



The board game for playing cards  
on a land of wooden shards



Video tutorial  
& translations

## GREETINGS

Hear ye, glorious messengers,

An auspicious quest is in order:  
the Order of Messenger Rabbits of  
the Citadel hereby orders a race to  
procure royals to be ordained as the  
Council of Thirds—the highest order  
ever issued to a rabbit of this Order.

Visit the noble houses, acquire  
the cards of three royals, and bring  
them to the citadel, in that order:

Note that I wrote "that order"  
not in reference to any other order  
of messenger rabbits, nor the order  
that drives this letter, but the order  
of the steps you must take in order  
to fully restore the realm's order.

So, hoppity hop, in orderly fashion.  
Don't dawdle—no time to lose!

The White Herald

## OVERVIEW

Venture onward realm turn by turn,  
making stops on royal land.  
Win the game when you return—  
with three royal cards in hand.

THE ACQUISITION requires  
ten points of a royal's suit—  
with every turn that transpires,  
you'll score new cards as your loot.



Make THE JOURNEY hex to hex—  
every road is free to course.  
Only pay on off-road treks,  
or to ride a boat or horse.

Stop when you reach a hex tile,  
and unless you're off the board,  
draw a new card from the pile—  
that's THE INCREMENT you scored.

## ENDING THE GAME

Return to the citadel  
with three royal cards in hand.  
In this race you must excel  
to claim champion of the land.



Before the royal quest starts,  
choose a challenge for the mission;  
look for the circular marks  
that set the winning condition.

- **SIMPLE**: get three royal cards of any title (letter) or suit (symbol).
- **DIVERSE**: get three royal cards of any title, but with three different suits.
- **MONARCHIC**: get a K + a Q + a J (any suits).
- **DIVERSE** + **MONARCHIC**: get a K + a Q + a J of three different suits.
- **TRIBAL**: get three royals of the same suit.



## BUILD THE BOARD

To play a JACK RABBITS match,  
you must first complete a board—  
build a random land from scratch,  
a new map to be explored.

Tiles you'll link, within this spread,  
house the royals from each throne.

On your first game, go ahead,  
build the sample as is shown.

Or play normally instead:  
**BUILD A NEW BOARD** of your own.

With children younger than nine,  
just play at building the land.

Insist they roam the design,  
and move the rabbits by hand.  
Include the cards in due time,  
as soon as they understand.

## BUILD A NEW BOARD

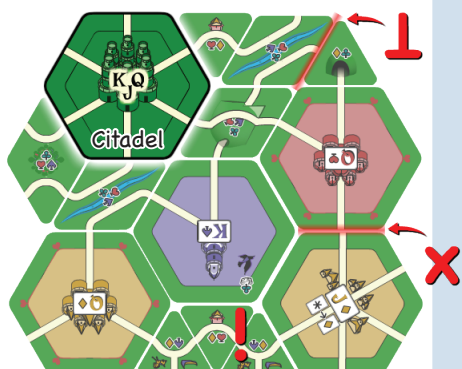
Place the *citadel* hex first.  
Leave aside the *underground*.  
Pile and shuffle all the rest,  
even the small ones, face down.

Deal by tile shape, equal shares—  
there are twelve of every kind—  
as you hand each player theirs,  
the division will be fine.

To place them, first choose a style  
between a strict or free pace.

Strict: take turns placing one tile—  
the one you flip, you must place.  
Free: no turns, it's all freestyle—  
flip all the tiles on their face.

These suggestions are worthwhile  
as guidelines in either case:

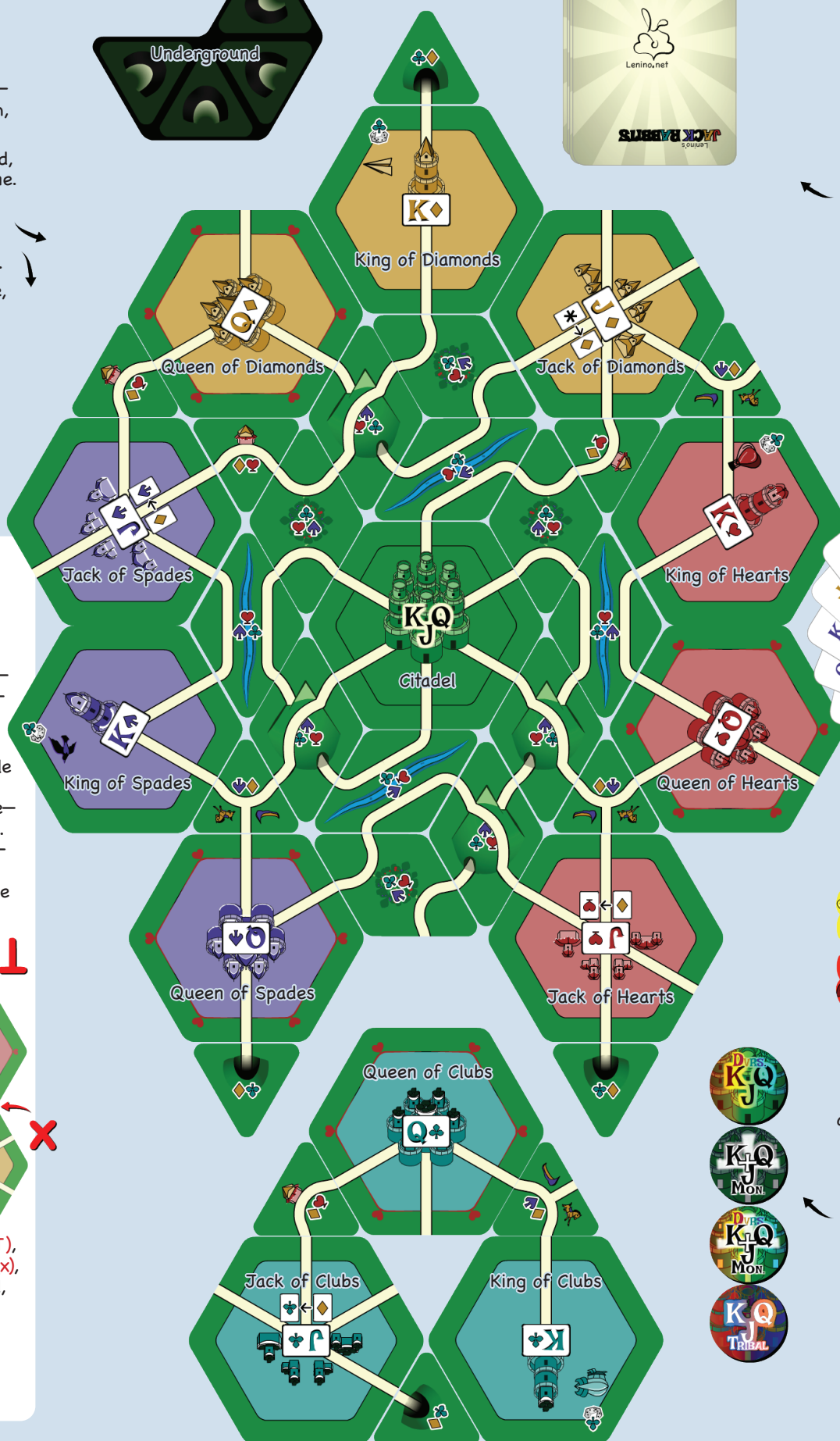


Don't make a dead-ending road (T),  
or join the roads from two hexes (X),  
and keep triangles spread broad,  
instead of closely connected (!).

To start an island abroad,  
just place a hex disconnected.  
The underground hex is odd,  
and will remain unconnected.

## SETUP

Up to four players



## DEAL THE CARDS

Remove each *face card* and *joker*  
after placing the last tile.

Display them in any order—  
line up this court in an aisle.

Shuffle the rest as in poker—  
make a facedown drawing *pile*,  
which holds *pip cards* of a number  
and *aces* of fancier style.

Each player will draw three cards  
to hold as the starting *hands*:  
the resources each regards  
for THE JOURNEY through the lands,  
and for the royal rewards  
THE ACQUISITION demands.



## SET THE TOKENS

Players will select their rabbits,  
place them on the *citadel*,  
and pick up their matching carrots—  
they get three of these as well.

Choose the royal quest you're on,  
described in **ENDING THE GAME**,  
and place on this hexagon  
the circle that marks this aim.

Now, select a starting player,  
and the order of the turns—  
the method for this endeavor  
resides beyond my concerns.

Flip this page and read the frame  
to complete an **INTRO GAME**.





After **SETUP**, use this frame to complete an **INTRO GAME**. Learn each phase's role and name, then advance to a **FULL GAME**.

THE 4 PHASES of each turn

1<sup>ST</sup> THE LOTTERY

Start your turns rolling two dice to have their digits unfold. You'll draw one card as a prize if you show one card you hold, proving that its number ties to one of the dice you rolled.



If you're ever holding ten, discard down to nine again.\*  
Hold the outcome of the dice; transfers use it as THE PRICE.

2<sup>ND</sup> THE JOURNEY

You may choose a path to exit from the current hex you're on. Move along the road selected—let your rabbit venture on. Cross small tiles, but not the hexes—don't move past a hexagon.



You may move towards your goal, or choose not to move at all.  
For more transportation modes, see THE TRANSFERS off the roads.

3<sup>RD</sup> THE ACQUISITION

Your goal is to claim the card of the hex where you've set foot. If unclaimed, you may discard ten or more points of their suit—place a carrot as your mark, and be done with this pursuit.



You never pay as a guest, but you must stop there to rest.  
Keep the card claimed in your hands—get THE INCREMENT at once.

4<sup>TH</sup> THE INCREMENT

End your turns on a hex tile—if you don't fall off the shore.\*\* Get a new card from the pile, and your turn will be done for. If you find no cards, repile: shuffle the spent lot once more.



\*You may hold more than nine cards—but if caught, you must discard.  
\*\*Don't collect this turn's reward, if you ever end **OFF-BOARD**.

THE PRICE

Transfer posts along the way charge the total on the dice. It's OK to overpay; you don't have to be precise. The suits allowed where you pay may be combined for the price. Show and leave out what you spend; it's *discarded* once you're done. You may spend royals as **10**, and the aces are worth **1**.  
If you spend a royal card, return it to the court's aisle; and you must remove your mark, take your carrot off their tile.

THE TRANSFERS

The journey along the paths is always free on your round—even through an underpass, see the mountains (farther down). Road tiles offer—at a **PRICE**—other ways to get around: pay the sum that's on your dice with the suits marked on the ground.

TRANSFER VIA **SHORTCUTS**

Mountains, rivers and the woods, have two roads not far apart. You may switch between these two, trekking through the center part. To do this, pay with your suits—see the marked **club**, **spade**, and **heart**.

TRANSFER VIA **MERCHANTS**

These tiles, where the road is forked, offer two choices to ride: reach a hex across the board, dashing over tiles in stride, or select a road to port as you row the seas outside. You'll proceed to your next post once you pay what has been priced. Landlocked merchants won't have boats since they're not by the seaside.

TRANSFER VIA **JOKERS**

When you pass by any tavern, you may buy a joker card; choose when you would like to travel, then release it afterward.

TRANSFER VIA **RABBIT HOLES**

Pay to travel cave to cave—use this trick to hop around. But if you would rather save, take your rabbit *underground*. Wait in there to earn a waive—hop on out in the next round.

OFF-BOARD

If you choose to take a road that leads to the edge (outbound), you'll end your turn off the board, with no **INCREMENT**—you've drowned. Your next **LOTTERY**'s off-board, then you'll **JOURNEY** underground! Get your **INCREMENT** restored, while you wait another round.

There are four sets of **ROAD TILES**.



For a **FULL GAME** you'll include THE **STRATEGIES** of each suit. This frame should be introduced once the **INTRO**'s understood.

**CLOVERS** (Clubs)

**FLY AMONG KING TOWERS**  
Show one card before you roll; if it beats the dice or ties, pick a tower as a goal for THE JOURNEY through the skies. Otherwise, off-board you'll fall—keep the card shown, anyway. And whatever may befall, play THE LOTTERY likewise.  
You'll still fly and won't fall off if you pay to meet the dice. The *shortfall* (how much you're off) is the price that will suffice. Pay with suits from the takeoff, the hex that flies the device. You may trade the shown card off where the clubs fulfill the price.

**SPADES** (Swords)

**FIGHT PLAYERS FOR CARDS**  
You may steal one card at random and send someone else off-board, if you meet to claim their item and attack them with a sword. You'll go back and forth in tandem, adding spades to beat what's scored. When the battle stops, you sum them, and the loser's kicked off-board.  
Note that tying scores is barred. Please discard the spades outpoured. If your victim wins the war, they can't steal the cards you hoard. If you steal a royal card, discard one if it's your fourth—take THE INCREMENT's reward, and match carrots in accord.

**HEARTS** (Cups)

**JUDGE AT QUEEN PALACES**  
As you visit a queen's hex, any player may intone: "Verify that you possess the queen's card that marks this throne, or show six points to the rest, adding hearts from cards you own." Off-board players can't request—they're not fit to cast a stone.  
Yet those asking for your hearts must first show cards of their own—even if they're far apart—prove they're welcome in this zone. If you fail to show your cards: off the board, you're swiftly thrown! But succeed, and they'll depart—thrown off, losing what they've shown.

**DIAMONDS** (Gold)

**TRADE AT JACK PLAZAS**  
All spent cards are being sold; each Jack's place sells its own suit. Check what treasures these may hold—when you play there, grab some loot. What you take, replace with gold—see the markings underfoot. Note the asterisk in bold; it means any suit will suit.  
+ **INTERPERSONAL TRADES**  
If agreed when the game starts, players may trade in cahoot: meet to buy with diamond cards—in their turn, trade or dispute. Keep concealed your hand's rewards—strike a deal for your pursuit. If cards traded prove a farce, swindlers get the off-board boot.

OPTIONAL: TILES

+ **ADVANCED CITADEL**  
There are three suitable assets depicted in this reboot: **hearts** are used to judge the access; **diamonds** buy you any loot; **clubs** will get flying passes—shortfall's paid in any suit.  
+ **TIGHT SUITS**  
Have as many suits as players, and one of each road tiles too; for instance, with three contenders, remove a set and a suit. Consider choosing an ending that fits what the cards include. Having spades is recommended if it's a tribal pursuit.

OPTIONAL: ACES

+ **AMBIVALENT ACES**  
You may decide on their value whenever using an ace: **I** or **II**—what have you—even in the marketplace.  
+ **CAPITAL ACES**  
Your first **Ace** is worth **II**—the others you spend are **Is**. As a record that it's spent then, keep it in front of your hands.  
+ **ADDITIONAL CAPITAL**  
Playing your capital **Ace** grants a stable bonus tip: if its suit suits at a place, add it as one extra pip.

OPTIONAL: STRATEGIES

+ **RESIDENTIAL FLIGHTS**  
When flying from any tower, find more places to touch down: you may reach—with the clubs' power—any hex above the ground.  
+ **PROVISIONAL PALACES**  
Display, where you'll take a rest, at least a sum of six hearts, and you'll judge incoming guests—the underground takes no part.  
+ **TRAILING CARROTS**  
The journey may be prolonged if your carrot's on a hex; you may visit and go on to the place you're headed next.

OPTIONAL: CARDS

+ **WINDFALL LOTTERY**  
You may win more than one prize, the lottery has no limits—whether cards that match the dice, or a roll of double digits.  
+ **OVERTAXED HANDS**  
Cap the cards you may accrue—up to six to hold on to.  
+ **SEIZED SURPLUS**  
If you hoard cards and are found, the caller robs your hand down.  
+ **PATRIARCHAL VALUES**  
Have unequal value levels—if you don't think that is whack—from **14** down to **II**, for the **Ace**, **King**, **Queen** & **Jack**.