

## 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.

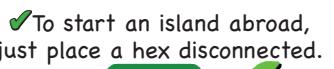
If you're ready, read ahead—CREATE A BOARD of your own.

Or consider this instead, build the sample as is shown.

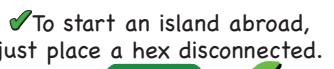
**CREATE A BOARD**  
Place the citadel hex first. Leave aside the **underground**. Pile and shuffle all the rest, every single tile face down. Deal by tile shape (equal shares)—there are twelve of every kind—as you hand each player theirs, the division will be fine. To place them, first choose a style 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:



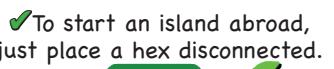
To start an island abroad, just place a hex disconnected.



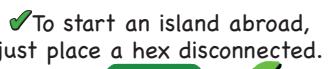
Avoid mismatching the road, or matching roads of two hexes.



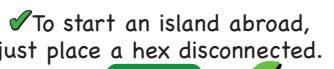
Citadel



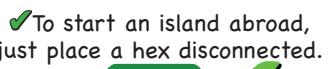
Underground



Keep the triangles' spread broad; it's best if they're not connected!



The black tile with caves is odd; you will not have to connect it.



### THE CARDS

Get the deck of cards in order after placing the last tile. Remove each face card and joker; display 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. They are needed afterwards for THE JOURNEY through the lands and to pay for the rewards THE ACQUISITION demands.

**OPTIONAL: PERMANENT ACE**

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



**OPTIONAL: TIGHT SUITS**

Have as many suits as players, and one of each road tiles too.

For instance, with two contenders, the game will only use two.



**OPTIONAL: ADVANCED CITADEL**

Hearts are used to grant you access;

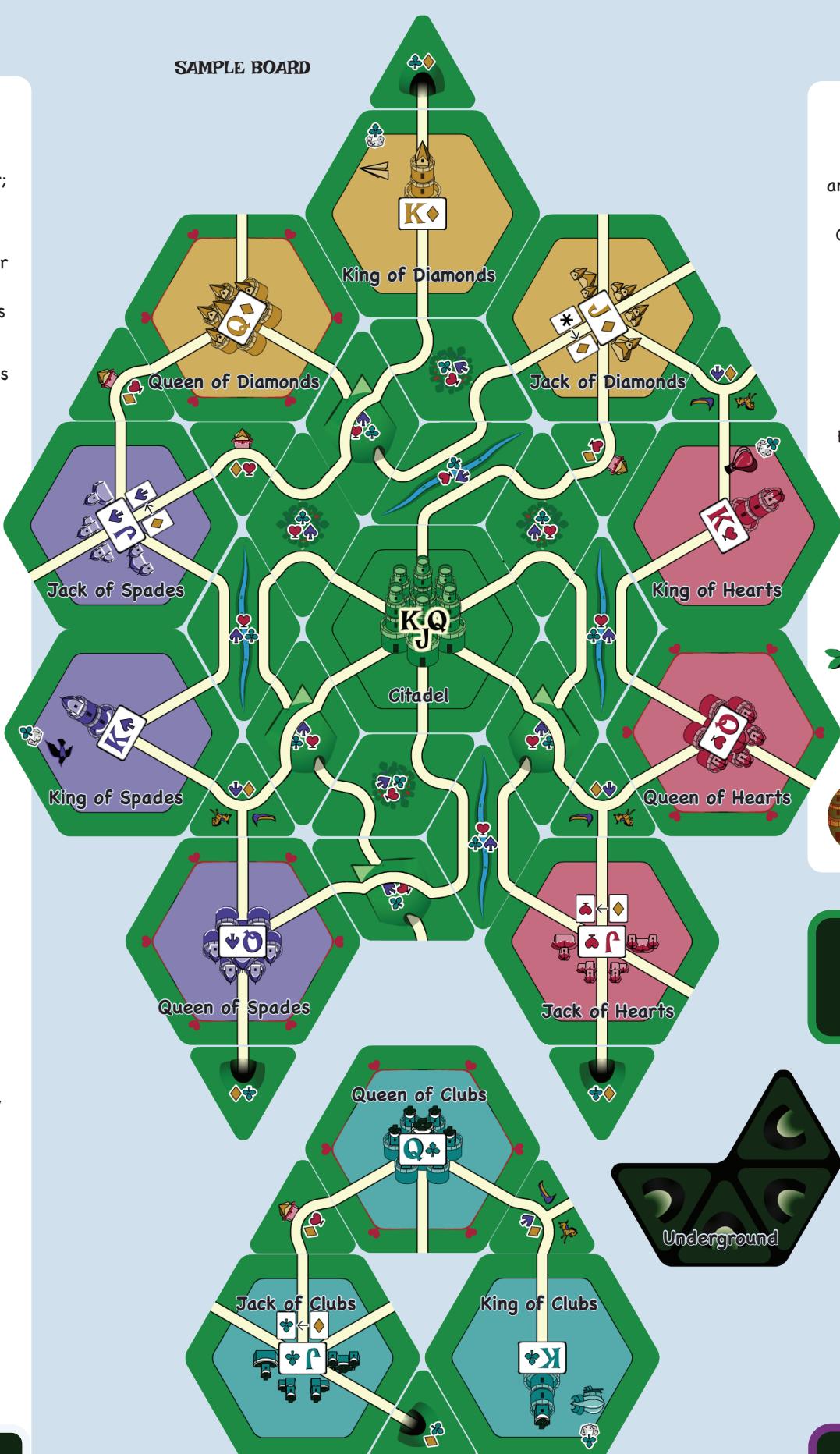
Diamonds buy you any loot;

Clubs will get you flying passes,

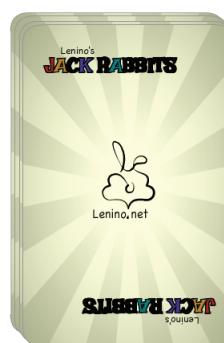
but here there's no saving suit.



### SAMPLE BOARD



Court of royal cards and jokers, and pile of aces and numbers.



### OPTIONAL: TRADE AT JACK'S PLAZAS

Have as many suits as players, and one of each road tiles too. For instance, with two contenders, the game will only use two.

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### THE TOKENS

Players will select their **rabbets**, 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 consists of 4 STAGES. Find them on the following pages.



Rabbits and carrots to claim, and marks from ENDING THE GAME.



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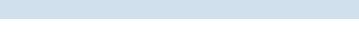
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### GREETINGS

Hear ye, glorious messengers. An auspicious quest is in order. The Order of Messenger Rabbits of the Citadel orders a race to produce royals to be ordained as the council of thirds. This is the highest order a rabbit of this order can get:

Visit the royals, procure three of their cards, and bring them to the citadel, in that order.

When I say "that order," I'm not referring to another Order of Messenger Rabbits elsewhere, nor the order that motivates this letter, but the order in which these events shall take place.

So hoppy hop in orderly fashion! Please do this in order to restore order to the realm.

The White Herald



Video tutorial

### 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 to wait a while until you have enough loot.



Make THE JOURNEY hex to hex. It's free if you go by road.

Only pay to go on treks, or to ride a horse or boat.

Wait before crossing hex tiles, and unless you've gone off-board, get a new card from the pile—that's THE INCREMENT you're owed.

### ENDING THE GAME

Return to the citadel with three royal cards in hand. In this game, 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: (none) get three royals of any sort

DIVERSE: get three royals of different suits

MONARCHY: get a K, a Q and a J of any suit

DIVERSE MONARCHY: get a K, a Q and a J of three different suits

TRIBAL: get three royals of the same suit

**OPTIONAL: PATRIARCHY**  
Have unequal value levels—if you don't think that is whack—from fourteen down to eleven, for THE ACE, King, Queen & Jack.

### 4 STAGES IN A TURN

#### STAGE 1

##### THE ROLL

Roll the dice and then devise how THE JOURNEY will unfold. You'll draw one card as a prize right after the dice are rolled if you prove one of the dice matches a card that you hold.



If you're ever holding ten, discard down to nine again. THE FIRST ACE won't match a die—it's worth eleven; that's why.

Hold the outcome of the dice; their sum will become THE PRICE.

##### THE PRICE

Going off-road, on the way, costs 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.

##### THE PAYMENT

Show and leave out what you spend; it's "discarded" once you're done. Royal cards will count as ten; aces, eleven or one.\*

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

##### THE FIRST ACE

Your first ace is worth eleven—the others you get are ones. As a record that you spent it, keep it in front of your hands.

##### CLOVERS

FLY BETWEEN KING'S TOWERS Show one card before THE 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. The basic dice rules still hold; you may match and claim the prize.

Spend some cards to reach the dice, and you'll avoid falling 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

ATTACK OTHER RABBITS You can 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

ENTER A QUEEN'S 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 JACK'S 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.

**OPTIONAL: TRADE WHEN MEETING RABBITS**

Rabbits wont show what is offered, and trade any suit for gold.

If a short change is uncovered, the swindlers gets thrown OFF-BOARD.