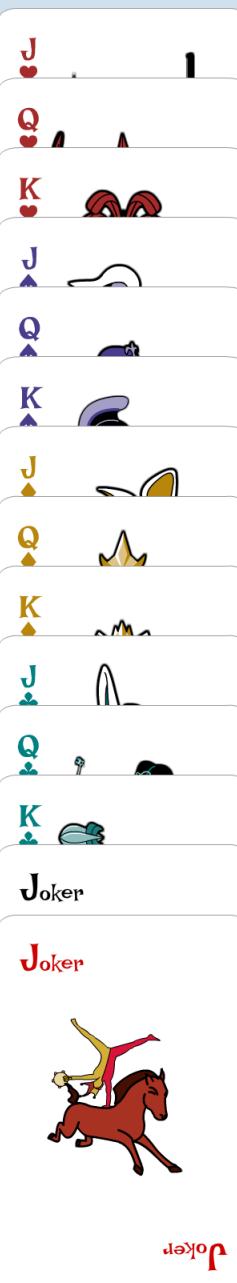


TABLE SETUP & SAMPLE BOARD

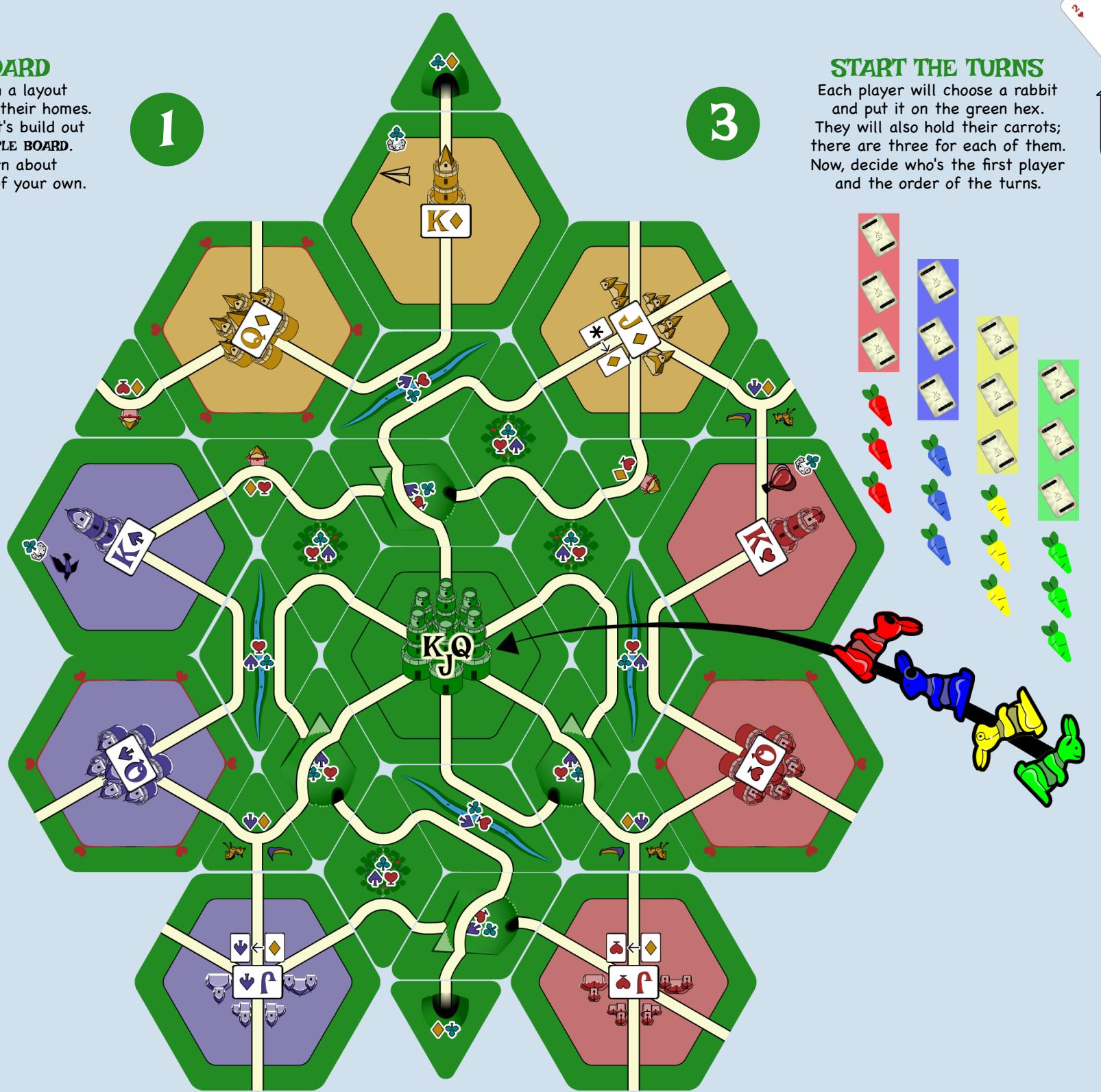
BUILD A BOARD

The pieces will form a layout where the royals have their homes. On your first game, let's build out the one on this **SAMPLE BOARD**.

Later you may learn about **BUILDING NEW BOARDS** of your own.



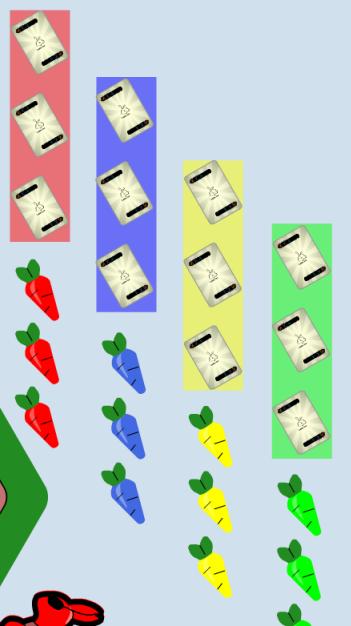
1



3

START THE TURNS

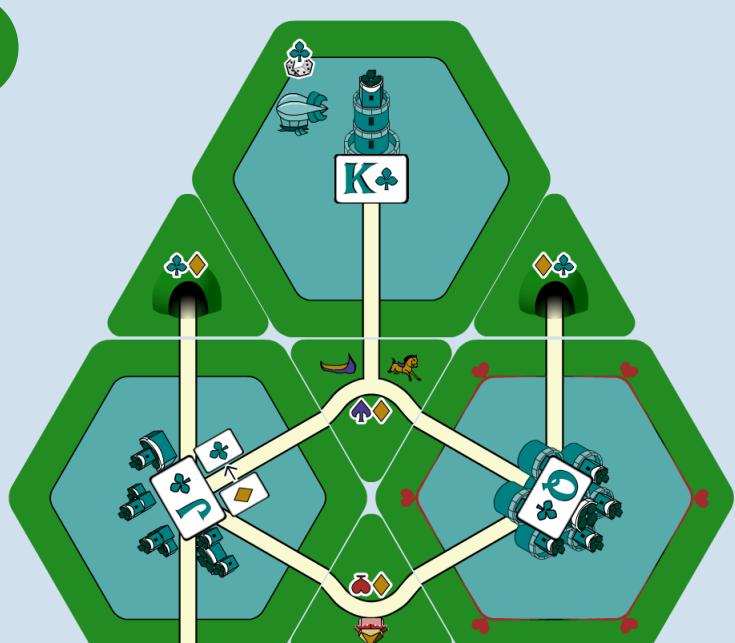
Each player will choose a rabbit and put it on the green hex. They will also hold their carrots; there are three for each of them. Now, decide who's the first player and the order of the turns.



DEAL THE CARDS

Remove all face cards and **JOKERS** to display them on a line. Now, the ases and the numbers are shuffled into a pile. Give 3 of these to each players, don't let others see their cards.

2



BUILDING NEW BOARDS

For a game after your first, try to build a brand new land. Start by placing the green hex, and leave the black one aside. Distribute to all the rest and take turns placing the tiles.

Match the tiles by fields and roads, but not roads between two hexes. To add islands to the board, place a hex as independent. The black tile with caves is odd and will remain unconnected.



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

MOVING YOUR RABBIT

From the hexagon it's on, take your rabbit on a road through all the tiles it traverses. As the rabbit hops and treks, it may reach another hex. Wait a turn to cross the hexes.

Visit those where you amount at least **10** points of their suit. You may need to wait around before starting the pursuit, or go visit any grounds as a pit stop on your route. When **ENDING YOUR TURN** each round, a new card you may accrue.



SUITS (OR PIPS)

You will see suits on the tiles. They mean 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.



Things you may do in a turn:

- Move to another hex tile.
- Buy the royal of the hex.
- Get a new card from the pile.

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 to. An asterisk (*) on the board means that any suit will do. When a new pile must be formed, all the towns will loose 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. Others 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 is higher, fall **OFF** the board, now from the sky. Otherwise, you reach your goal: any tower you may like. Keep the clover card you showed, whether you fall or you fly.



Needless sign for 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. It counts as **+1** forever. Keep it in front of your hand.

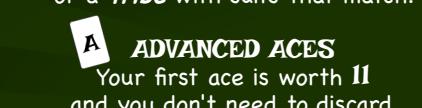
TIGHT SUITS
There should be one suit per player, and a set of roads with them. For example, 3 contenders means 1 suit is off the game.

ADVANCED CARROTS
You don't have to make a stop, when you carrot's on that spot.

PATRIARCHY
Have unequal value levels, from **I4** down to **II**, 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**.



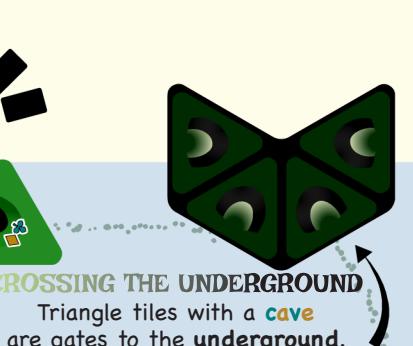
Announce an amount of gold you'd like to trade for a suit. Meet a seller on the board to reveal each other's loot.

If someone's short, they're thrown **OFF**; and the deal is off to boot.

ENDING YOUR TURN

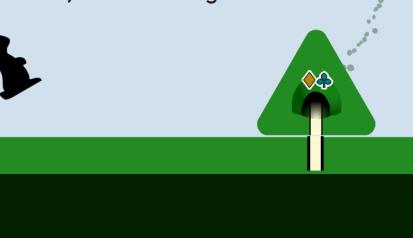
You'll end up on a hex tile or go **OFF** (see **GOING OFF**). Get a new card from the pile, if your rabbit's on the board. When the pile is done, compile all cards discarded before.

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**. This tile is an odd black 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.



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

