



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,
to display the win condition:

- SIMPLE: get any three royal cards.
- DIVERSE: get any three royals, each from a different suit.
- MONARCHIC: get a K + Q + J, any suits.
- DIVERSE + MONARCHIC: get a K + Q + J, each from a different suit.
- TRIBAL: three royals of the same suit.



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 the sample right ahead,
or a NEW BOARD of your own.

If there's 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—
all three shapes must lay facedown.

Draw by shape in equal shares,
there are twelve of every kind.

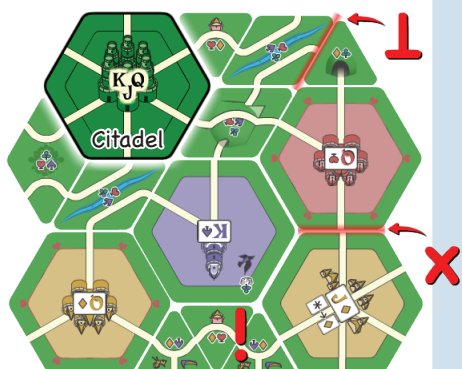
As the players gather theirs,
the division comes out fine.

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
as a guide in either case:



Don't make dead-ends on the road; T
don't connect two roads from 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



DEAL THE CARDS

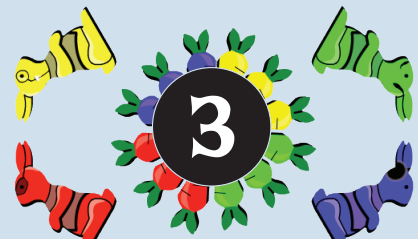
Lay the court in any order,
after placing every tile.

With these royal cards and jokers,
you 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,
as their hand to start the chase.
They're resources each one guards,
for THE JOURNEY they will face.
And they'll pay for the rewards,
in THE ACQUISITION phase.



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 just 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 never 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 pips that 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

For the transfers on the way, pay the total on the dice. But in case you overpay, then consider that the price. Use as many cards to pay—if 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

Venture all along a path, and move freely on your round—even through an underpass, see the mountains farther down. Other movements have a **PRICE**, paid in suits upon the ground. Use 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**

Check out where 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, once 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. Once your **LOTTERY**'s off-board, end your **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, take **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. See the hex where you took off, just the suit from there applies. You may trade the shown card off, if 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 the cards 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 Queen's card as is known. Off-board players can't request—they're not fit to cast a stone.

But before they check your cards, they're obliged to show their own. Even standing far apart: prove they're welcome in this zone. If you prove at least six hearts, they will lose the cards 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, meet to trade or to dispute. Never show your hand's rewards—strike a deal for your pursuit. If what's traded proves a farce, swindlers get the off-board boot.

If your turn falls off the board, get 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 gain 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 one 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 in front of 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. You may reach with the clubs' power any hex above the ground.

+ **PROVISIONAL PALACES**

Show your hearts while taking rest: six or more within your count. Question all incoming guests—never do this underground.

+ **TRAILING CARROTS**

If your carrot's on a hex, you may visit and move on. Go to where you're headed next—needn't wait to move along.

+ **WINDFALL LOTTERY**

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

+ **OVERTAXED HANDS**

Cap the cards you may accrue—up to six to hold on to.

+ **SEIZED SURPLUS**

If withholding cards you're found, 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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