



Board the game of playing cards.
Wander lands 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 and return,
holding three to rule the land.

To fulfill THE ACQUISITION,
add ten points that match 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.
Only pay for railway 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.

OBJECTIVE

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,
for the trio’s win condition:

- SIMPLE: any royal cards.
- Or DIVERSE: distinct in suits.
- Or MONARCHIC: King–Queen–Jack.
- Or DIVERSE–MONARCHIC too.
- Or the TRIBAL, which is hard:
royals in one suit pursuit.

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BUILD THE BOARD

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

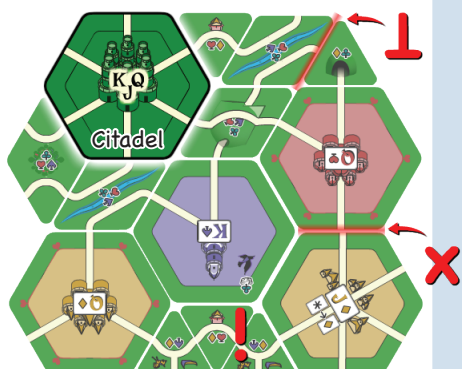
Link the houses from each throne,
which are hexes in this spread.
BUILD A NEW BOARD of your own,
or the sample right ahead.

If there’re children under nine,
only play to build the land.
Then explore what they design—
with a rabbit in their hand.
Bring the cards in 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:
twelve of all three shapes facedown.
Deal by shape to every guest,
each will get the same amount.

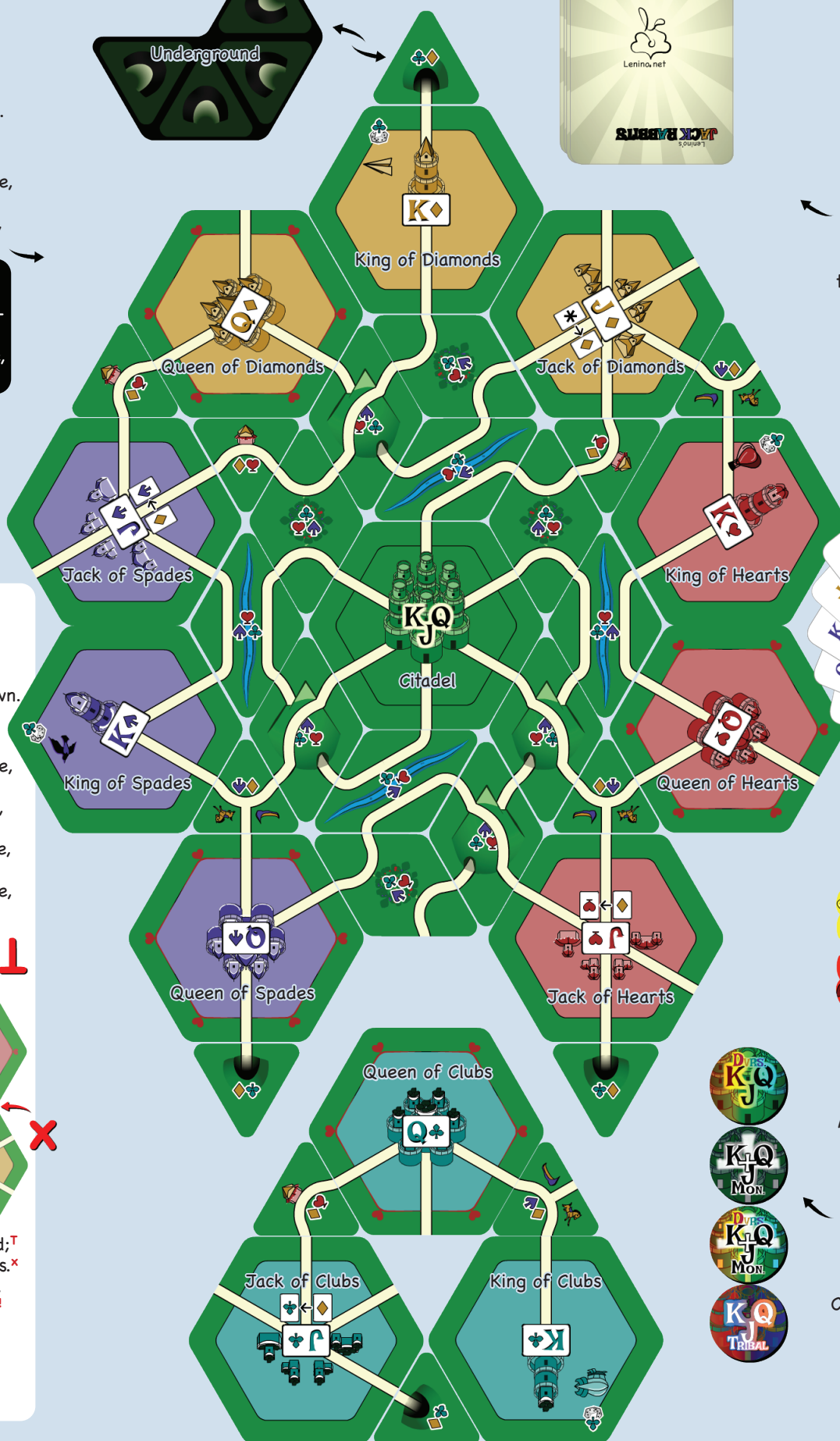
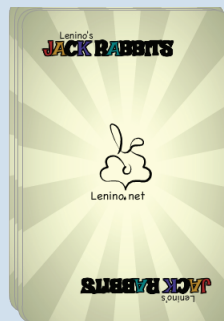
You may choose a placement style,
either strict or free in pace.
Strict with turns to place a tile,
pick a tile to flip and place.
Free with turns in loose freestyle,
flip all tiles to see their face.
These suggestions are worthwhile,
loosely meant in either case:



Don’t make dead-ends on the road;^T
don’t connect roads from two 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



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DEAL THE CARDS

Lay the court in any order,
after placing every tile.

These are royal cards and jokers,
and will form a faceup aisle.
What remains are pips in number,
and the aces of each style.
Give a shuffle as in poker—
set a facedown drawing pile.

Every player gets three cards,
that’s their hand to start the chase.
These resources, each one guards,
fund THE JOURNEY they will face.
And pay royals their regards,
per THE ACQUISITION phase.



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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.

For OBJECTIVE of the game,
choose the kind of 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 ways for this endeavor—
none of these are my concerns.

This concludes the setup frame.
Now complete the INTRO GAME.



