



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

SETUP

Up to four players



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.

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.

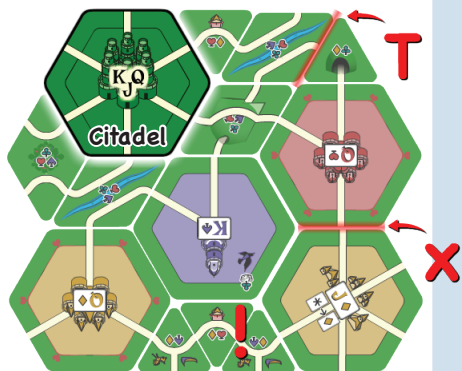
Deal by tile shape, equal shares—there are twelve of every kind—as you hand each player theirs, the division will be fine.

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 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.



2

DEAL 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": the resources each regards for THE JOURNEY through the lands, and for the royal rewards THE ACQUISITION demands.



3

SET 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.

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



After **SETUP**, use this frame to complete an **INTRO GAME**. Learn each phase's role and name, then advance to a **FULL GAME**.

THE 4 PHASES of each turn

1ST 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; transfers use it as **THE PRICE**.

2ND 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.

3RD 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.



Hexes never charge their guests, but you must stop there to rest.
Keep the card claimed in your hands—get **THE INCREMENT** at once.

4TH 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 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 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.

TRANSFER VIA **RABBIT 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.

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.

There are four sets of **ROAD TILES**.



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, yet keep your card anyway. 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)

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)

ACCESS THE QUEEN PALACES
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.
+ **INTERPERSONAL TRADES**
If agreed when the game starts, the cards in hand may be sold. Those who meet may trade with cards while taking turns on the board. They must conceal their rewards and strike deals offering gold. If traded cards prove a farce, swindlers will get thrown off-board.

OPTIONAL: ACES

+ **AMBIVALENT ACES**
You may decide on their value whenever using an ace: **I** or **II**—what have you—even in the marketplace.
+ **CAPITAL ACES**
Your first **Ace** is worth **II**—the others you spend are **Is**. 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.

OPTIONAL: 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.

OPTIONAL: 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.

OPTIONAL: 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**
Cap the cards you may accrue; up to six to hold on to.
+ **SEIZED SURPLUS**
If you horde cards and are found, the caller robs your hand down.
+ **PATRIARCHAL VALUES**
Have unequal value levels—if you don't think that is whack—from **14** down to **II**, for the **Ace**, **King**, **Queen** & **Jack**.