



The board game for playing cards
on a quest through wonderlands



Video tutorial
& translations

GREETINGS

Hear ye, glorious messengers,
An auspicious quest is in order.
The Order of Messenger Rabbits
of the Citadel is ordering a race to
produce royals to be ordained as
the new council of thirds. This is the
highest order a rabbit of this order
can get:

Visit the royals, procure three
of their cards, and bring them to
the citadel, in that order:

Note that when I say "that order,"
I'm not referring to another Order
of Messenger Rabbits, nor the order
that drives this letter, but the order
of the steps you must take, in order
to restore order to the realm.

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

The White Herald

OVERVIEW

Go through the 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.
You may need to wait a while
until you have enough loot.



Make THE JOURNEY hex to hex—
it's free if you go by road.
Only pay to go on treks,
or to ride a horse or boat.

Wait before crossing hex tiles,
and unless you're off the board,
get a new card from the pile—
that's THE INCREMENT you're owed.

ENDING THE GAME

Return to the citadel
with three royal cards in hand.
In this race you must excel
to be the champ 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 royals cards of any title (letter) or suit (symbol)
- DIVERSE: get three royals cards of any titles but with different suits
- MONARCHY: get a K + a Q + a J of any suit
- DIVERSE MONARCHY: get a K + a Q + a J of three different suits
- TRIBAL: get three royals of the same suit



SETUP

Up to 4 players

1 THE BOARD

To play a JACK RABBITS match
you must first complete a board;
build a wonderland from scratch,
to be charted and explored.

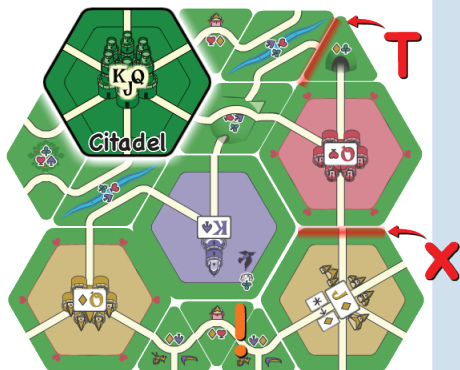
The lands you connect and spread
house the royals from each throne.
On your first game, go ahead,
build the sample as is shown,
or play normally instead:
BUILD A NEW BOARD of your own.

BUILD A NEW BOARD

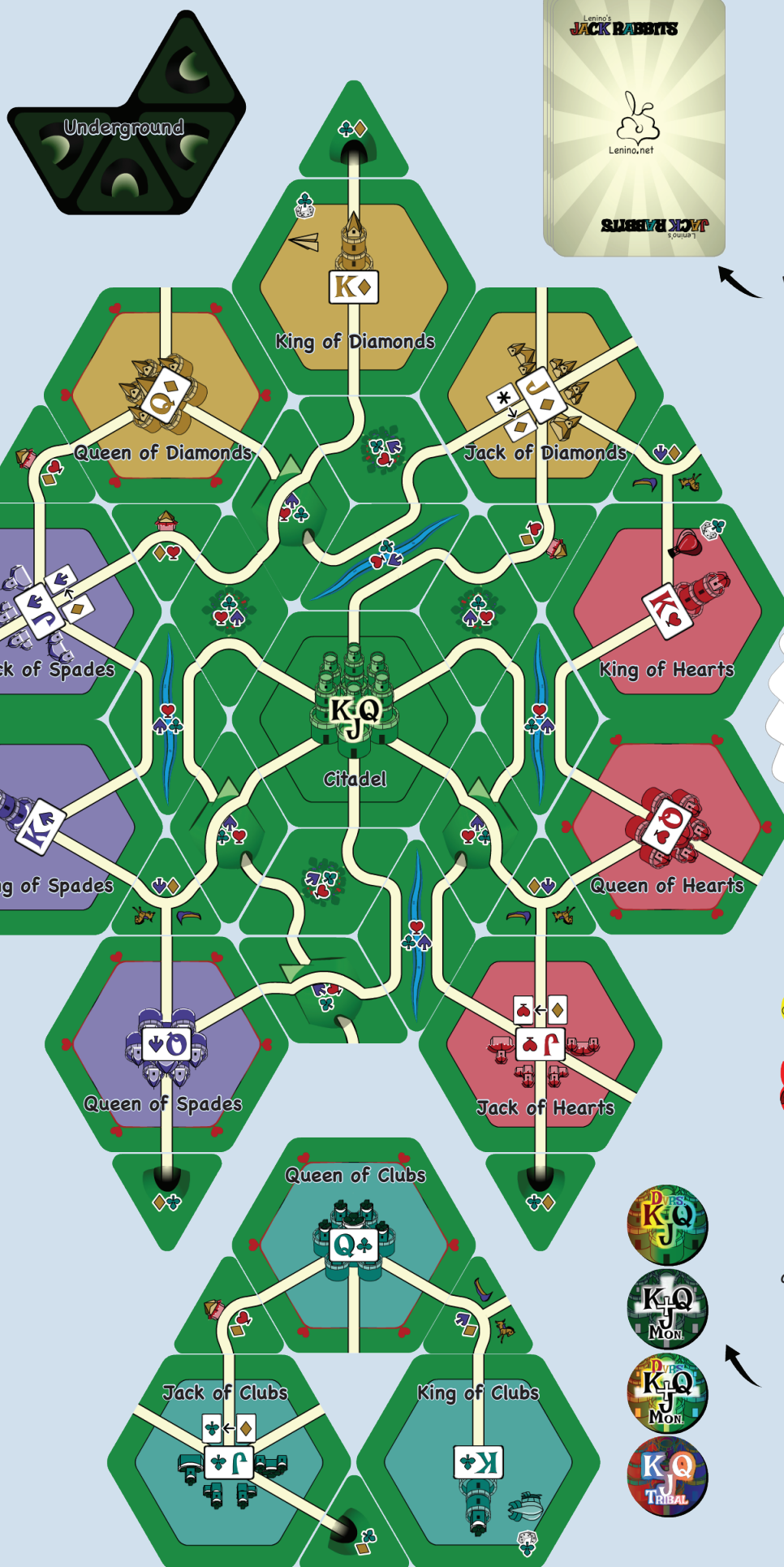
Place the "citadel" hex first.
Leave aside the "underground".
Pile and shuffle all the rest
(even the small ones) face down.

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 four tips will be worthwhile
as guidelines in either case:



- ❖ Don't make dead ends (T) on the road, or join the roads of two hexes (X).
- ❖ Keep the triangles' spread broad (!); it's best if they're not connected.
- ❖ To start an island abroad, just place a hex disconnected.
- ❖ The underground tile is odd; you will not have to connect it.



2 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.
They are needed afterwards
for THE JOURNEY through the lands
and to pay for the rewards
THE ACQUISITION demands.



3 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.


Each turn consists of 4 STAGES;
find them on the backside pages.

THE 4 STAGES IN A TURN

After **SETUP**, see this frame to complete a **BASIC GAME**. Learn this part—make this your aim—before playing the **FULL GAME**.

1. THE LOTTERY

Begin by rolling two dice and watch the 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; their sum is the **OFF-ROAD PRICE**.

2. THE JOURNEY

Move to another hex spot if it's closer to your goal. Or choose to simply rest up; you don't have to move at all.

TRAVEL FREELY BY ROAD

From the current hex you're on, you may choose a path to exit. Move your rabbit as a pawn along the road you've selected, and stop at a hexagon: wait a turn to cross the hexes.




PAY TO TRAVEL OFF-ROAD

You're free to explore the roads tracing continuous paths. The **mountains** have two of those, an "over" and "under" pass.

Other ways to get around will demand the **OFF-ROAD PRICE**; use the suits marked on the ground and pay the sum of your dice.


OFF-ROAD SHORTCUTS

The **mountains**, **rivers**, and **woods**, have roads not too far apart. If you go off-road afoot, you may switch between two paths. To do this, pay with your suits—in this case, **clubs**, **spades**, or **hearts**.



3. THE ACQUISITION

You may buy the royal card of the hex where you've set foot, if you're able to discard ten or more points of their suit. If a carrot's on their land, then forget this whole pursuit; but, if you pay the demand, place your carrot (put down roots); keep the royal card in hand, and claim **THE INCREMENT**'s loot.



You may visit residences without cost or consequences.

OFF-ROAD MERCHANTS


You may buy two types of rides on **crossings** where roads are forked. You'll gallop over the tiles to any hex on the board, or row on the seas outside to find a road from this port. As soon as you pay the price, you must move to your next post. Since they're not by the seaside, landlocked merchants won't have boats.

OFF-ROAD JOKERS

You may buy a joker's card at **taverns** where they reside; and you keep them in your hand until you decide to ride.

4. THE INCREMENT

Your turn ends on a hex tile, as long as you're not **OFF-BOARD**. Get a new card from the pile if your rabbit's on the board. If you find no cards, repile: shuffle the spent lot once more.



If you're ever holding ten, discard down to nine again.

No more actions should take place, and the next contender plays.


END UP OFF-BOARD

You may want to choose a road that takes you out of the grounds, and end your turn off the board, where **THE INCREMENT**'s not found. For, after you roll offshore, **THE JOURNEY** goes **underground**—there **THE INCREMENT**'s secured, and you'll leave after a round.

In a **FULL GAME** you'll include these unique traits for each suit.

CLOVERS

Clubs



FLY BETWEEN KINGS' 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, you'll fall **OFF-BOARD**, but keep your card anyway.


And, **THE LOTTERY** still holds: you may match and claim the prize.

Spend some cards to reach the dice, save your flight, and don't fall off. What you must pay as the price is just how much you were off.

Use suits of the parting tower to pay the amount that's owed. The clubs' tower has a power: you may spend the card you showed.

SPADES

Swords



ATTACK OTHER RABBITS

You may steal a random card and kick someone else **OFF-BOARD**, if you're playing where they stand and start a duel with swords.


You attack, and they defend, adding spade cards back and forth. And the weakest, in the end, is the one who'll leave the board.

Do not reply with a draw; and when you're done, please discard. If the victim wins the brawl, they don't get to steal a card.

When you steal a royal card, discard one if it's your fourth; go to **THE INCREMENT** part and swap carrots in accord.

HEARTS

Cups



ENTER A QUEENS' PALACES


As you enter a queen's hex, any player may demand you show six points to the rest adding heart cards in your hand, or confirm that you possess the queen's card that marks the land.

Yet, to ask to see your hearts, they must show cards of their own, prove they meet the same demands for the entrance to this zone. They're kicked **OFF** and lose those cards, right after your hearts are shown. But if bluffing, you'll depart—off you go! Your cover's blown.

Any rabbits off the board may not nag those at the door.

DIAMONDS

Coins



TRADE AT JACKS' PLAZAS

All spent cards are being sold; each jack's hex sells its own suit. Check what these posts have in store—when you play there, grab some loot. What you take, replace with gold like the icons tell you to, except the star(*) on the board which means any suit will do. When the pile needs to reload, these markets run out of goods.

TRADE WHEN MEETING RABBITS

You may trade a suit for gold without showing what is offered. Swindlers will get thrown **OFF-BOARD** if a short change is uncovered.

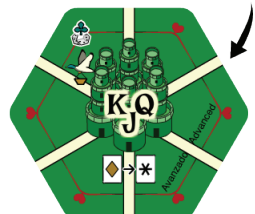
Try these **ADDITIONAL OPTIONS** once you have gone through the motions.

FIRST ACES

Your first **Ace** is worth eleven—the others you get are ones. As a record that you spent it, keep it in front of your hands.


ADVANCED CITADEL

Hearts are used to grant you access; **Diamonds** buy you any loot; **Clubs** will get you flying passes—yet, to save flights, there's no suit.




TIGHT SUITS

Have as many suits as players, and **one of each road tile** too; for instance, with two contenders, the game will only use two.



SHORT HANDS

This will add an extra layer, a constraint on your pursuit: your hand of cards will be slender, up to six to hold on to.



PERMANENT ACES

Get an additional tip after spending your first **Ace**; it counts as one extra pip when needed at any place.

CARROT TRAILS

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.

PATRIARCHY VALUES

Have unequal value levels—if you don't think that is whack—from fourteen down to eleven, for the **Ace**, **King**, **Queen** & **Jack**.

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