

SETUP

Up to 4 players



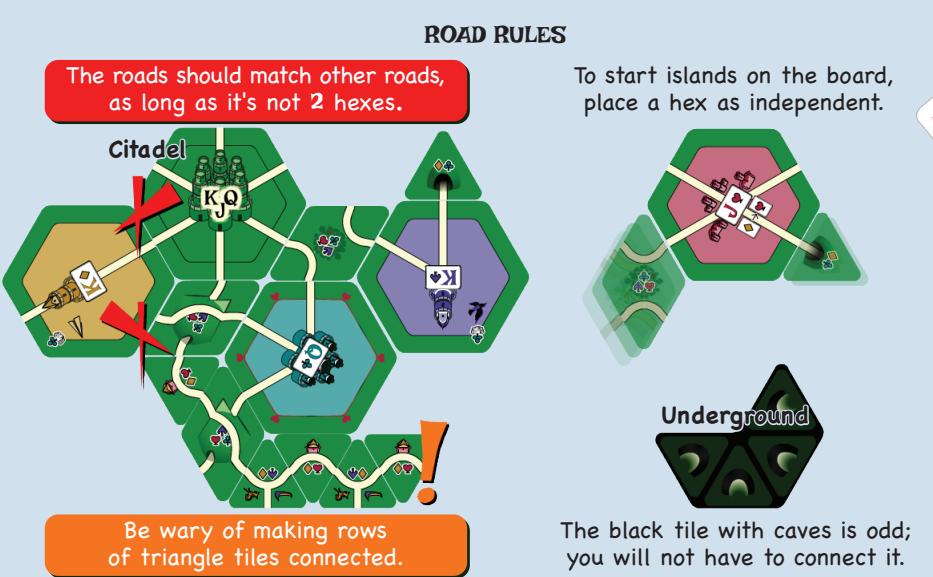
BUILD A BOARD

Build a new board for each game so that, when the race begins, the layout is not the same, and the best explorer wins. The board tiles will form a realm for the royals of each throne. If you're ready, read ahead—CREATE A BOARD of your own. Or consider this instead, build the SAMPLE as is shown.

CREATE A BOARD

DISTRIBUTE THE TILES
Place the **citadel hex** first. Leave aside the **underground**. Then you'll gather all the rest, and shuffle them facing down. Once shuffled, each player takes the same number of each kind. There are 12 of all 3 shapes, so dividing will be fine.

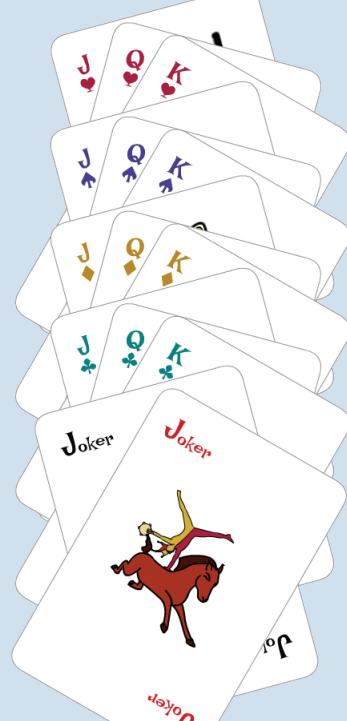
PLACE THE TILES
Choose a flow that fits your style between a **strict** or **free** pace. **Strict:** take turns placing 1 tile—the 1 you flip, you must place. **Free:** no turns, it's all freestyle—flip all the tiles on their face. The **ROAD RULES** will be worthwhile as guidelines in either case.



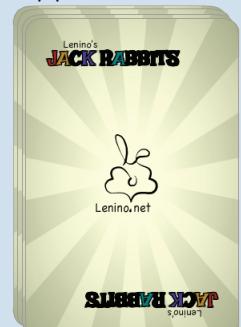
DEAL THE CARDS

Get the deck of cards in order after placing the last tile. Remove each face card and joker; display this **court** in an aisle. Shuffle the rest as in poker to create a facedown pile, which holds pip cards (of a number) and aces of fancier style. Each player will draw 3 cards to hold as their starting hand. They are needed afterwards for **THE JOURNEY** through the land.

Court or line of royal cards & jokers

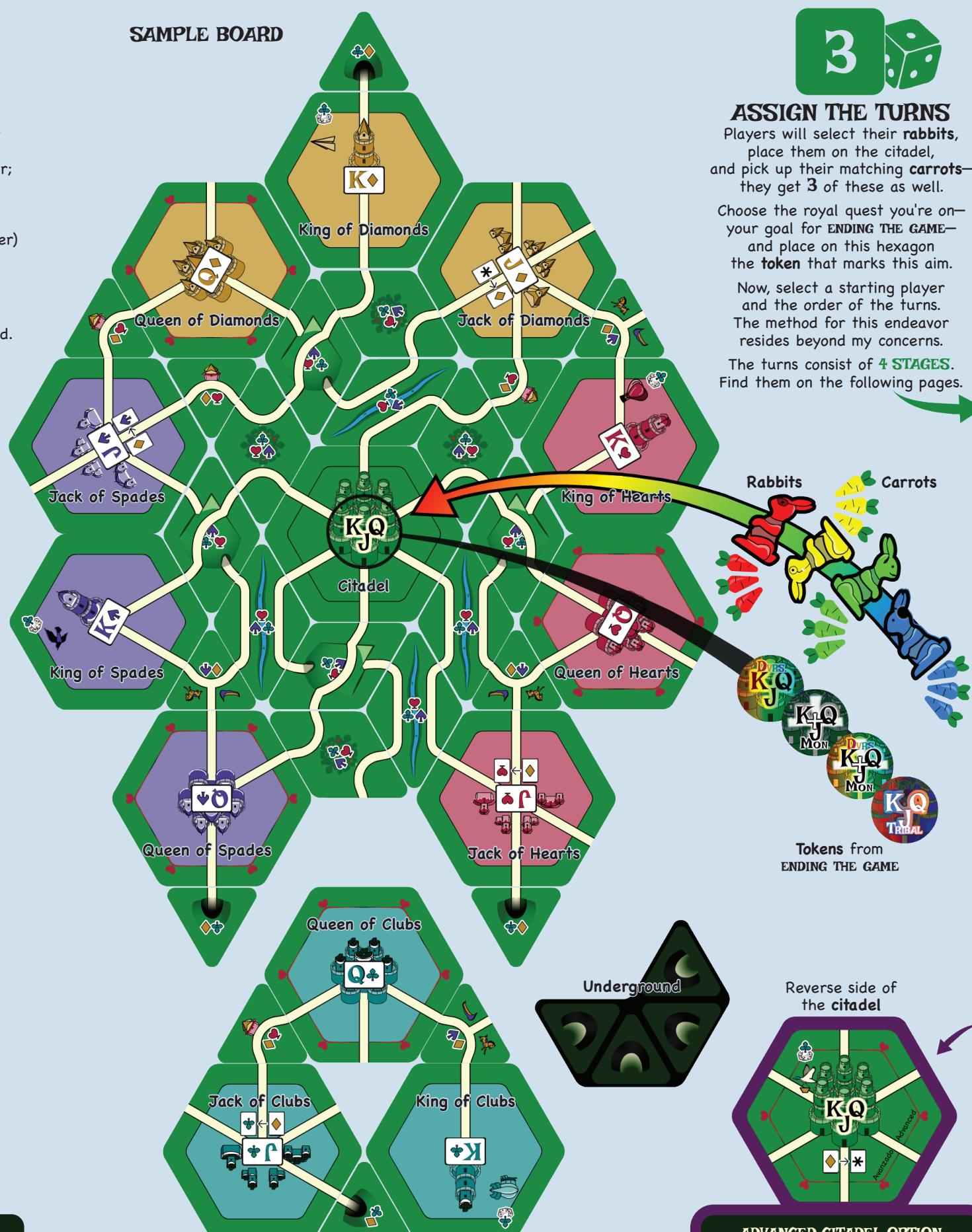


Deck or drawing pile of pip cards & aces



TIGHT SUITS' OPTION
Limit to 1 suit per player, (and 1 set of road tiles too). For instance, with 2 contenders, you will be removing 2.

SAMPLE BOARD



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ASSIGN THE TURNS

Players will select their **rabbets**, place them on the citadel, and pick up their matching carrots—they get 3 of these as well. Choose the royal quest you're on—your goal for **ENDING THE GAME**—and place on this hexagon the **token** that marks this aim. Now, select a starting player and the order of the turns. The method for this endeavor resides beyond my concerns. The turns consist of **4 STAGES**. Find them on the following pages.

Rabbits
Carrots
Tokens from ENDING THE GAME

Reverse side of the citadel
Underground
ADVANCED CITADEL OPTION
Diamonds can buy any suit. Clubs fly, but flights can't be saved. Hearts allow you to set foot if you're questioned at the gate.



The board game for playing cards on a quest through wonderlands
QR code
Video tutorial

GREETINGS

Hear ye, glorious messengers, An auspicious quest is in order. The Order of Messenger Rabbits of the Citadel has ordered 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:

Seek audiences with the royals, procure 3 of their cards, and bring them to the citadel, in that order.

When I say "that order," I'm not referring to another Order of Messenger Rabbits elsewhere, nor am I referring to the order that motivates this letter; but the order in which these events shall take place.

So hoppity hop... in orderly fashion! Please do this in order to restore order to the realm.

The White Herald

OVERVIEW

Go through the realm turn by turn making stops on royal land. Win the game when you return with 3 royal cards in hand.

The **ACQUISITION** requires 10 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 to cross any hex tile. And, unless you've gone off-board, get a new card from the pile—that's THE INCREMENT you're owed.

ENDING THE GAME

Return to the citadel with 3 royal cards in hand. In this game, you must excel to be the champ of the land.

Before the royal race starts, select a winning condition. Each one of these options adds a new challenge to your mission.

SIMPLE: 3 royal cards of any sort

DIVERSE: 3 royal cards of different suits

MONARCHY: a K, a Q, and a J of any suit

DIVERSE MONARCHY: a K, a Q, and a J of 3 different suits

TRIBAL: the 3 royal cards of the same suit

PATRIARCHY OPTION
Have unequal value levels—if you don't think that is whack—from 14 down to 11, for THE ACE, King, Queen & Jack.

See **SETUP** and then this frame to complete a **BASIC GAME**. Try this first 'till you can claim to be fit for the **FULL GAME**.

BASIC GAME: 4 STAGES IN A TURN

STAGE 1: THE ROLL Roll the dice and then devise how THE JOURNEY will unfold. You'll draw 1 card as a prize right after the dice are rolled if you prove 1 of the dice matches a card that you hold.	STAGE 2: THE JOURNEY Move to another hex stop if it's closer to your goal. Or choose to simply rest up; you don't have to move at all.	STAGE 3: THE ACQUISITION You may buy the royal card of the hex where you've set foot if you're holding in your hand 10 or more points of their suit. If a carrot's on their land, then forget this whole pursuit.	STAGE 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, compile and shuffle the lot once more. If you're ever holding 10, discard down to 9 again.
THE PRICE Going off-road, on the way, costs 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.	GOING FREELY ON A ROAD From the hexagon you're on, you will choose a path to exit. Go with your rabbit along the road that you have selected 'till you reach a hexagon—wait a turn to cross the hexes.	PAYING TO TRAVEL OFF-ROAD It is of no cost to you to use the continuous paths. Even on mountains , go through an "under" or "over" pass.	CARROT TRAIL OPTION 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.
THE PAYMENT Show and leave out what you spend; it's discarded once you're done. Royal cards will count as 10; aces, 11 or 1.*	OFF-ROAD SHORTCUTS The mountains , rivers , and woods have roads not too far apart. If you go off-road afoot, you may switch between 2 paths. To do this, pay with your suits, either spades , clubs , and/or hearts .	OFF-ROAD MERCHANTS You may buy 2 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 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.
*THE 1ST ACE Your first ace is worth 11—the others you get are ones. As a record that you spent it, keep it in front of your hands.	OFF-ROAD JOKERS You may buy a joker's card at the inns where they reside, and you keep them in your hand until you decide to ride.	GOING OFF-BOARD If you're stuck, hop overboard from a tile by the seaside. You must exit by a road that leads all the way outside. Since you'll end up off the board, THE INCREMENT is denied.	FLY BETWEEN KING'S TOWERS Show one card before THE 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. Either way, once you have rolled, you're allowed to win the prize.

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



SPADES

ATTACK OTHER RABBITS

You can 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 spades cards back and forth. And the weakest, in the end, is the one who'll leave the floor. 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.

Diamonds can buy any suit. Clubs fly, but flights can't be saved. Hearts allow you to set foot if you're questioned at the gate.



DIAMONDS

Swords

EXCHANGE 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. You may meet and **TRADE WITH OTHERS**, but the trade must be for gold. Make the trade if there's an offer, without showing what you hold. If a short change is uncovered, the swindler gets thrown **OFF-BOARD**.



HEARTS

Cups

ENCHANT AT QUEENS' PALACES
As you enter a queen's hex (where 6 hearts surround the land), if someone makes the request, show that sum of pipes in hand, or point out you're that queen's guest since her card is in your hand. To request to see your hearts, they must show 6 of their own. They're kicked **OFF** and lose those cards after your 6 hearts are shown. But if bluffing, you'll depart. **OFF** you go! Your cover's blown. Any rabbits off the board may not nag guests at the door.



CLOVERS

Clubs

FLY BETWEEN KING'S TOWERS
Show one card before THE 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. Either way, once you have rolled, you're allowed to win the prize. Spend some cards to reach the dice, and you'll avoid falling off. What you must pay as **THE PRICE** is just how much you were off. Use the suit of that same tower to pay the amount that's owed. The clubs' tower has a power: you may spend the card you showed.