

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 is ordering a race to procure royals to be ordained as the council of thirds. This is the highest order a rabbit of this order can receive:

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

Note that when I say "that order," I am 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 fully restore the realm's order.

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 suitwith every turn that transpires, you will be scoring more loot.



Make THE JOURNEY hex to hexit's free if you stick to roads. Only pay to take the treks, or to ride horses and boats.

Stop when you reach a hex tile, and unless you're off the board, draw a new card from the pilethat'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 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.

- O 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+aJ 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.

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.







DEAL THE CARDS

Remove each face card and joker after placing the last tile. Display them in any orderline up this court in an aisle. Shuffle the rest as in pokermake a facedown drawing "pile", which holds "pip cards" of a number and "aces" of fancier style.

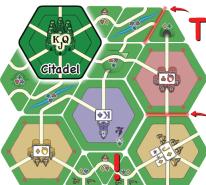
Each player will draw three cards to hold as the starting "hands": the resources each regards for THE JOURNEY through the lands, and for the royal rewards THE ACQUISITION demands.

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 tilethe 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; yet, the underground is odd, and will remain unconnected.



King of Clubs

K*

Jack of Clubs



73

SET THE TOKENS

Players will select their rabbits, place them on the citadel, and pick up their matching carrotsthey 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 turnsthe method for this endeavor resides beyond my concerns.

Flip this page and read the frame to start with an INTRO GAME.

THE PHASES of each turn

1. 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; tranfers use it as THE PRICE.



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.

ROAD TILES
There are four sets of these »

2. THE JOURNEY

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 land at a hexagon—wait a turn to cross the hexes.



You may move towards your goal, or choose not to move at all.

For more transportation modes, see THE TRANSFERS off the roads.

3. 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, then place a carrot to mark, and finalize this pursuit.



There's no cost or consequences for visiting residences.

Keep the card claimed in your hands get THE INCREMENT at once.

4. THE INCREMENT

End your turns on a hex tile, unless you go 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.

**Do not collect this reward, if you ever end *OFF-BOARD*.

THE TRANSFERS

It is free to make your rounds if you move along the paths; in the mountains (farther down), these go through the underpass.

Other ways to get around are contingent on THE PRICE: use the suits marked on the ground and pay the sum of your dice.

TRANSFER VIA SHORTCUTS

The mountains, rivers, and 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—in this case, clubs, spades, or hearts.

TRANSFER VIA 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.

TRANSFER VIA JOKERS

When you pass by any tavern, you may buy a joker card; you'll choose when to ride and travel, then release it afterward. Pay to travel cave to cave—
use this trick to hop around.
But if you would rather save,
take your rabbit underground.
In this case, the payment's waived—
hop on out in the next round.

TRANSFER VIA RABBIT HOLES

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. But then, once you've rolled off-board, you'll enter the underground!

Get your INCREMENT restored, while you wait another round.





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

CLOVERS (Clubs)

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, yet keep your card anywise. And THE LOTTERY still holds: you may match and claim the prize.

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 passport off to pay the club tower's price.

SPADES (Swords)

cods Mountains Rivers

FIGHT WITH THE RABBITS
You may steal a random card
and send a player off-board,
if you're playing where they are
and challenge them with a sword.

You attack, and they defend, adding spades you can afford. And the weakest, in the end, will be sent out of the board.

A count draw is strictly barred; discard your spades when you're done. There will be no stolen card if the defender has won.

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)

As you enter a queen's hex,
any player may demand:
that if you do not possess
the queen's card that marks the land,
you show six points to the rest,
adding heart cards from your hand.
Off-board players can't request;
they're not fit to take a stand.

Those who ask to see your hearts, must first show cards of their own, which, even from far apart, prove their access to this zone. If you fail to show your cards, go off-board-your cover's blown. But succeed, and they'll depart-off, and lose the cards they've shown.

DIAMONDS (Gold)

TRADE AT JACK 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
as the signs instruct you to—
the star symbol on the board

means that any suit will do.
+ INDIVIDUAL TRADES

Agree if cards may be sold—add this rule when the game starts. While taking turns on the board, those who meet may trade with cards. They strike deals offering gold, while concealing their rewards. Swindlers will get thrown off-board once they trade—exposed as farce.

OPTIONAL RULES

ACES

+ AMBIVALENT ACES
You may decide on their value
whenever using an ace:
1 or 11—what have you—
even in the marketplace.

+ CAPITAL ACES
Your first Ace is worth 11—
the others you spend are 1s.
As a record that it's spent then,
keep it in front of your hands.

+ ADDITIONAL CAPITAL
Playing your capital Ace
will grant you a bonus tip:
when needed at any place,
it counts as one extra pip.

TILES

+ ADVANCED CITADEL

There are three suitable assets depicted in this reboot: use your hearts to demand access; diamonds, to buy any loot; and clubs, to 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.

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

Your hand of cards will be slender,
up to six to hold on to.
Plan to be a wiser spender
on the quests that you pursue.

+ PATRIARCHAL VALUES
Have unequal value levels—
if you don't think that is whack—
from 14 down to 11,
for the Ace, King, Queen & Jack.

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 a sum of six hearts
at any house where you'll rest,
declaring you'll use these cards
to accuse incoming guests.

+ 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.

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