

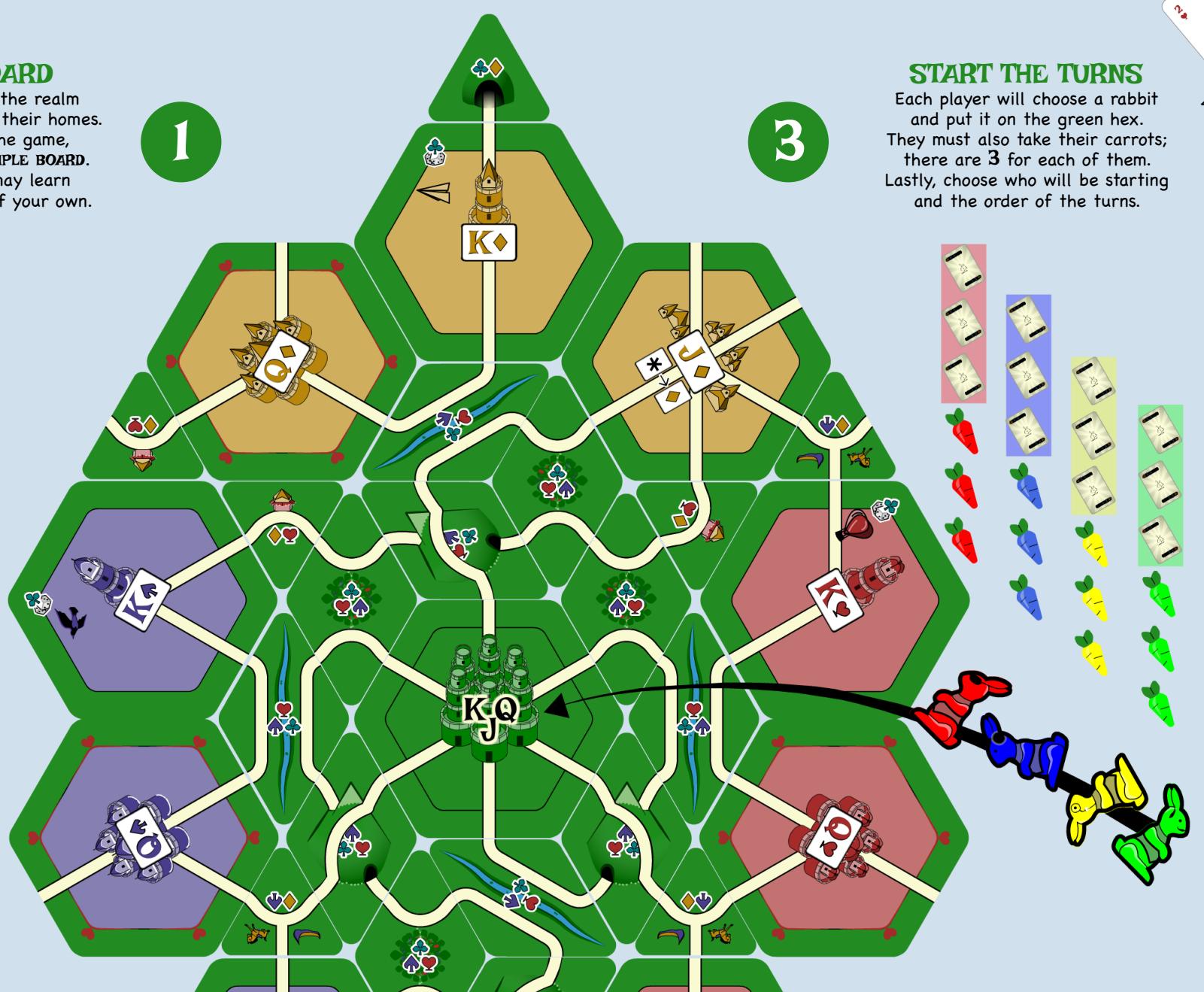
TABLE SETUP & SAMPLE BOARD

BUILD A BOARD

The pieces will form the realm where royal cards have their homes. If you are new to the game, let's build out this **SAMPLE BOARD**. In the future, you may learn to **BUILD NEW BOARDS** of your own.



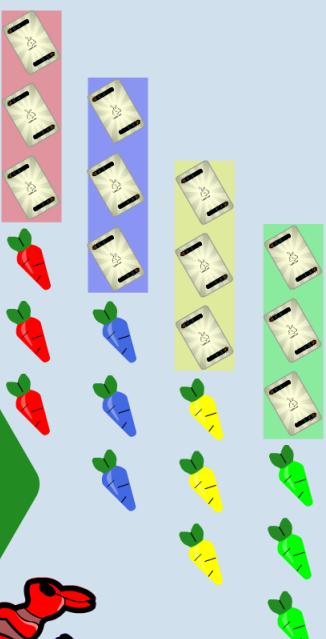
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START THE TURNS

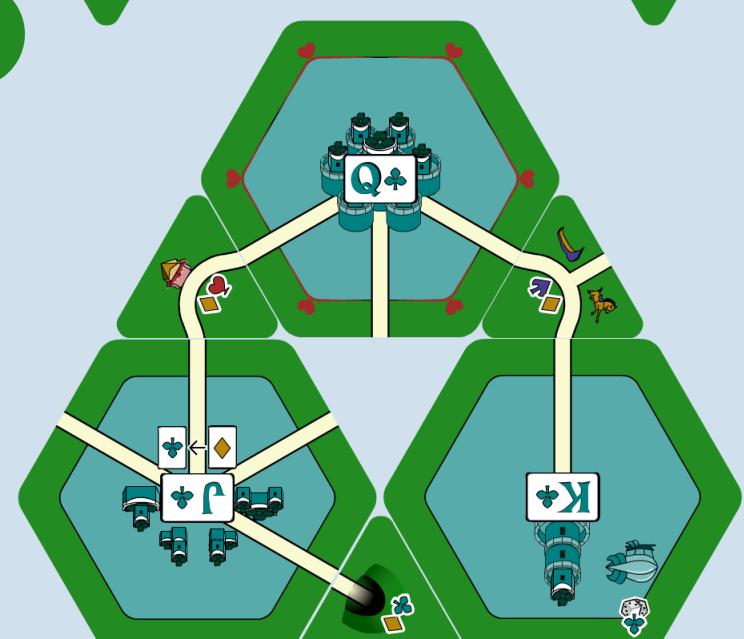
Each player will choose a rabbit and put it on the green hex. They must also take their carrots; there are 3 for each of them. Lastly, choose who will be starting and the order of the turns.



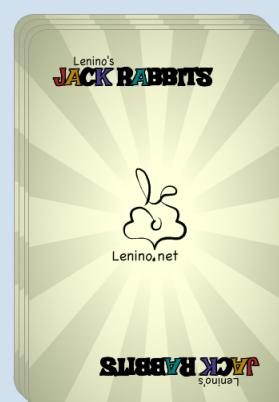
DEAL THE CARDS

First, remove face cards and **JOKERS** and display them on a line. Then, let's shuffle all the others to create a facedown pile. And, from these Aces and numbers, each player will get 3 cards.

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This green section's all you need for your **FIRST GAME** to succeed.

MOVING YOUR RABBIT

Take your rabbit on a road from the hexagon it's on through the tiles that it traverses. At the end of every trek you should reach another hex. Wait a turn to cross the hexes.

Getting royals will require spending 10 points of their suit. You may need to wait a while before starting the pursuit, or go visit any tile as a pit stop on your route. You get new cards from the pile whether you move or stay put.



GOAL OF THE GAME

Go through the realm, turn by turn, and visit the royal lands. Be the first one to return with 3 royals cards at hand.



IN YOUR TURN you may do these:
Move to another hex tile.
Buy the royal card you see.
Get a new card from the pile.

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GETTING ROYALS

To obtain a royal card, visit their home and discard at least 10 points of their suit. You must have carrots at hand to leave one there as your mark; end your turn and get the loot. Others may visit the land, but not buy the card you took.

PAYING WITH CARDS

Discard the cards used to pay on a place close to the board.

The players may overpay, and add cards for their worth.

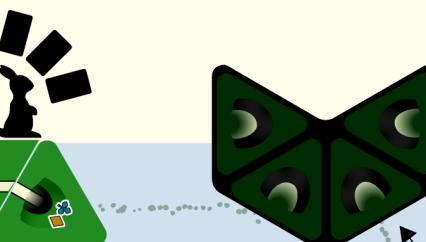
Aces are worth 1, no more. And a royal is worth 10. If you let a royal go, take your carrot off their den.

ENDING YOUR TURN
You'll end up on a hex tile or go **OFF** (see **GOING OFF**). Get a new card from the pile, if your rabbit's on the board. Reshuffle discarded cards when the facedown pile is done.

ENDING THE GAME

The first player to come back to the castle hex (in green), while they're holding in their hand any 3 royal cards, wins.

Suits and letters on these cards are not a relevant thing.



CROSSING THE UNDERGROUND
Triangle tiles with a **cave** are gates to the underground, which is technically a hex, so you must wait to get out. Yet, if you pay at its gate, you'll skip it and get right out.

GOING OFF
You may want to leave the land through an unconnected road. You won't collect a new card when your rabbit has gone **OFF**. But, it will go **UNDERGROUND** when your turn begins offshore.



SUITS ON THE WAY

You will see suits on the tiles. This means there's an action there. Roll (once per turn) on the dice; that's the minimum to pay. The suits there may be combined. You loose what you overpay.

TREKKING
Every tile is free to cross along a continuous path; in mountains, these go across the tunnel or overpass. But, to switch between two roads, you'll need to **discard** to pass.



REGULAR GAMES should include special actions for each suit.

SPADES (OR SWORDS)

Your Might



ATTACK OTHER RABBITS
Meet a rabbit and draw spades to rob them a random card, unless they draw higher than; the loser goes **OFF** the land. Observe the rules, if you take a royal card from their hand: swap the carrots; end your turn; if you have four, discard one.



Do discard all dueling cards.

DIAMONDS (OR GOLD)

Your Wealth



EXCHANGE IN J-TOWNS
The discarded cards are sold at the J hex of their suit. Exchange what you take for gold, as the icons tell you. The asterisk (*) on the board means that any suit will do. When a new pile must be formed, all the towns will lose their loot.



Don't repay what's overpaid.

HEARTS (OR CUPS)

Your Charm



ENCHANT AT Q-PALACES
To visit any queen's hex, show 6 heart points in your hand. Or sneak in, if none requests you reveal them beforehand. But, they may only protest as soon as you reach her land. You may also be her guest, if you're holding that queen's card.



Show these hearts, do not discard.

CLOVERS (OR CLUBS)

Your Wisdom



FLY FROM K-TOWERS
Show one card before you roll, to attempt a clover flight. If the dice are higher, fall **OFF** the board, now from the sky. Otherwise, go reach your goal: any tower you may like. Keep the clover card you showed, whether you fall or you fly.



Needless sign, but neat design

If you want to raise the stakes, add some rules for **ADVANCED GAMES**.

DIFFICULTY LEVELS
Choose how the story must end: a **Court** of three royal cards, a **Monarchy** (J, Q, K), or a **Tribe** with suits that match.

A

ADVANCED ACES
Your first ace is worth 11 and you don't need to discard. You'll have that +1 forever. Keep it in front of your hand.

B

ADVANCED CARROTS
You won't have to make a stop, if your carrot's on that spot.

C

PATRIARCHY
Have unequal value levels, from 14 down to 11, for Aces, Kings, Queens & Jacks.

ADVANCED SUIT ACTIONS



Duelers may get back their cards, if agree to call it off. Plus, instead of using might to beat robbers **OFF** the board, you may beat them with your hearts and no one will be thrown **OFF**.



Now, when you ask to see hearts, those who bluff will get thrown **OFF**. Yet, you must first show your charm, while your rabbit's on the board. You'll be **OFFed** and loose these card if your accusation's wrong.



Announce an amount of gold you'd like to trade for a suit. Meet a seller on the board to reveal each other's loot. If someone's short, they're thrown **OFF**; and the deal is off to boot.



Before falling **OFF** the sky when your card is not enough, you may subtract form the dice by discarding something off: suits from where you took flight, next to the K on the floor.