



The board game for playing cards  
on a quest through wonderlands



Video tutorial  
& translations

## GREETINGS

Hear ye, glorious messengers,

An auspicious quest is in order. The Order of Messenger Rabbits of the Citadel is ordering a race to procure the royals to be ordained as the new council of thirds. This is the highest order a rabbit of this order can get:

Visit the noble houses, deliver suitable cards to acquire three with royal letters, and bring them to the citadel, in that order.

Note that when I say "that order," I'm not referring to another Order of Messenger Rabbits, nor the order that drives this letter, but the order of the steps you must take, in order to restore order to the realm.

So, hoppity hop, in orderly fashion. Don't dawdle—no time to lose!

The White Herald

## OVERVIEW

Go through the 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. You may need turns to transpire until you have enough loot.



Make THE JOURNEY hex to hex—it's free if you take the roads.

Only pay to go on treks, or to ride horses and boats.

Wait before crossing hex tiles, and unless you're off the board, get 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 be the champ 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.
- **MONARCHY**: get a K + a Q + a J of any suit.
- **DIVERSE MONARCHY**: get a K + a Q + a J of three different suits.
- **TRIBAL**: get three royals of the same suit.



## SETUP

Up to 4 players



### THE BOARD

To play a JACK RABBITS' match, you must first complete a board; build a wonderland from scratch, to be charted and explored.

The lands you connect and 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.

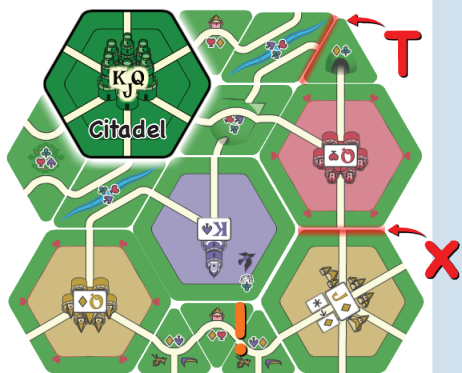
Deal by tile shape, equal shares—there are twelve of every kind—as you hand each player theirs, the division will be fine.

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 four tips will be worthwhile as guidelines in either case:



❖ Don't make **dead ends** (T) on the road, or join the **roads of two hexes** (X).

❖ Keep the **triangles** spread broad (!); it's best if they're not connected.

❖ To start an island abroad, just place a hex disconnected.

❖ The **underground** tile is odd; you will not have to connect it.



### 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". This holds "pip cards" of a number and "aces" of fancier style.

Each player will draw three cards to hold as the starting hands.

They are needed afterwards for THE JOURNEY through the lands, and for the royal rewards THE ACQUISITION demands.



### 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.

Each turn will feature THE PHASES—flip to read about their basis.





