





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, you'll fall *off-board*,  
but keep your card anyway.  
And, **THE LOTTERY** still holds:  
you may match and claim the prize.  
  
If you pay to reach the dice,  
you'll still fly and won't fall off.  
The price needed to suffice  
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)  
**FIGHT WITH THE 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)  
**ACCESS THE QUEEN PALACES**  
As you enter a queen's hex,  
any player may demand  
you show six points to the rest,  
adding heart cards from your hand,  
or confirm that you possess  
the queen's card that marks the land.  
Yet, who asks to see your hearts,  
must first show cards of their own,  
proving they meet the demands  
for the access 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** (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  
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.


**OPTIONAL: 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.

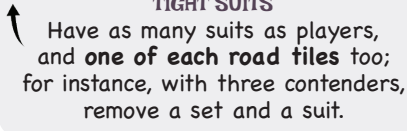
**CAPITAL ACES**  
Your first "Ace" is worth **11**—  
the others you spend are **1s**.  
As a record that it's spent then,  
keep it in front of your hands.

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

**WINDFALL OF PRIZES**  
You may win more than one prize,  
**THE LOTTERY** has no limits—  
whether cards that match the dice,  
or a roll of double digits.

**OPTIONAL RULES:**

**ADVANCED CITADEL**  
**Hearts** are used to grant you access;  
**Diamonds** buy you any loot;  
and **Clubs** get you flying passes—  
reach the dice with 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.

**TRAIL OF 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.

**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**.


**SHORT HANDS**  
You must be a wiser spender  
on the quest that you pursue;  
your hand of cards will be slender,  
up to six to hold on to.

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**1. THE LOTTERY**  
Start your turn 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 will become **THE PRICE**.




**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 stop 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**  
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 must end on a hex tile,\*  
unless you end off the shore.\*  
  
If you're ever holding ten,  
discard down to nine again.  
\*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),  
you may use 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**  
You may buy a joker's card  
at **taverns** where they reside,  
and you'll keep it in your hand  
until you decide to ride.



**OFF-BOARD**  
In this case, the payment's waived—  
take your rabbit **underground**.  
But if you would rather save,  
use this trick to hop around.  
Pay to travel **cave to cave**—  
take a road that leads outboard.  
You'll end your turn overboard,  
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.



**ROAD TILES**  
There are 4 of each of type »



After **SETUP**, use this frame to complete an **INTRO GAME**. Learn **THE PHASES'** rules and names, then advance to a **FULL GAME**.