bunny may be transformed into a live bunny by using the Ancient Star Rod. If this is the player’s last bunny, it may then be used to win the game. As a live bunny, the Holographic Bunny has no special red capabilities. The Ancient Star Rod may be removed at any time from the Holographic Bunny, changing it from live back to holographic. In this case the Ancient Star Rod must be discarded immediately. Interaction: *Area 51, Bunny to the Future, Mothership, and Leif Carrotson*: The Holographic Bunny is only a beam of light, and so cannot be abducted, sent on the ship with Leif, or sent into the Future (which means travelling faster than light anyway). None of these exceptions apply if the Holographic bunny has been made alive by the Ancient Star Rod. Interaction: *Random Paintball Assault*: The Holographic Bunny may be changed from a red bunny to another colour using Random Paintball Assault, and may then make a bunny triplet of that colour. Interaction: *Red Light District*: Since the Holographic Bunny is red, it may be purchased as per the rules on the Red Light District card, unless its colour has been changed by Random Paintball Assault.

#### Kaballa’s Market 3/3 (Starter) (€102)

If the market is closed, a player may not buy supplies or use Free Cabbage or Free Water cards. Also, Carrot Top Casino, Donnelaith Bakery and Supplies Surprise will not pay off in Cabbage, Water or Carrots if the market is closed. Carrot Thief and Choose A Carrot cards may always be played even if the market is closed. Let’s face it, a good thief could break in and take a Carrot anyway even if the market was closed!

#### Lief Carrotson (€352)

At the end of the game, a bunnies in the ship still count as alive, and a player with only these bunnies may win the game. However, a player with only bunnies in the Lief’s ship may not play any aggressive cards.

#### Low Jack Kojak (€243)

If you are about to play Low Jack Kojak and you have the majority of the carrots so far then stop! If you roll the number of one of your own Carrots you will get to keep it, but all of your other Carrots will need to be returned to Kaballa’s Market.

#### Lucky Clover (€059, €060, €061, €141, €192, €244, €298, €353)

Lucky Clovers lower the strength of any Weapon by the amount stated on the card. Once placed, a Lucky Clover cannot be switched to another bunny. Lucky Clovers are used as long as the bunny is alive but if the bunny dies,

then the Clovers are discarded. More than one set of Clovers may be given to any one bunny.

#### Mad, Mad Donnelaith Bakery, The (€074, €075)

A player may try his luck with this card if he has a bunny to risk. A player who is not feeling particularly lucky may force an opponent (who must have a bunny) to play the card and take the risk. If a player chooses to try their luck they must place these cards on a specific bunny. We suggest a bunny with The Heavenly Halo or the Holographic bunny if you have it, or better yet a bunny with a pending Feed The Bunny card. If the player rolls well, he will collect the various prizes. If he does not, then the bunny the card was played on will take the penalty. When playing these cards on an opponent, again specify which bunny you are ‘targeting’ not just the player.

#### Magic Spatula, The (€080)

Interaction *Weil’s Freshness Center*: The Magic Spatula does not counteract Weil’s Freshness Center. That’s what makes the Freshness Center so nasty. Only *Weilerware* can stop it, so it is important to keep a few Dolla around just in case. If the player with 7 Carrots had had 4 Dolla when hit with the Freshness Center then he could have saved 2 Carrots, but if he was broke, then he would surely have lost them all.

#### Mothership (€299)

See *Area 51 (€049, €050, €134)*

#### Mystery Urn, The (€193)

The player holding The Mystery Urn rolls the Violet die. If the roll is 12, then The Mystery Urn activity is over and no one wins anything. (At this point usually everyone yawns.) If, however, the roll is not 12, then the next player clockwise must roll higher than the highest roll so far. If that does not happen, then that player must donate either a bunny or a Carrot to the ‘kitty’. The ‘kitty’ is simply a pile of bunnies and/or Carrots collected during The Mystery Urn activity, which will eventually be awarded to the winner. Play continues clockwise. Each player who has at least one bunny or one Carrot must play. If a player gives up his last bunny or Carrot, then he is out and cannot win the ‘kitty’. The first player to roll a 12 wins the ‘kitty’, however the player who started The Mystery Urn gets a final chance to roll a 12 and win instead. If all players have lost all of their bunnies and Carrots then no player will win. The ‘kitty’ bunnies are discarded, and the Carrots are returned to Kaballa’s Market.

#### No Supe For You (ω07)

May be used once by a player to eliminate all Super Bunnies from The Bunny Circle that are the same color as any die which rolled an even number. Good luck getting even!

#### Plutonium Radiation (Weapon Level 20) (€294)

This card may be played on any bunny which dies immediately. Plutonium Radiation remains down in The Bunny Circle. Adjacent bunnies to the Plutonium Radiation continue to die for two more rounds as it becomes the player’s turn again who initially used the card. After the third round of death (the initial placement and two more rounds), Plutonium Radiation is discarded. Bunnies with Lucky Clovers must roll the 20-sided die and may survive. If you have a bunny you wish to protect that might be killed by Plutonium in the future, you may want to play a different bunny before it in the bunny circle as a fall guy. Run Transformer is especially helpful for this!

#### Poverty Poker (€065)

Poverty Poker allows a player to force others to gamble for any number of objects. These objects can be Cabbage, Water, Carrots, Dolla, Bunnies, Defense Units, Pawns, Zodiac Cards, Mysterious Places or any combination. The player decides what the “stakes” will be and in what amounts. For example, a player may decide to play for 2 Dolla and 1 Carrot. That would mean that all opponents with at least 2 Dolla and 1 Carrot must play. All players involved roll a die, and the highest roller gets all of the Dollas and all of the Carrots. The player who ran the card is allowed to roll twice. Interaction *Heavenly Halo, The*: If the player’s stakes include a bunny and an opponent’s only bunny has The Heavenly Halo, he must risk the bunny.

#### Rainbo (€194)

Rainbo may be given to any player who must roll the dice. All bunnies in The Bunny Circle that are the same color (or half color) as the lowest die rolled are killed instantly. If Black is the lowest die rolled then all bunnies down must die. Players (or groups of players) that are isolated by a Barrier on both sides are protected.

#### Random Dolla (€329)

When a player draws the Random Dolla, he must roll the 20-sided die immediately and spend the amount rolled at any open market. Random Dolla may not be saved. If no markets are open (or all of the supplies are gone from an open market), then the player is out of luck.

#### Random Paintball Assault (€254)

This card may transform any color bunny into a Red bunny. Bunnies that become Red during play will inherit

the ‘special feature’ for that type of Red bunny. Random Paintball Assault may not be played on Free Agent or Specialty bunnies, though it may be used to change the colour of a Holographic Bunny.

**Red Congenial** (€166)

1 Red Congenial Bunny — has 3 Cabbage & 3 Water This bunny’s food supply cannot be given to another bunny. It’s only for the Red Congenial.

**Red Gleeful** (€167)

This bunny has 3 Dolla. The money must be spent each turn. It cannot be saved.

**Rock Bottom** (€142)

When playing this card a player must have no Cabbage to get Cabbage and no Water to get Water. If there is a tie and two or more opponents have the same number of ‘most’ Cabbage or ‘most’ Water, then the player may decide which opponent to take the supplies from.

**Red Herring** (ω06)

May be used once by a player to counteract the death of any Red bunny (including the Holographic Bunny, whether or not it has been made alive with the Ancient Star Rod). May be used at any time!

**Red Light District** (€195)

This card may be used to purchase the Holographic Bunny if it appears in The Bunny Circle. Red Light District may also be used to purchase any bunnies that ‘be-

came’ red under circumstances during play such as Bunny Booster or Random Paintball Assault.

**Red Lumbering** (€168)

This bunny has 3 Clover. The bunny’s three Lucky Clovers may not be removed with the Black Cat.

**Red Sinister** (€169)

This bunny has a Bounce Back Force Field. If a weapon is not launched directly at this bunny (maybe it is within range of the Stray Asteroid etc.) then there is no Bounce Back affect.

**Red Timid** (€170)

This bunny has re-roll capabilities. When a player has the Red Timid Bunny, he may re-roll any action that involves dice. For example, suppose that a player has the Red Timid Bunny down and plays The Mad, Mad Donnelaith Bakery card. The player rolls the Red die and (let’s say in our example) gets a crummy roll. The player may re-roll the Red die, but it is a bit of a gamble. The player must use whichever number is rolled the second time whether it is better or worse than the first roll. If a player is using a card that uses many dice (Rainbo for instance), then he may re-roll any of the dice he chooses and in the order in which he chooses. If the player has pawns corresponding to the die to be rolled, then he may reroll these die again.

**Rooney’s Reusables** (€081)

This card allows a player to play the same weapon twice

during one turn of play. If the weapon is a Roaming Red Run card (like The Ebola Virus) then a player with Rooney’s Reusables may re-use the card at the time when it is removed from play (which could be many turns away). Interaction *Cyber Bunny*: Remember that Cyber Bunny is not a weapon and therefore cannot be re-used.

**Russian Roulette** (€143)

Each player gets to choose which bunny to ‘risk’. Interaction *Heavenly Halo, The* and *Holographic Bunny*: If a players only bunny is protected by the Heavenly Halo or is the Holographic Bunny then he may not participate (since his bunny cannot die).

**Specialty Bunny** (€221, €222, €223, €224, €225, €276, €277, €278, €279, ω05)

These bunnies have no color or type. A player may, of course, win the game with one of these bunnies down. Specialty bunnies come as singles, pairs or groups. If an opponent attacks and kills a Specialty Bunny then all bunnies in the pair or group are lost and the card is discarded. When counting for Roaming Run cards and weapons that affect bunnies many spaces away, Specialty Bunny cards (single, pairs or groups) count as one space. If a player has a pair and a single Specialty Bunny well that totals 3 and the player may play two cards per turn.

**Specialty Bunny (Lord Of The Bunnies) or Super Specialty** (ω05)

The player with these bunnies down (in The Bunny Cir-

cle) may play two cards per turn. All other Specialty Bunny cards in The Bunny Circle are eliminated, even if they are protected by the Heavenly Halo. No Specialty Bunny card may be placed in The Bunny Circle until the Lord Of The Bunnies card is eliminated (perhaps with a weapon).

**Super Supplies Surprise** (€312, €313)

See *Supplies Surprise* (€078, €079)

**Supplies Surprise** (€078, €079)

If the lowest roll is a tie then the player gets both of the items.

**Trojan Bunny, The (Weapon Level 10)** (€046)

May be played on any opponent’s bunny and explodes after the opponent who owns that bunny launches any Weapon. If The Trojan Bunny does explode, then the bunny and adjacent bunnies must roll higher than 10 to survive. If the bunny with The Trojan Bunny card is killed by other means, then The Trojan Bunny card is removed from the game. Interaction any weapon: The opponent may choose to discard Weapon cards already in the run cycle to avoid the explosion. Interaction *Area 51* and *Mothership*: If the bunny with The Trojan Bunny is abducted by the Beyea Aliens then the aliens remove (and discard) The Trojan Bunny with no damage.

**Uriel’s Machine** (€317)

This card may be used once by a player to counteract any

Very Special card. If the current date is an Equinox or Solstice day, then the player is allowed to keep and use the opponent’s card again. If you have access to current and accurate astrological data for the year in which you are playing the game then, by all means, use it to determine the precise Equinox and Solstice dates. If you are in the vast majority of us wee commoners who had to look up the words Equinox and Solstice in the first place, then simply use these approximate dates:

- Spring Equinox: March 21st
- Summer Solstice: June 21st
- Autumn Equinox: September 22nd
- Winter Solstice: December 21st

**Weil’s Pawn Shop 3/10 (Starter)** (€330)

Players do not have to re-roll any die if they are happy with the first roll. For example, if a player rolls high enough to survive the Cyber Bunny attack, he does not have to (and should not want to) re-roll the Purple die. By the way, in case you are curious, a player that has the Red Timid Bunny down and Pawns may re-roll dice (the same color as the Pawns) two times. After a P-Card’s first use, place the colored Pawn on top of the card to indicate that it has indeed been used once. After a P-Card’s second use, discard the card but save the Pawn. A P-Card may be used twice by a player in the same turn. Bunnies

purchased from Weil’s Pawn Shop may not be placed directly into The Bunny Circle but must be run through the Top and Bottom Run card cycle. If a player purchases a bunny from Weil’s he may find himself with an extra card (more than seven total). If this is the case, the player must choose and remove any card from his hand and place it directly into the discard pile before ending his turn. Cards such as Supplies Surprise, The Magic Fountain and Day Of The Dead will now revive bunnies from Weil’s Pawn Shop. Even if Weil’s Pawn Shop closes and players cannot buy bunnies, the bunny discard pile is always open. Cards that revive bunnies will always work just as they have in the past. All bunnies in the discard pile near Weil’s Pawn Shop (as well as all weapons in the discard pile near Rooney’s Weapons Emporium) should be recombined with the huge discard pile if the players reach the end of the Draw Pile and need to re-shuffle the cards.

**Zep Tepi** (€207)

This card allows a First Time player to take a saved Special or Very Special card from each adjacent player. If the player who picked the card is not a First Time player, then he must give the card to the first First Time player counter-clockwise from him. If no one at the table is a First Time player, then the player who drew the card may use it himself.