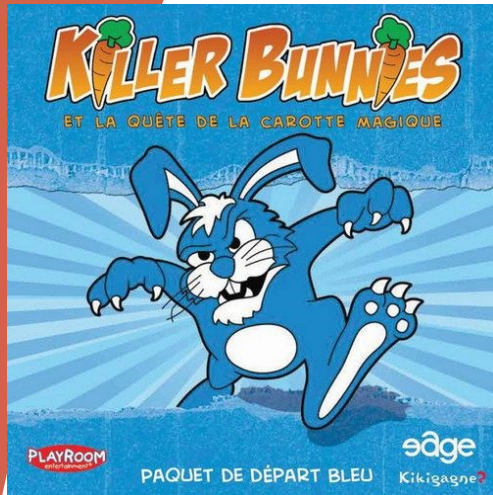


# Killer Bunnies



## Game Type

- Party

## Category

- Card Game
- Humor
- Negotiation

## Mechanisms

- Card Drafting
- Hand Management
- Set Collection
- Trading
- Take That!

## Board Game Description

Players: 2-8 // Time: 90 Min

Age: 12+ // Weight: 1.87

The object: Collect as many "Carrots" as possible, hoping that one of them is the randomly predetermined "Magic Carrot". In doing so, you must keep your bunnies alive as long as possible, while eliminating your opponents' bunnies because you must have a living Bunny to win. The problem: Your opponents are armed with outrageous weapons (from level 1 weapons such as a "Kitchen Whisk" to level 12 weapons such as the "Nuclear Warhead") and you must roll higher than these levels to survive.

*What's better than cute little bunnies? Killer bunnies of course! Duh...*

# Killer Bunnies

## Inventory

- 1 “Game Instructions” manual
- 1 “Bunny Bits” manual
- 1 “Nu Series Bunny Bits” manual
- 6 twelve-sided die
- 12 carrot cards
- 12 cabbage cards
- 12 water cards
- 113 blue cards
- 51 yellow cards
- 13 pink cards
- 1 reference card