



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 for the ordinance of a 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 realms order.

So, hoppity hop, in orderly fashion. Our rabbits don't evade rules.

The White Herald

OVERVIEW

Visit houses turn by turn, bringing numbered cards in hand. Claim their royals, then return, holding three to rule the land.

To fulfill THE ACQUISITION, add ten points that fit their suit. On your turns along the mission, you'll be drawing cards as loot.



Make THE JOURNEY hex to hex—every road is free to course.

Pay to hike off-road treks, or to ride a boat or horse.

Rest upon a hex-shaped tile, if you're standing on the board. Draw the card atop the pile—that's THE INCREMENT reward.

ENDING THE GAME

Reach this place where you begin, with three royal cards in hand. You must be the first to win—hailed as champion of the land.



But before the quest may start, choose a challenge for the mission.

Set its circle as a mark, for the trio's win condition:

SIMPLE: any royal cards.

- Or **DIVERSE:** distinct in suits.
- Or **MONARCHIC:** King-Queen-Jack.
- Or **DIVERSE-MONARCHIC** too.
- Or the **TRIBAL**, which is hard: royals in one suit pursuit.

1

BUILD THE BOARD

At the start of every match, you must first complete a board. Map it randomly from scratch, or revisit one explored.

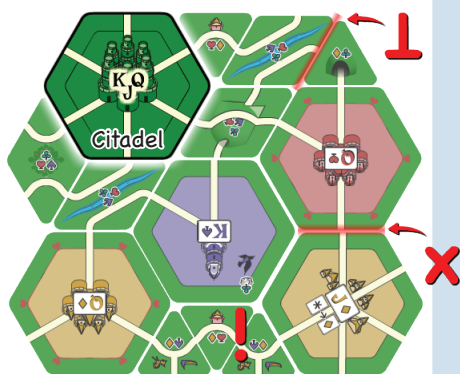
Link the hexes in this spread—royal houses from each throne. **BUILD A NEW BOARD** right ahead, or this sample as is shown.

If there're children under nine, only play to build the land. Then explore what they design—with a rabbit in their hand. Add the card deck down the line, and the rules they understand.

BUILD A NEW BOARD

Place the *Citadel* hex first. Leave aside the *underground*. Shuffle all the tiles that rest: twelve of three shapes facing down. Spread them out for every guest—players get the same amount.

You may choose a placement style, either strict or free in pace. Strict: with turns to place a tile, pick a tile to flip and place. Free: with turns in loose freestyle, flip all tiles to see their face. These suggestions are worthwhile—loosely meant in either case:



Don't make dead-ends on the road;^T don't link roads if its two hexes.^X Place triangles scattered broad, so they don't end up connected.[!] Hexes may be placed abroad, starting islands disconnected. But the underground is odd—only rabbit holes connect it.

SETUP

Up to four players



2

DEAL THE CARDS

Lay the *court* in any order, after placing every tile.

These are *royal* cards and *jokers*, and will form a faceup aisle. What remains are *pips* in number, and the *aces* of each style.

Give a shuffle as in poker—form a facedown drawing *pile*.

Every player gets three cards, that's their *hand* to start the chase. They're resources each one guards, fund THE JOURNEY they will face. And pay royals their regards—per THE ACQUISITION phase.



3

SET THE TOKENS

Players choose their token rabbits, set them on the *Citadel*. And collect their matching carrots—they get three of these as well.

See what fits to **END THE GAME**, and select the quest you're on. If a circle marks this aim, set it on the hexagon.

Now select the starting player, and the order of the turns. Choose your way for this endeavor—it is none of my concerns.

This concludes the setup frame. Next you'll find the **INTRO GAME**.




SETUP must precede this frame, which explains the **INTRO GAME**. Learn each phase's role and name—then attempt the **STANDARD GAME**.

THE 4 PHASES of each turn

1ST THE LOTTERY

Start your turns by rolling dice, so that two results unfold. You may draw a one-card prize—if you show a card you hold. Prove it matches value-wise, either number you have rolled.




Please discard if caught with ten. Bring your hand to nine again.*

Hold the outcome of the dice. Transfers use it as **THE PRICE**.

2ND THE JOURNEY

You may choose a path to exit, from the current hex you're on. Move along the road selected, let your rabbit venture on. Cross small tiles but stop at hexes—reach the nearest hexagon.




Move on closer to your goal. Or perhaps don't move at all.

There are transportation modes. See **THE TRANSFERS** off the roads.

3RD THE ACQUISITION

It's your goal to claim the card—marked on hexes you set foot. Only there you may discard: ten or more in that card's suit. Place a carrot as your mark, and remove it from pursuit.




You may always be a guest. Make no claim and stop to rest.

Keep the royals in your hands. Get **THE INCREMENT** at once.

4TH THE INCREMENT

End your turns on a hex tile—if you don't end up ashore.** Get a new card from the pile, and your turn will be no more. You may need to first repile: shuffle what was spent before.



*Hands should not exceed nine cards. Anyone who's caught discards.

Off the board there's no reward. See the rules about **OFF-BOARD.

THE PRICE

To get transfers on the way, pay the total on the dice. And in case you overpay, then consider that the price. Use as many cards to pay—check each symbol qualifies.

Set aside the cards you spend—they're *discarded* once you're done. Royals may be spent as **10**, and the Aces are worth **1**.

If you spend a royal card, place it in the courtly aisle. And you must remove your mark—take your carrot off their tile.

THE TRANSFERS

If you venture on the paths, you'll move freely on your round. This includes the underpass—see the mountains farther down. Other movements have a **PRICE**, paid in suits upon the ground. Pay the total on your dice—that's the minimum amount.

TRANSFER VIA OFF-ROAD

Mountains, rivers and the woods, with two roads not far apart, let you hike between the two, cutting through the middle part. Pay with cards of proper suits—club or spade or even heart.

TRANSFER VIA MERCHANT

On the tiles the road is forked, there's a horse and boat to ride. Reach a hex across the board, dashing over tiles in stride. Or select a road to port, gliding on the seas outside. Choose a ride and reach your post—if you pay what has been priced. Landlocked merchants have no boats, since they're not by the seaside.

TRANSFER VIA JOKER

When you pass by any tavern, you may buy a joker card. Keep it till you'd like to travel, and release it afterward.


TRANSFER VIA RABBIT HOLE

Pay to travel cave to cave, use this trick to hop around. But if you prefer to save, pay a visit *underground*. Take this turn to wait and waive—hop on out the coming round.

OFF-BOARD

If you venture off the board, on a road that leads outbound, end your **JOURNEY** overboard, where no **INCREMENT** is found. Next your **LOTTERY**'s off-board, and you'll **JOURNEY** underground! There your **INCREMENT**'s restored, and you'll wait another round.

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



Now the challenge is afoot—add these strategies per suit. Yet this **STANDARD GAME**'s pursued once the **INTRO**'s understood.

CLOVERS (Clubs)

FLY AMONG KING TOWERS

Show one card before you roll, set **THE JOURNEY** to the skies. Pick a tower as a goal, if it beats the dice or ties. Or you'll miss the board and fall—play **THE LOTTERY** likewise. And whatever may befall, tumblers keep the card that tries. Land your flight and don't fall off, if you pay to reach the dice. Count how far your card was off: pay this shortfall to suffice. Note the hex where you took off, just the suit from there applies. You may trade the shown card off—where the clubs fulfill the price.

SPADES (Swords)

FIGHT PLAYERS FOR CARDS

You may steal a card at random, kicking someone off the board. You must meet to seize their item, and attack them with a sword. Both go back and forth in tandem, adding spades to beat what's scored. When no cards are thrown to sum them, then the struggler's kicked off-board.

Note that tying scores is barred, and discard the spades outpoured. If your target wins the war, they can't steal a card you hoard. If you steal a royal card, give one up if it's your fourth—take **THE INCREMENT**'s reward; matching carrots in accord.

HEARTS (Cups)

ACCESS THE QUEEN PALACES

Any player may contest, as you reach a queenly throne: "Show six points to prove you're blest, adding hearts from cards you own." Or declare you're honored guest, with the card that marks this zone. Off-board players can't request—they're not fit to cast a stone.

Yet before they check your cards, they're obliged to show their own. Even standing far apart: let the proof they're blest be known. If you prove at least six hearts, they'll discard what hearts they've shown. Either one who's wrong departs—off the board the meddler's thrown.

DIAMONDS (Gold)

TRADE AT JACK PLAZAS

All spent cards are being sold, every Jack will sell its suit. Browse the lot their houses hold, where you may obtain this loot. Match or overpay with gold, see the markings underfoot. Note the asterisk in bold—any suit at all will suit.

If agreed by all the parts, add **CONSENTED TRADES*** to boot: deal in turn with diamond cards, where both players have set foot. Never show your hand's rewards—strike a deal beyond dispute. If what's traded proves a farce, swindlers get the off-board boot.

If your turn falls off the board, take no **INCREMENT** this round. When a turn begins off-board, end your **JOURNEY** underground.

Try these **OPTIONAL ADDITIONS**. They'll refresh your future missions.

+ ADVANCED CITADEL

There are three distinctive assets, which are marked in this reboot. Question hearts to grant the access; buy with diamonds any loot; show you clubs for flying passes—shortfall's paid in any suit.

+ TIGHT SUITS

Have as many suits as players, and a set of road tiles too. If there's only three contenders, you'll remove a set and suit. Pick a fitting kind of ending: one that cards allow you to. Spades are often recommended—best for tribal game pursuit.

+ AMBIVALENT ACES

Choose to use them as **11**, any time you play an **Ace**. Or a **1** when it's deserving—lottery or marketplace.

+ CAPITAL ACES

Your first **Ace** is worth **11**, and the rest you spend are **1s**. As a record that it's spent then, keep it laid before your hands.

+ ADDITIONAL CAPITAL

When you play **CAPITAL ACES**, add a stable bonus tip. At the suit-appropriate places, they will grant an extra pip.

+ RESIDENTIAL FLIGHTS

When you fly from any tower, find more places to touch down. Clubs expand their flying power—reach a hex above the ground.

+ PRESENTIAL PALACES

If a guest comes where you rest, you may stand your queenly ground. Show enough hearts to contest—anywhere but underground.

+ TRAILING CARROTS

If your carrot's on a hex, you may visit in one round. Go to where you're headed next—you don't have to wait around.

+ WINDFALL LOTTERY

Win a bundle as the prize, give the lottery no limits. Honor cards that match the dice, and when matching double digits.

+ OVERTAXED HANDS

Trim the cards you hold on to. Up to six you may accrue.

+ SEIZED SURPLUS

Don't get caught with cards abound. Your revealer robs you down.

+ PATRIARCHAL VALUES

Have unequal value levels: **Ace** then **King** then **Queen** then **Jack**—from **14** until **11**—then consider why it's whack.

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