

Killer Bunnies[®]

and the *Quest for the Magic Carrot*

Ominous Onyx Bunny Bits

Unwrap all of the cards. Large cards with an Onyx Sinister Bunny on the back are shuffled into your Draw Pile that should already contain Blue, Yellow, Red, Violet, Orange, Green, White, Steel, Pink and Khaki cards. The small Mysterious Place Cards are shuffled and placed off to one side where no one is likely to knock them over. The small Mysterious Place Cards will not be needed until the end of the game (similar to the small Carrot and Zodiac Cards). Place the Yellow Ball with the Red Stripe next to the dice until it is claimed by the first player to draw a Mysterious Place card during play.

GAME MECHANICS

CELEBRITY BUNNIES

Celebrity bunnies have no color (Blue, Green, Orange, Violet or Yellow) or kind (Congenial, Gleeful, Lumbering, Sinister or Timid). Celebrity bunnies are their own kind of bunny. A player may, of course, win the game with one of these bunnies in The Bunny Circle.

Celebrity bunnies come as singles, doubles or triplets that make forming a Bunny Triplet easier. If a player has three single Celebrity bunnies in The Bunny Circle, then he has formed a Bunny Triplet and may play two cards per turn. If a player has a single Celebrity Bunny and a double Celebrity Bunny, then he has also formed a Bunny Triplet and may play two cards per turn. If a player has a triplet Celebrity Bunny in The Bunny Circle, then he automatically has a Bunny Triplet and may play two cards per turn.



If an opponent attacks and kills a Celebrity Bunny, then all bunnies in the double or triplet are lost and the card is discarded. In that respect, Celebrity Bunny doubles and triplets are treated as a single target. When counting for Roaming Red Run cards, and weapons that affect bunnies many spaces away, Celebrity Bunny cards (singles, doubles or triplets) count as one space.

EXTRA SUPER BUNNIES

Extra Super bunnies give a player the advantages of Super bunnies, and all of the special features of either the Red or Pink bunnies.

The advantages of Super bunnies:

- 1) The player with a Super Bunny in The Bunny Circle may automatically play two cards per turn.
- 2) When a Super Bunny is attacked with a Weapon card, the player may roll the Clear 20-sided die regardless of the weapon level. Even though this has no advantage if the weapon level is 13 or higher, it is a great advantage for weapons with levels 1-12.
- 3) When a Super Bunny is placed in The Bunny Circle, all bunnies that are the same color (or half color) as the Super Bunny are immediately eliminated from The Bunny Circle. Until the Super Bunny itself is eliminated, no bunny of the same color (or half color) can survive in The Bunny Circle.

A Red or Pink bunny that has The Heavenly Halo is not eliminated from The Bunny Circle if a Red or Pink Extra Super Bunny of the same color arrives. If The Heavenly Halo is placed on the Extra Super Bunny, then all bunnies of the same color arriving in The Bunny Circle are safe (not discarded).

Once an Extra Super Bunny has been eliminated, it cannot be purchased from Weil's Pawn Shop nor can it be brought back into the game for any reason using any card. In addition, an Extra Super Bunny cannot be affected by the cards: Cloning, Bunny Booster, Random Paintball Assault, Better Bunny Booster or Blanch.

The special features of Red bunnies:

- Red Congenial Bunny – has 3 Cabbage Units and 3 Water Units available.
- Red Gleeful Bunny – has 3 Dolla available.
- Red Lumbering Bunny – has Lucky Clover Triple which lowers the strength of weapons.
- Red Sinister Bunny – has a Bounce Back Force Field to re-launch weapons.
- Red Timid Bunny – has re-roll capabilities for all of the dice.

The special features of Pink bunnies:

- Pink Congenial Bunny – has 5 Cabbage Units and 5 Water Units available.
- Pink Gleeful Bunny – has 5 Dolla available.
- Pink Lumbering Bunny – has Lucky Clover Quindruple which lowers the strength of weapons.
- Pink Sinister Bunny – has a Bounce Away Force Field to re-launch and re-direct weapons.
- Pink Timid Bunny – has roll substitution capabilities for all of the dice.

GENDER WEAPONS

Gender Weapons come in four categories determined by the words “Guy” (male) and “Gal” (female). If the first word is Guy, then the player using the card must be male. If the second word is Gal, then the opponent must be female. If you have a Gender Weapon in your hand that you cannot play, then you may either trade it to another player, or run it through the Bottom and Top Run card cycle and discard it.

Players may declare themselves male or female before the start of the game if they wish to choose their gender.

Gender Weapons that are reversed, bounced back or otherwise redirected by a player must still follow the gender restrictions. For example, if Tim plays a Guy/Gal weapon on one of Carol’s bunnies, she cannot use Reversal Of Fortune to send it back to Tim since she is not a Guy and he is not a Gal. If a Red Sinister (with a Bounce Back Force Field) is unsuccessfully attacked with a Gender Weapon, then it would only return to one of the attacker’s bunnies if the gender conditions were satisfied.

MYSTERIOUS PLACE CARDS

When you draw a Mysterious Place Card, you must immediately place it face up in front of you and draw another card. Mysterious Place Cards may not be kept in your hand. If a player is given a Mysterious Place card during the initial deal at the start of the game, or picks one from the Draw Pile during play, then the card is saved and the player draws another card. This is very similar to how players save Kaballa Dolla and Zodiac cards. Many new cards will refer to these saved Mysterious Place cards during play.

After the initial deal, and once game play begins, any player who draws a Mysterious Place card will take control of the Yellow Ball (with the Red Stripe). The Yellow Ball will always be placed on top of the last Mysterious Place card that was drawn. The player who has control of the Yellow Ball may control the destiny of any card played by any opponent that has a Yellow Ball in the picture. The opponent must



play the card first, then the player may redirect it to any other player, bunny or the Discard Pile. Control of the Yellow Ball will always reside with the player who drew the last Mysterious Place card.

At the end of the game (before the Winning Zodiac is revealed), the small deck of Mysterious Place Cards, hidden away at the start of the game, is inspected. The player holding the Mysterious Place card that matches the picture on the small Mysterious Place Card at the bottom of the deck is allowed to steal all saved Zodiac cards of any one type (Air, Earth, Fire, Water) from any opponents.

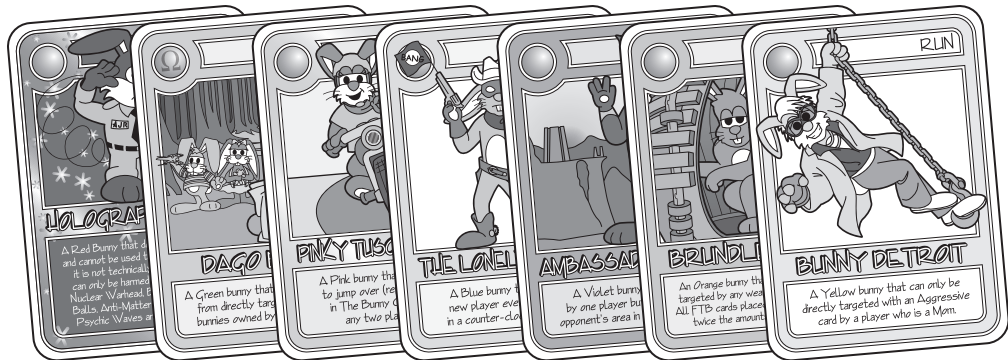
It is possible that at the end of the game no player is holding the matching Mysterious Place card. If this is the case, then the game simply continues by revealing the Winning Zodiac using the small deck of Zodiac Cards.

MORE RANK CARDS

The Ominous Onyx Booster Deck includes the last three Enlisted Rank cards (Chiefs), and the last three Officer Rank cards (Admirals). Even though the Chiefs are wearing Khaki colors, they are still Enlisted ranks. Check the sides of the cards (either Blue or Khaki), and the letters on the cards (either E or O), to determine the rank category.

Enlisted Rank cards are now numbered (E-1 to E-9). E-1 is the lowest rank and E-9 is the highest rank. Officer Rank cards are now numbered (O-1 to O-9). O-1 is the lowest rank and O-9 is the highest rank. Although many bunnies in The Bunny Circle may carry a Rank card (either Enlisted or Officer), only the highest Enlisted ranked bunny (HERB), and the highest Officer ranked bunny (HORB) will be given a special privilege. The same player may own both the HERB and the HORB that would allow him to play two cards directly from his hand each turn.

The player who has President Ficus in The Bunny Circle may supercede the decision of the player with the HORB, and allow the player with the HERB to play the extra card when requested. The player who has President Ficus may prevent the players with the HERB and the HORB from playing their extra cards if he wishes.



UNIQUE BUNNIES (THE STRANGE ONES)

Seven unique bunnies have been introduced into the game. Some are new for the Ominous Onyx Booster Deck while others were introduced earlier. All of these bunnies have a particular color, and each bunny has a unique feature. Here is a quick reference guide:

- Holographic Bunny (Red) – Can only be killed by certain weapons.
- Dago Bunny (Green) – Protects Kinder bunnies.
- Pinky Tusca-Hare-O (Pink) – Can change positions in The Bunny Circle.
- Lonely Ranger (Blue) – A Roaming Red Run card.
- Ambassador Bunny (Violet) – Is placed in an opponent's area in The Bunny Circle.
- Brundle Bunny (Orange) – Is safe from weapons, but feeds double amounts.
- Bunny Detroit (Yellow) – Can only be directly targeted by a Mom.

FACTS ABOUT THE CARDS

0628: **ALLITERATION SITUATION**

Alliteration Situation may be used once by a player to take any card from the Discard Pile that has a title beginning with the same letter as the player's first name. If the title of a card has more than one word, then a player will have to match the first letter of the first word. The card taken must be used immediately.

0629: **AMBASSADOR BUNNY**

Ambassador Bunny is a Violet bunny that is owned by one player but is placed in any opponent's area in The Bunny Circle. The bunny is owned exclusively by the first player, and does not allow the opponent (host player) to use the bunny to play Aggressive cards. At the end of the game, Ambassador Bunny may be used by the player to win the game.

0631: **ARCTIC CARIBOU**

Arctic Caribou may be used once by a player to freeze any opponent's food supply. Cabbage Units or Water Units as cards or Vouchers that are owned by the opponent at the time that Arctic Caribou is played may not be used to Feed The Bunny or to trade with other players. Cabbage Units or Water Units purchased afterwards will be available to the opponent.

Also, the opponent's Cabbage Units and Water Units may not be taken for any reason by cards such as Drought, Maggots or Rock Bottom. Arctic Caribou is removed (discarded) once the opponent kills any bunny in The Bunny Circle or in space.



0632: **AWESOME RECRUITER**

Awesome Recruiter may be used once by a player to assign all Rank cards in the Discard Pile to any bunnies in The Bunny Circle. Not all Rank cards in the Discard Pile have to be used if there are not enough bunnies in The Bunny Circle. No Rank card already assigned to a bunny may be removed or exchanged.

0633: **BEAUTY ON DUTY**

Beauty On Duty may be used once by a player to move any Rank card assigned to any bunny in The Bunny Circle to any female Kinder bunny. The female Kinder bunnies are easy to spot because they are wearing bows.



0636: **BUNNY BOWLING**

Bunny Bowling may be used once by a player to roll the eight 12-sided dice (Violet, Orange, Green, Yellow, Blue, Black, Red and Pink) and to choose a Carrot from Kaballa's Market (if the market is open) for each strike (roll of 10) or spare (combination of two dice that add to 10) rolled.

0637: **BUNNY BUDD**

Bunny Budd may be used once by a player to sacrifice one of his Yellow (or half Yellow) Enlisted ranked bunnies to eliminate any Officer ranked bunny in The Bunny Circle. Both bunnies are discarded.

0638: **BUNNY DETROIT**

Bunny Detroit is a Yellow bunny that can only be directly targeted with an Aggressive card by a player who is a Mom. Bunny Detroit may fall victim to a Terrible Misfortune or may be killed by range weapons or Roaming Red Run cards provided that he was not the direct target.

0639: **BUNNY TAX**

Bunny Tax may be given to any player who must pay 2 Dolla each to keep his bunnies alive or discard them. All bunnies belonging to the player in The Bunny Circle and in space are taxed. Any bunny that cannot be paid for is discarded.

0641: **CAIRO PRACTOR**

Cairo Practor may be used once by a player to get "back" all of the Kinder bunnies that he has lost at any time during the game if they are still in the Discard Pile and to place them anywhere in The Bunny Circle. Bunnies currently owned by other players do not go back.

0643: **DELINQUENT MINORS**

Delinquent Minors may be used once by a player (under the age of 18) to exchange his entire five-card hand with any opponent. The player must choose the opponent before the exchange.

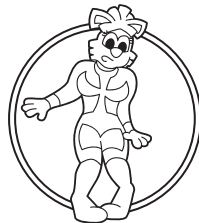
0644: **ECHO VALLEY 2-6809**

Echo Valley 2-6809 may be used once by a player to roll the eight 12-sided dice (Violet, Orange, Green, Yellow, Blue, Black, Red and Pink) and five 10-sided dice (Violet, Orange, Green, Yellow and Blue – KinderBunnies®) and to take the saved Mysterious Place card of his choice from any opponent if any five of the dice match the last five digits of his phone number. If a player has more than one phone number, then he must declare which number he is attempting to roll before he begins. On the 12-sided dice, a roll of 10 equals a 0 and rolls of 11 or 12 do not count as any number.



0645: **THE FIFTH ELEMENT**

The Fifth Element may be used once by a player to roll the eight 12-sided dice (Violet, Orange, Green, Yellow, Blue, Black, Red and Pink) and five 10-sided dice (Violet, Orange, Green, Yellow and Blue – KinderBunnies®) and to take any one bunny in The Bunny Circle, saved Zodiac card or Mysterious Place card that has a 5 in the Card Identification Number from any opponent if at least one 5 is rolled. If at least five 5s are rolled, then the player may take all of the bunnies in The Bunny Circle, saved Zodiac cards and saved Mysterious Place cards that have a 5 in the Card Identification Number.



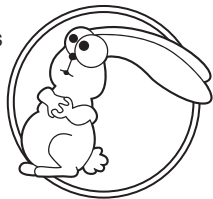
0646: **FOLLOW THE QUEEN**

Follow The Queen goes to the player with the saved Mysterious Place card numbered the same as the Violet 12-sided die roll. When a player owns the Queen, none of his bunnies may be attacked directly using an Aggressive card. The Queen moves to the player who owns the saved Mysterious Place card that matches the number rolled each time that the Violet 12-sided die is rolled. The Queen waits in the center of the table if no player has the saved Mysterious Place card that matches the number rolled.

While waiting in the center of the table, the Queen may be attacked using any single target weapon, and any player may roll for her outcome. If the attack is successful, then the Queen is removed (discarded). The Queen may not carry any Bunny Modifiers.

0648: **IDENTITY CRISIS**

Identity Crisis may be used once to force all players whose birth zodiac sign is the same as the one rolled on the 12-sided Zodiac die to switch positions at the game table exchanging all of their possessions with another player. This may happen to more than two players. For example, if three Scorpios are at the table, and a Scorpio sign is rolled, then all three would have to stand up, abandon all of their possessions, and move to the next Scorpio's position at the table in the direction of play. Identity Crisis may be stopped by The Magic Spatula. If only one player has the birth zodiac sign rolled, then no switching occurs.



0649: **MATRIXING**

The player borrows the Blue and Red Pawns from Weil's Pawn Shop or players, hides one of the Pawns in his left hand, and challenges any opponent for possession of any one of his bunnies in The Bunny Circle. The opponent must choose whether the player is holding either the Blue Pawn or the Red Pawn. If correct, then the opponent keeps his bunny. If incorrect, then the player takes the bunny and places it anywhere in The Bunny Circle. The Blue and Red Pawns are returned to Weil's Pawn Shop or the players when Matrixing is complete.



0650: **MY BIG FAT BUNNY WEDDING**

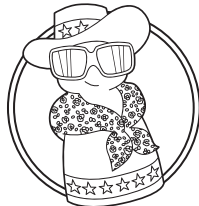
My Big Fat Bunny Wedding may be used once by a player to force any opponent to share half of his Carrots with his spouse. If there is an odd number of Carrots, then the spouse will get the extra Carrot. To avoid confusion during play, players are encouraged to announce their spouses at the start of the game.

0651: **O-75**

O-75 may be used once to force all players to reveal one card from their five-card hand. The player whose card has the highest Card Identification Number may exchange it for a Carrot from Kaballa's Market. If the player takes a Carrot, then their revealed card is discarded, and a replacement card is drawn immediately from the Draw Pile. O-75 may not be used if Kaballa's Market is closed.

0653: **PAWN STAR**

Pawn Star may be used once by a player to force the opponent with the most Pawns to give them all away to other players. If two (or more) opponents have the same amount of Pawns, then they must both (all) give them away to other players (not each other). If no other players exist, then all of the Pawns are returned to Weil's Pawn Shop.



0655: **PRESIDENT FICUS**

President Ficus may be placed in The Bunny Circle and attacked in any way that a bunny is attacked (and killed) including weapons and Terrible Misfortune. The player with the highest Officer ranked bunny (HORB) must ask permission from the player with President Ficus to play an extra card. President Ficus can supercede the HORB's decision to allow (or not allow) the highest Enlisted ranked bunny (HERB) to play an extra card.

Just before the Magic Carrot is revealed, the player with President Ficus can order all bunnies with a Rank card in The Bunny Circle into the Discard Pile. President Ficus itself is not a bunny, and therefore cannot be used to play Aggressive cards or to win the game.

0657: **STRAWBERRY FIELDS**

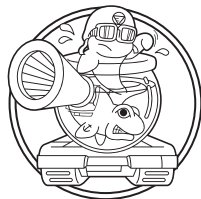
Strawberry Fields may be used once by a player to change any saved Danish to a Strawberry Tart that may only be used to feed Red, half Red or Pink bunnies. Place Strawberry Fields under the saved Danish (Large Prune, Very Large Prune or Mini) to keep track of its status.

0658: **TRADING PLACES**

Trading Places may be used once by a player to force any opponent to exchange two of his saved Mysterious Place cards for one of yours. In order to use this card against an opponent, that player must have at least two saved Mysterious Place cards. Trading Places cannot be used for a one to one exchange. The player chooses all three saved Mysterious Place cards in the exchange.

0659: **TWO FISH IN A TANK**

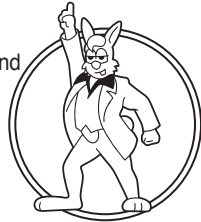
Two Fish In A Tank may be placed on any saved Mysterious Place card. Because it is a Roaming Red Run card, Two Fish travels counter-clockwise around The Bunny Circle visiting saved Mysterious Place cards in ascending numerical order. For example, if Two Fish start on Mysterious Place card #3, then it would move to Mysterious Place card #4 on the next turn. If no player had Mysterious Place card #4 saved, then Two Fish would move to Mysterious Place card #5 and so on. Once the Mysterious Place card with the highest number is visited, Two Fish will start over with Mysterious Place card #1.



When visited, each Mysterious Place card is destroyed (discarded) unless the player can roll its number on either the Blue 12-sided or Clear 20-sided die, then Two Fish are destroyed (discarded). The player who must roll to protect his saved Mysterious Place card may choose which die to roll. As they travel around The Bunny Circle, Two Fish destroy any Barriers that they encounter between players, but are destroyed themselves by Neutronium Barriers. If at any time, no player has a Mysterious Place card saved, then Two Fish is discarded.

0661: **THE WHITE PARTY**

The White Party may be used once by a player to take The White Stuff, the White Pawn, and all Free Agent and Double Free Agent bunnies in The Bunny Circle. The player may give the items to any opponent or opponents that he wishes or keep them for himself.



0663: **ZENER DIODE**

Zener Diode may be placed on any Roaming Red Run card currently roaming which prevents the card from changing direction when it encounters a Barrier. If it should encounter a Barrier, then Zener Diode and the Roaming Red Run card will remain dormant until the Barrier is either moved, or eliminated (discarded). Zener Diode does not prevent a Roaming Red Run from being destroyed by a Neutronium Barrier.

0664: **ABE FROEMAN**

The player that has this card saved and the Green Pawn doubles the value of all of his Cabbage Units. For example, if a player is asked to feed 4 Cabbage Units and has both Abe Froeman and the Green Pawn, then he will only have to feed 2 Cabbage Units. A player without the half Cabbage Unit must round up to the nearest Cabbage Unit when asked to feed an odd amount of Cabbage.

0665: **INCRIMINATING PHOTOS**

The player that has this card saved may control the special privilege (extra card played) every round by the opponent who has the highest Officer ranked bunny (HORB). The player chooses which card in the opponent's five-card hand to use and how to use it. The opponent can be forced to discard the card, play it against another opponent or even against himself. Every round of play (during the opponent's turn), the player may use his Incriminating Photos.



If at any time the player has no bunnies in The Bunny Circle, then Incriminating Photos is discarded immediately. Players cannot save this Special without a bunny in The Bunny Circle.

0666: **INSURANCE PORPOISES**

Insurance Porpoises may be placed on any bunny along with 5 Dolla. If the bunny is killed, then the player may return it to The Bunny Circle at the start of his next turn and discard both Insurance Porpoises and the 5 Dolla. All Bunny Modifiers remain with the bunny.

0667: **LOAN SHARK**

Loan Shark may be used once by a player to borrow up to 20 Dolla from the Discard Pile. An amount of Dolla equal to 150% of the original loan must be paid back to the Discard Pile before the game ends or the player must forfeit all of his Carrots, saved Zodiac and saved Mysterious Place cards to his oldest opponent in the game.

0668: **MIKE POST**

The player that has this card saved and the Black Pawn doubles the value of all of his Defense Units. For example, if a player is attacked with a Weapon Level 8 and has both Mike Post and the Black Pawn, then he will only have to use 4 Defense Units to stop the weapon.

0670: **TIME WORF**

Time Worf may be used once to force all players to move their Top Run card to the next player clockwise and their Bottom Run card to the next player counter-clockwise. If the player decides to use Time Worf right away, he must first slide his Bottom Run card into the Top Run card position and replace his Bottom Run card.

0671: **ZAN**

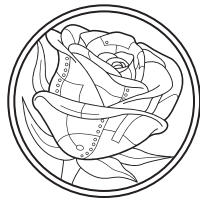
The player that has this card saved and the Blue Pawn doubles the value of all of his Water Units. For example, if a player is asked to feed 4 Water Units and has both Zan and the Blue Pawn, then he will only have to feed 2 Water Units. A player without the half Water Unit must round up to the nearest Water Unit when asked to feed an odd amount of Water.

0672: **BUNNY BUNKER**

Bunny Bunker may be used once by a player to protect any one bunny from the effects of a range weapon such as the Nuclear Warhead. The bunny cannot be the direct target of the weapon or connected to the direct target using Fingercuffs. May be used at any time!

0677: **PLATINUM ROSEBUD**

Platinum Rosebud may be used once by a player to control the destiny of any opponent's Top Run card. After the opponent reveals the Top Run card, the player first decides whether the opponent may use it, or if he wishes the opponent to discard it. Next, the player may decide where the card will be placed (if it is a weapon card), or force the opponent to play a dangerous card on one of his own bunnies. Finally, if the card is beneficial, the player may insist that the opponent give the card to him. Platinum Rosebud must be played before the opponent starts his turn. May be played at any time!



0678: **RERUN**

Rerun may be used once by a player to place any one of his bunnies from The Bunny Circle back into his five-card hand and to discard any unwanted card. When bunnies are Rerun, they lose all of their Bunny Modifiers. May be used between any two players turns!

0680: **DARK VIOLETS**

Every player may discard up to three cards from their five-card hand and immediately replace them with new cards from the Draw Pile. Dark Violets cannot be used to force any player to discard any card.

0715: **MUCH MORE**

Much More may be given to any player that has Much More bunnies, Cabbage Units, Water Units, Carrots, Defense Units, Pawns, saved Zodiac cards, or saved Mysterious Place cards than all of the other players. Much More is defined as more than twice the amount of any opponent. Each of the items listed on the card must be evaluated separately. The player must distribute his possessions equally amongst himself and his opponents. Equally is defined as meaning that each player will receive one item (or Unit) before any player gets a second of the same item (or Unit).



For example, let's pretend that Carol has been found to have Much More Cabbage (9 Units) and Much More Water (3 Units) than all of her three opponents. If this is true, then Carol must distribute her 9 Cabbage Units amongst four players (including herself). All four players will receive 2 Cabbage Units first, and one player will get an extra Unit. Carol is allowed to choose which player (including herself) will receive the extra Cabbage Unit. Carol must also distribute her 3 Water Units. She may keep 1 Water Unit for herself and give the other 2 Water Units away to different players. One player will not receive a Water Unit.

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 Ominous Onyx Bunny Bits and playing the cards in your Killer Bunnies Ominous Onyx 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 refer 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. 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.

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"/> 10: QUEST Wacky Khaki Booster Deck |
| <input type="checkbox"/> 02: QUEST Yellow Booster Deck | <input type="checkbox"/> 11: QUEST Ominous Onyx Booster Deck |
| <input type="checkbox"/> 03: QUEST Red Booster Deck | <input type="checkbox"/> 12: QUEST Chocolate Booster Deck |
| <input type="checkbox"/> 04: QUEST Violet Booster Deck | <input type="checkbox"/> 13: CONQUEST Blue Starter Deck |
| <input type="checkbox"/> 05: QUEST Orange Booster Deck | <input type="checkbox"/> 14: CONQUEST Yellow Booster Deck |
| <input type="checkbox"/> 06: QUEST Green Booster Deck | <input type="checkbox"/> 15: CONQUEST Red Booster Deck |
| <input type="checkbox"/> 07: QUEST Twilight White Booster Deck | <input type="checkbox"/> 16: CONQUEST Violet Booster Deck |
| <input type="checkbox"/> 08: QUEST Stainless Steel Booster Deck | <input type="checkbox"/> 17: QUEST Fantastic Booster Deck |
| <input type="checkbox"/> 09: QUEST Perfectly Pink Booster Deck | <input type="checkbox"/> 18: QUEST Caramel Swirl Booster 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.

Ultra•PRO
ENTERTAINMENT

PLAYROOM

CTA
CREATIVITY
TEAM ALPHA

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