



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 hereby orders a race to procure royals to be ordained as the Council of Thirds—the highest order ever issued to a rabbit of this Order.

Visit the noble houses, acquire the cards of three royals, and bring them to the citadel, in that order:

Note that I wrote “that order” not in reference to any other 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

Venture onward 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’ll score new cards as your loot.



Make THE JOURNEY hex to hex—every road is free to course. Only pay on off-road treks, or to ride a boat or horse.

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 claim champion 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’ll link, in this 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

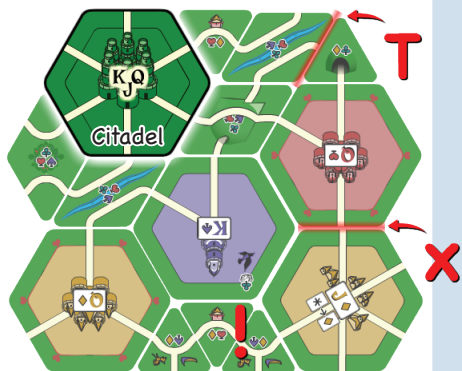
Place the *citadel* hex first. Leave aside the *underground*. Pile and shuffle all the rest, even the small ones, face down.

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. The underground hex is odd, and will remain unconnected.



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.



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**.



