

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 get:

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



Make THE JOURNEY hex to hex it'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 pile—that'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.

- 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 of any suit.
- DIVERSE + MONARCHIC: get a K+a Q+a J of three different suits.
- TRIBAL: get three royals of the same suit.

to start with an INTRO GAME.





To play a JACK RABBITS' match, you must first complete a board; build a wonderland 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.



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.

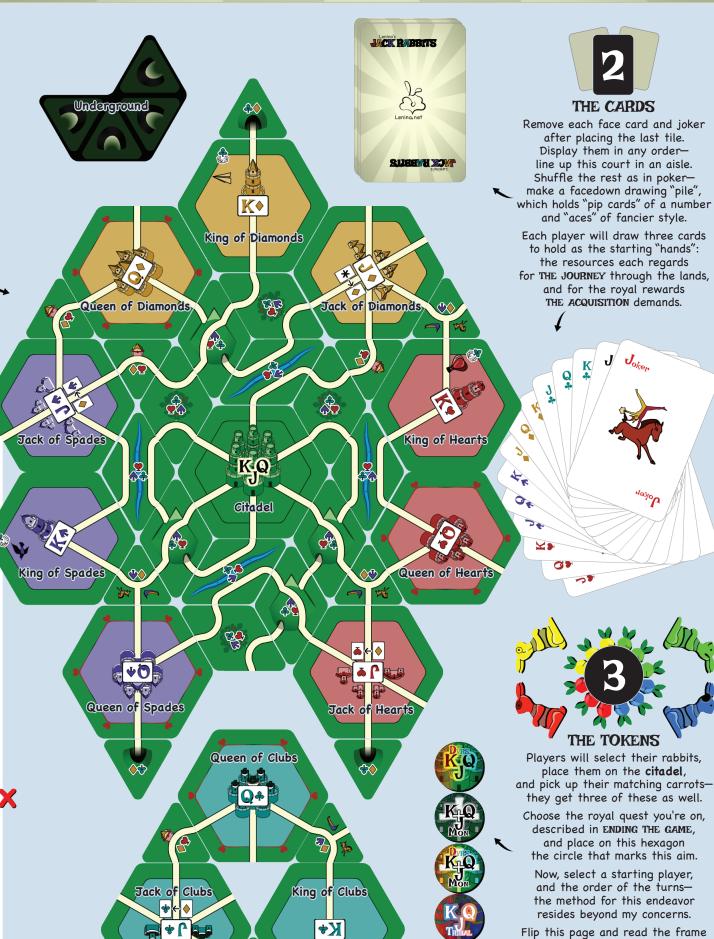
Free: no turns, it's all freestyle—flip all the tiles on their face.

These 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.



#### 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.

THE ROAD TILES

There are four of each of type »

#### 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.



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

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

TRANSFER VIA BABBIT HOLES

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.

If you choose to take a road

#### 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. 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.

If you pay to meet the dice, you'll still fly and won't fall off. The price needed to suffice is the "shortfall" (what you're off).

Suits from the departing tower must be used to pay what's owed. The clubs' tower grants more power: you may spend the card you showed.

#### **SPADES** (Swords)

oods & Mountains &

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.

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.

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

### DIAMONDS (Gold) TRADE AT JACK PLAZAS & WITH THE RABBITS

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. When the pile needs to reload, these markets run out of goods.

Players you meet on the board may possess cards that you covet; you may buy or sell for gold, without showing what is offered. Swindlers will get thrown *off-board* if a short change is uncovered.

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

#### **OPTIONAL RULES:**



ADVANCED CITADEL
earts: as in palaces' acces

Hearts: as in palaces' access.

Diamonds: to buy any loot.

Clubs: for tower flying passes—
shortfall's paid in any suit.

#### URBAN KINGDOM

To play this version correctly, make a map of shorter miles, connecting hexes directly and removing smaller tiles.

## 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.

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#### 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.

#### 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.

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.