



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 for the ordinance of a  
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 realms order.

So, hoppity hop, in orderly fashion.  
Our rabbits don't evade rules.

The White Herald

## OVERVIEW

Visit houses turn by turn,  
bringing numbered cards in hand.  
Claim their royals, then return,  
holding three to rule the land.

To fulfill THE ACQUISITION,  
add ten points that fit their suit.  
On your turns along the mission,  
you'll be drawing cards as loot.



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

Rest upon a hex-shaped tile,  
if you're standing on the board.  
Draw the card atop the pile—  
that's THE INCREMENT reward.

## ENDING THE GAME

Reach this place where you begin,  
with three royal cards in hand.  
You must be the first to win—  
hailed as champion of the land.



But before the quest may start,  
choose a challenge for the mission.  
Set its circle as a mark—  
it displays the win condition:

- SIMPLE: get any three royal cards.
- DIVERSE: get any three royals, each from a different suit.
- MONARCHIC: get a K + Q + J, any suits.
- DIVERSE + MONARCHIC: get a K + Q + J, each from a different suit.
- TRIBAL: three royals of the same suit.

# 1

### BUILD THE BOARD

At the start of every match,  
you must first complete a board.  
Map it randomly from scratch,  
or revisit one explored.

Link the hexes in this spread—  
royal houses from each throne.  
Build the sample right ahead,  
or a NEW BOARD of your own.

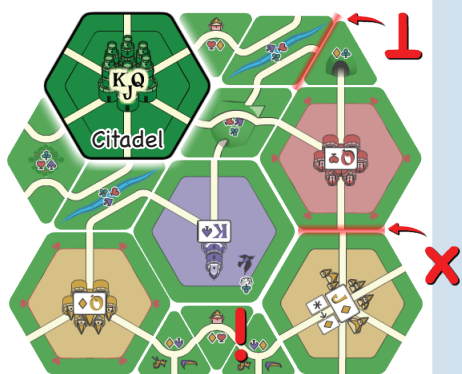
With the children under nine,  
have them play to build the land.  
Then explore what they design—  
with a rabbit in their hand.  
Add the card deck down the line,  
and the rules they understand.

### BUILD A NEW BOARD

Place the Citadel hex first.  
Leave aside the underground.  
Shuffle all the tiles that rest—  
all three shapes must lay facedown.

Draw by shape in equal shares,  
there are twelve of every kind.  
As the players gather theirs,  
the division comes out fine.

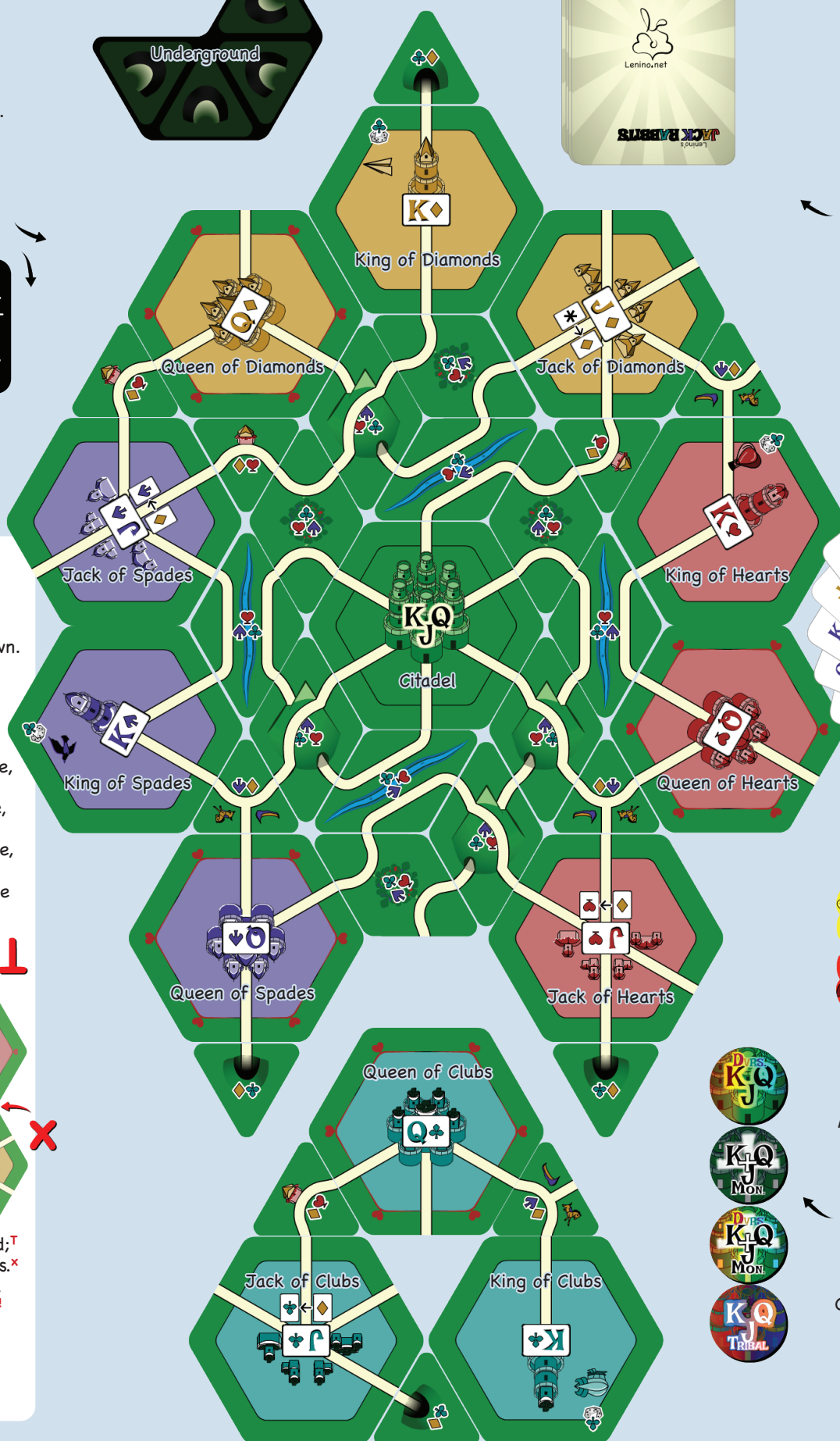
You may choose a placement style,  
either strict or free in pace.  
Strict: with turns to place a tile,  
pick a tile to flip and place.  
Free: with turns in loose freestyle,  
flip all tiles to see their face.  
These suggestions are worthwhile  
as a guide in either case:



Don't make dead-ends on the road; T  
don't connect two roads from hexes. X  
Place triangles scattered broad,  
so they don't end up connected. !  
Hexes may be placed abroad,  
starting islands disconnected.  
But the underground is odd—  
only rabbit holes connect it.

## SETUP

Up to four players



# 2

### DEAL THE CARDS

Lay the court in any order,  
after placing every tile.  
With these royal cards and jokers,  
you will form a faceup aisle.  
What remains are pips in number,  
and the aces of each style.  
Give a shuffle as in poker,  
form a facedown drawing pile.

Every player gets three cards,  
as their hand to start the chase.  
They're resources each one guards,  
for THE JOURNEY they will face.  
And they'll pay for the rewards,  
in THE ACQUISITION phase.



# 3

### SET THE TOKENS

Players choose their token rabbits,  
set them on the Citadel.  
And collect their matching carrots—  
they get three of these as well.

See what fits to END THE GAME,  
and select the quest you're on.  
If a circle marks this aim,  
set it on the hexagon.

Now select the starting player,  
and the order of the turns.  
Choose your way for this endeavor—  
it is none of my concerns.

This concludes the setup frame.  
Next you'll find the INTRO GAME.





