

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 returnwith three royal cards_in hand.

THE ACQUISITION requires ten points of a royal's suitwith every turn that transpires, you'll score new cards as your loot.



Make THE JOURNEY hex to hexevery 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 pilethat'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.

- O 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+aJ of three different suits.
- TRIBAL: get three royals of the same suit.





BUILD THE BOARD

To play a JACK RABBITS match, you must first complete a boardbuild 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.







DEAL THE CARDS

Remove each face card and joker after placing the last tile. Display them in any orderline up this court in an aisle. Shuffle the rest as in pokermake 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.

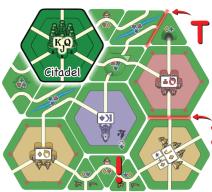
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BUILD A NEW BOARD

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 tilethe 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.



Jack o<mark>f</mark> Clubs

King of Clubs

K*



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SET THE TOKENS

Players will select their rabbits, place them on the citadel, and pick up their matching carrotsthey 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 turnsthe method for this endeavor resides beyond my concerns.

Flip this page and read the frame to start with an INTRO 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 <u>one</u> 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.

2ND THE JOURNEY

You may choose a path to exit from the current hex you're on. Trace the road that you've selected move your rabbit as a pawn. Wait a turn to cross the hexes don't move past a hexagon.



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 suitplace a carrot as your mark, and be done with this pursuit.



You never pay as a guest, 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—if you don't fall 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.

**Don't collect this turn's 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

The journey along the paths is always free on your roundeven through an underpass, see the mountains (farther down). Road tiles offer—at a PRICE other ways to get around: pay the sum that's on your dice with the suits marked on the ground.

TRANSFER VIA SHORTCUTS

Mountains, rivers and the 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 see the marked club, spade, and heart.

TRANSFER VIA MERCHANTS These tiles, where the road is forked, offer two choices to ride: reach a hex across the board, dashing over tiles in stride,

or select a road to port as you row the seas outside. You'll proceed to your next post once you pay what has been priced. Landlocked merchants won't have boats since they're not by the seaside.

TRANSFER VIA JOKERS

When you pass by any tavern, you may buy a joker card; choose when you would like to 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. Wait in there to earn a waivehop 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. Your next LOTTERY's off-board, then you'll JOURNEY 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, off-board you'll fallyet keep your card, anywise. And THE LOTTERY still holds: you may claim the prize likewise.

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 where the clubs fulfill the price.

SPADES (Swords)

FIGHT PLAYERS FOR CARDS You may steal one card at random and send someone else off-board, if you meet to claim their item

and attack them with a sword. You'll go back and forth in tandem, adding spades to beat what's scored. When the battle stops, you sum them, and the loser's kicked off-board.

Note that tying scores is barred. Please discard the spades outpoured. If your victim wins the war, they can't steal the cards you hoard. If you steal a royal card, discard one if it's your fourthtake THE INCREMENT's reward, and match carrots in accord.

HEARTS (Cups)

JUDGE AT QUEEN PALACES

As you visit a queen's hex, any player may intone: "Verify that you possess the queen's card that marks this throne, or show six points to the rest, adding hearts from cards you own." Off-board players can't request they're not fit to cast a stone.

Yet those asking for your hearts must first show cards of their owneven if they're far apartprove they're welcome in this zone. If you fail to show your cards: off the board, you're swiftly thrown! But succeed, and they'll departthrown off, losing what they've shown.

DIAMONDS (Gold)

TRADE AT JACK PLAZAS

All spent cards are being sold; each Jack's place sells its own suit. Check what treasures these may hold when you play there, grab some loot. What you take, replace with goldsee the markings underfoot. Note the asterisk in bold;

it means any suit will suit. + INTERPERSONAL TRADES

If agreed when the game starts, players may trade in cahoot: meet to buy with diamond cards on their turn along their route. Keep concealed your hand's rewardsstrike a deal for your pursuit. If cards traded prove a farce, swindlers get the off-board boot.

OPTIONAL: ACES

+ AMBIVALENT ACES You may decide on their value whenever using an ace: 1 or 11-what have youeven in the marketplace.

+ CAPITAL ACES Your first Ace is worth 11the others you spend are 1s. 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: if its suit suits at a place, it counts as one extra pip.

OPTIONAL: TILES

+ ADVANCED CITADEL There are three suitable assets depicted in this reboot:

hearts are used to judge the access; diamonds buy you any loot; clubs will 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, where you'll take a rest, at least a sum of six hearts, and you'll judge incoming gueststhe underground takes no part.

+ 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 hoard cards and are found, the caller robs your hand down.

+ PATRIARCHAL VALUES Have unequal value levels-

if you don't think that is whackfrom 14 down to 11, for the Ace, King, Queen & Jack.