

# Bunnies 2.0

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## Story

The Nazis are at it again. They've created a super breed of giant bunnies that will eat all the green vegetation on the planet. If they succeed global warming will increase at an alarming rate and the earth's oxygen supply will be depleted. If you do not want to buy oxygen and air conditioners at a premium price from Nazis I suggest you get to work quickly destroying all the bunnies and all the Nazis who created them and protect them. You must get them and their little dogs, too. Failure in either goal will result in the destruction of life as we know it. The bunnies multiply quickly so you must destroy them as fast as you can before you are overwhelmed by them.

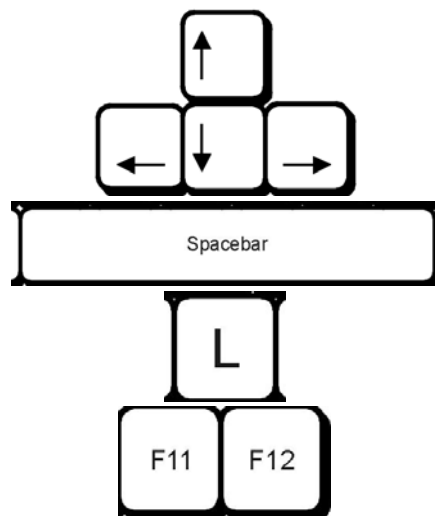
## Requirements

Windows XP, 2003 or Vista with the latest version of .Net installed from Windows Update.

You must be connected to the internet to play.

A 1.5 GHz machine or faster is recommended.

## In Game Controls



*Up* – Move forward

*Down* – Move backwards

*Left* – Turn left

*Right* – Turn right

*Spacebar* – Shoot. Hold down for rapid fire.

*L* - Turn lighting effects on/off

*F11* – Start/Stop recording video

*F12* – Take single screenshot

# Settings

There are three sections in settings.ini

## Connection

This tells the game where to connect to the game server. These two settings should never need to change.

## Login

If you have a Bunnies account from <http://bunnies.dawnofthegeeks.com> you can enter your login information here. It is not required at this time.

## Map

This is the order that maps will be played. You can have as many or few maps to play as you like. The “map” variable must be sequential starting with 0 (map0, map1, map2, etc).

You can view the available maps at

<http://bunnies.dawnofthegeeks.com/index.php?a=main&s=maps>

Bunnies will automatically download any files it needs to play the map(s) you have selected.

# Contact

For additional information please visit

<http://bunnies.dawnofthegeeks.com>