

SETUP

2 to 4 players

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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 where each royal has a home. If you're ready, read ahead —BUILD A NEW BOARD of your own. Or consider this instead, build the sample as is shown.

BUILD A NEW BOARD

I. SEPARATE THE TILES
Place the **citadel** hex first. Leave aside the **underground**. Then you'll gather all the rest, and shuffle them facing down.

a) Match the tiles expanding roads, as long as it's not **2** hexes.

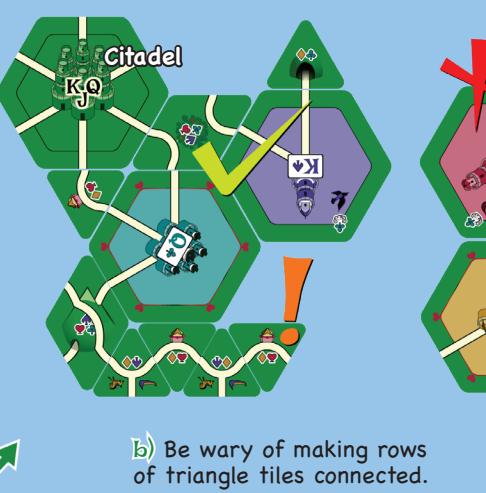
b) Be wary of making rows of triangle tiles connected.

c) To start islands on the board, place a hex as independent.

d) The black tile with caves is odd; you will not have to connect it.

II. DISTRIBUTE THE TILES
Once shuffled, each player takes the same number of each kind. There are **12** of all **3** shapes, so dividing will be fine.

III. PLACE THE TILES
Choose a flow that fits your style, between a free or strict pace. **FREE:** no turns, it's all freestyle; flip all the tiles on their face. **STRICT:** take turns placing the tiles and what you flip, must be placed. These **4 points** will be worthwhile as guidelines in either case:



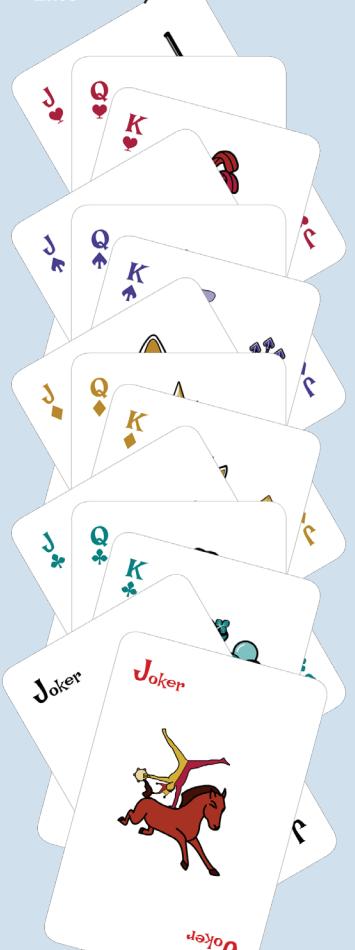
2

DEAL THE CARDS

Remove the face cards and Jokers, and line them up in an aisle. Then you'll shuffle all the others, which will form a facedown pile.

Each player will draw **3** cards to hold as their starting hand. They are needed afterwards for the journey through the land.

Line of royal cards and Jokers



TIGHT SUITS OPTION
Limit to 1 suit per player and one set of **road tiles** too. For instance, with **3** contenders, you'll be removing 1 suit.

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START THE TURNS

Players will select their rabbits, 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.



Video tutorial

GREETINGS

Hear ye, glorious messengers, As the most loyal members of the Order of Messenger Rabbits of the Citadel, an auspicious quest is in order. This one is the highest order a rabbit of this order can get:

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

When I mention "that order" here, I don't mean there's another order like our Order of Messengers that you need to find elsewhere. Furthermore, I don't mean the order given as a request in this letter, but the order in which these events shall take place.

So, hoppy hop! 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, never stopping on the road. Get a new card when you rest —that's **THE INCREMENT** you're owed.

You may go through caves or treks, ride a horse or row a boat, just make sure to end your turns at any hex on the board.

If you're stuck and can't return, you may choose to hop **OFF-BOARD**.

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**.

THE 4 STAGES IN A TURN

You will learn on this green frame how to play a **BASIC GAME**. Try this first 'till you can claim to be fit for the **FULL GAME**.

1ST THE ROLL

Start your turn rolling **2** dice; you will need these numbers shortly —not to count moves; it's **THE PRICE** for the actions on **THE JOURNEY**.



2ND 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.



3RD THE ACQUISITION

If you're holding in your hand **10** or more points of their suit, you may buy the **royal card** of the hex where you've set foot. If a carrot's on their land, then forget this whole pursuit.



4TH 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. When the cards run out, compile and shuffle the lot once more.



ROAD TILES

Each transaction 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.

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**.

If you spend a royal card, take your carrot off their shrine. And, in this case, don't discard, put it back into the line.

THE 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.

SPADES'

Swords

ATTACK OTHER RABBITS
You can steal a random card and kick someone **OFF** the 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 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**.

When you steal a royal card, discard one if it's your **4th**, go to **THE INCREMENT** part and swap carrots, nothing more.

DIAMONDS'

Swords

EXCHANGE AT JACKS' PLAZAS
All spent cards are being sold —each **J** 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.

TRADE WITH OTHER RABBITS
On your turn, you may meet others to trade any suit 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**. Any rabbits off the board may not nag guests at the door.

HEARTS'

Cups

ENCHANT AT QUEENS' PALACES
To visit any queen's hex, show **6** hearts within your cards; or don't if no one requests you to show them when you land.

You are also the queen's guest if her card is in your hand. To request to see your hearts, **they must show 6 of their own**. They'll be **OFFed** 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 KINGS' TOWERS
Show **one card** before **THE ROLL**; if it beats the dice (or ties), pick a tower as goal.

For the **JOURNEY** through the skies, Otherwise, you'll fall **OFF-BOARD**, but keep your card anyway. And, eitherway, once you're 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.