




THE 4 STAGES IN A TURN

After **SETUP**, see this frame to complete a **BASIC GAME**. Learn this part—make this your aim—before playing the **FULL GAME**.

### 1. THE LOTTERY

Begin by rolling two dice and watch the digits unfold. You'll draw one card as a prize if you show one card you hold, proving that its number ties to one of the dice you rolled.



If you're ever holding ten, discard down to nine again.


Hold the outcome of the dice; their sum is the **OFF-ROAD PRICE**.

### 2. THE JOURNEY

Move to another hex spot if it's closer to your goal. Or choose to simply rest up; you don't have to move at all.

**TRAVEL FREELY BY ROAD**


From the current hex you're on, you may choose a path to exit. Move your rabbit as a pawn along the road you've selected, and stop at a hexagon: wait a turn to cross the hexes.



Hex tiles  
Road tiles

### 3. THE ACQUISITION

You may buy the royal card of the hex where you've set foot, if you're able to discard ten or more points of their suit. If a carrot's on their land, then forget this whole pursuit; but, if you pay the demand, place your carrot (put down roots); keep the royal card in hand, and claim **THE INCREMENT**'s loot.




Royal

You may visit residences without cost or consequences.


### 4. 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. If you find no cards, repile: shuffle the spent lot once more.



If you're ever holding ten, discard down to nine again.

No more actions should take place, and the next contender plays.



### OFF-ROAD PRICE

Off-road 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.

### PAYING WITH CARDS

Show and leave out what you spend; it's "discarded" once you're done. Royal cards will count as ten; aces are valued as one.

If you spend a royal card, take your carrot off their tile, and in this case, don't discard; it goes back to the court's aisle.


### PAY TO TRAVEL OFF-ROAD

You're free to explore the roads tracing continuous paths. The **mountains** have two of those, an "over" and "under" pass.

Other ways to get around will demand the **OFF-ROAD PRICE**; use the suits marked on the ground and pay the sum of your dice.

### OFF-ROAD SHORTCUTS

The **mountains**, **rivers**, and **woods**, have roads not too far apart. If you go off-road afoot, you may switch between two paths. To do this, pay with your suits—in this case, **clubs**, **spades**, or **hearts**.



### OFF-ROAD MERCHANTS

You may buy two types of rides on **crossings** where roads are forked. You'll gallop over the tiles to any hex on the board, or row on the seas outside to find a road from this port. As soon as you pay the price, you must move to your next post. Since they're not by the seaside, landlocked merchants won't have boats.

### OFF-ROAD JOKERS

You may buy a joker's card at **taverns** where they reside; and you keep them in your hand until you decide to ride.

### OFF-ROAD RABBIT HOLES

Pay to travel **cave** to **cave**—use this trick to hop around. But if you would rather save, take your rabbit **underground**. In this case, the payment's waived—hop on out in the next round.


### END UP OFF-BOARD

You may want to choose a road that takes you out of the grounds, and end your turn off the board, where **THE INCREMENT**'s not found. For, after you roll offshore, **THE JOURNEY** goes **underground**—there **THE INCREMENT**'s secured, and you'll leave after a round.

In a **FULL GAME** you'll include these unique traits for each suit.

### CLOVERS

Clubs



### FLY BETWEEN KINGS' 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, you'll fall **OFF-BOARD**, but keep your card anyway. And, **THE LOTTERY** still holds: you may match and claim the prize.

Spend some cards to reach the dice, save your flight, and don't fall off. What you must pay as the price is just how much you were off.

Use suits of the parting tower to pay the amount that's owed. The clubs' tower has a power: you may spend the card you showed.

### SPADES

Swords



### ATTACK OTHER RABBITS

You may steal a random card and kick someone else **OFF-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 board.

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 fourth; go to **THE INCREMENT** part and swap carrots in accord.

### HEARTS

Cups



### ENTER A QUEENS' PALACES


As you enter a queen's hex, any player may demand you show six points to the rest adding heart cards in your hand, or confirm that you possess the queen's card that marks the land.

Yet, to ask to see your hearts, they must show cards of their own, prove they meet the same demands for the entrance to this zone. They're kicked **OFF** and lose those cards, right after your hearts are shown. But if bluffing, you'll depart—off you go! Your cover's blown.

Any rabbits off the board may not nag those at the door.

### DIAMONDS

Coins



### TRADE AT JACKS' PLAZAS

All spent cards are being sold; each jack's 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 WHEN MEETING RABBITS

You may trade a suit for gold without showing what is offered. Swindlers will get thrown **OFF-BOARD** if a short change is uncovered.

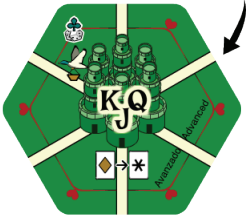
Try these **ADDITIONAL OPTIONS** once you have gone through the motions.

### FIRST ACES

Your first "Ace" is worth eleven—the others you play are ones. As a record that it's spent then, keep it in front of your hands.


### ADVANCED CITADEL

**Hearts** are used to grant you access; **Diamonds** buy you any loot; **Clubs** will get you flying passes—yet, to save flights, there's no suit.




### TIGHT SUITS

Have as many suits as players, and **one of each road tile** too; for instance, with two contenders, the game will only use two.



### SHORT HANDS

You must be a wiser spender on the quest that you pursue; your hand of cards will be slender, up to six to hold on to.



### PERMANENT ACES

Get an additional tip after spending your first Ace; it counts as one extra pip when needed at any place.

### WINDFALL OF PRIZES

You may win more than one prize, **THE LOTTERY** has no limits—whether cards that match the dice, or a roll of double digits.

### TRAIL OF 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.

### PATRIARCHAL VALUES

Have unequal value levels—if you don't think that is whack—from fourteen down to eleven, for the **Ace**, **King**, **Queen** & **Jack**.

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