



# SETUP

2 to 4 players

**1**

## BUILD A BOARD

Build a new board for each game; so that, when the race begins, the layout is not the same, and the best explorer wins. The board tiles will form a realm where each royal has a home. If you're ready, read ahead; BUILD A NEW BOARD of your own. Or consider this instead, build the sample as is shown.

### BUILD A NEW BOARD

#### I. SEPARATE THE TILES

Place the citadel hex first. Leave aside the underground. Then you'll gather all the rest, and shuffle them facing down.

- Match the tiles expanding roads, as long as it's not 2 hexes.

To start islands on the board, place a hex as independent.

Underground

- To start islands on the board, place a hex as independent.

Underground

#### II. DISTRIBUTE THE TILES

Each participant will take the same number of each kind. Since there's 12 of every shape, this division will be fine.

- Try to avoid making rows of triangle tiles connected.

Underground

#### III. PLACE THE TILES

Take turns placing the tiles; say: "What you flip, you must place." Or say: "Let's place them freestyle." But learn these rules anyways.

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

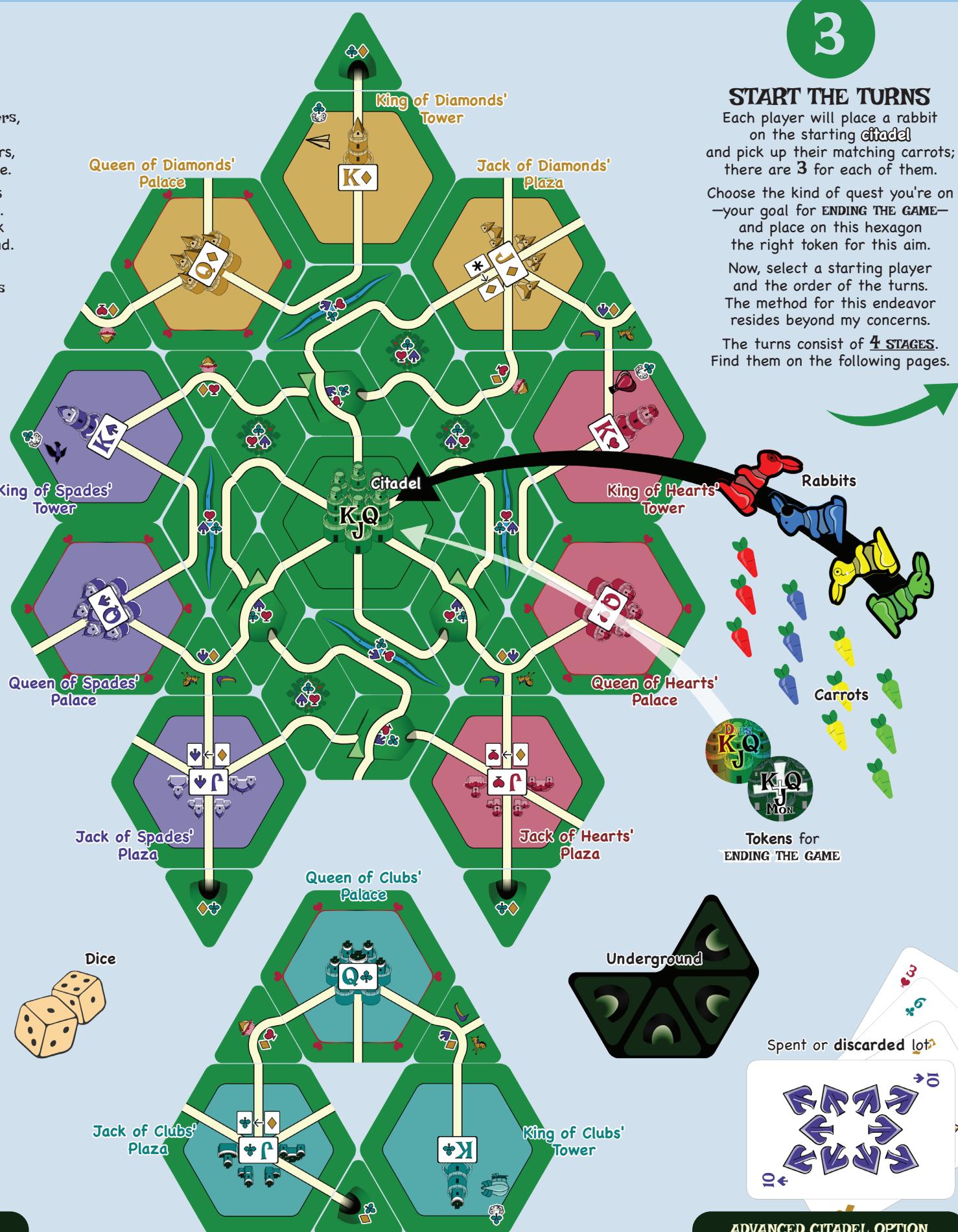
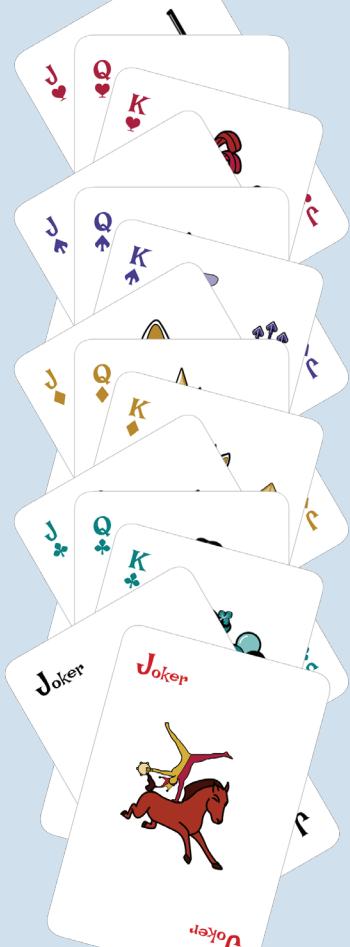
**2**

## DEAL THE CARDS

Remove the face cards and Jokers, and line them up in an aisle. Then you'll shuffle all the others, which will form a facedown pile.

Each player will draw 3 cards to hold as their starting hand. Cards are needed for the task and to journey through the land.

Line of royal cards and Jokers



**TIGHT SUITS OPTION**  
Include one suit for each player and one set of road tiles too. For instance, with 3 contenders, you'll be removing 1 suit.

**3**

## START THE TURNS

Each player will place a rabbit on the starting citadel and pick up their matching carrots; there are 3 for each of them. Choose the kind of quest you're on—your goal for ENDING THE GAME—and place on this hexagon the right token for this aim. Now, select a starting player and the order of the turns. The method for this endeavor resides beyond my concerns. The turns consist of 4 STAGES. Find them on the following pages.



Video tutorial

## GREETINGS FROM THE CITADEL

Hear ye, glorious messengers. As the most loyal members of the Order of Messenger Rabbits of the Citadel, an auspicious quest is in order. This one is the highest order a rabbit of this order can get:

Seek audiences with the royals, procure 3 of their royal cards, and bring them back to the citadel, in that order.

When I mention "that order" here, I don't mean there's another order like our Order of Messengers that you need to find elsewhere. Furthermore, I don't mean the order given as a request in this letter, but the order in which these events shall take place.

So, happily hop! Please do this in order to restore order to the realm.

The White Herald

## OVERVIEW

Go through the realm, turn by turn, making stops on royal land. Win the game when you return with 3 royal cards in hand.



**THE ACQUISITION** requires 10 points of a royal's suit. You may need to wait a while until you have enough loot.

Make THE JOURNEY hex to hex; never stop while on the road.

Get a new card when you rest; that's THE INCREMENT you're owed.

You may go through caves or treks, ride a horse or row a boat, but make sure to end your turns on the hexes of the board.

If you're stuck and can't return, you may choose to hop OFF-BOARD.

## ENDING THE GAME

Return to the citadel with 3 royal cards in hand. In this race, you must excel to be the champ of the land.

Select, before the game starts, a desired winning condition. Each one of these options adds a new challenge to your mission.

**SIMPLE:** 3 royal cards of any sort

**DIVERSE:** 3 royal cards of different suits

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

**DIVERSE MONARCHY:** a K, a Q, and a J of 3 different suits

**TRIBAL:** the 3 royal cards of the same suit

**PATRIARCHY OPTION**  
If you like the wretched thing, have THE ACE be worth 14; and the Jack, the Queen & King: 11, 12 & 13.

## THE 4 STAGES IN A TURN

This section has all you need for BASIC GAMES to succeed. Have a basic go at first 'til you're ready for the rest.

### 1<sup>ST</sup> THE ROLL

Start your turn rolling 2 dice; you will need these numbers shortly, not for moves but for THE PRICE of the actions on THE JOURNEY.



#### THE PRIZE

If you prove one of the dice matches a card that you hold, you'll draw one card as a prize right after the dice are rolled.

If you're ever holding 10, discard down to 9 again.

Your first ace won't match a die. Read THE ACE and you'll see why.

### 2<sup>ND</sup> THE JOURNEY

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

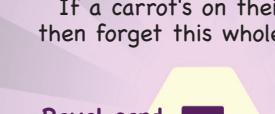


**GOING ON A ROAD**  
From the hexagon you're on, you will choose a path to exit. Take your rabbit all along the path that you have selected 'till you reach a hexagon; wait a turn to cross the hexes.

You may visit any hex even if it's just to rest.

### 3<sup>RD</sup> THE ACQUISITION

You may buy the royal card of the hex where you've set foot if you're holding in your hand 10 or more points of their suit. If a carrot's on their land, then forget this whole pursuit.

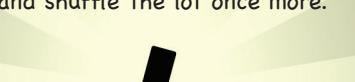


**Royal card** **Carrot**  
Put your carrot on their land once THE PAYMENT has been waged. Keep the royal card in hand and play THE INCREMENT stage.

You may visit any hex even if it's just to rest.

### 4<sup>TH</sup> 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. When the cards run out, compile and shuffle the lot once more.



If you're ever holding 10, discard down to 9 again. After concluding this phase, no more actions should take place.

### ROAD TILES

Each transaction 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 10; aces\*, 11 or 1.

If you spend a royal card, take your rabbit off their shrine. And, in this case, don't discard, put it back into the line.

**\*THE ACE** Your first Ace is worth 11; the others you get are ones. As a record that you spent it, keep it in front of your hands.

### ROAD TILES

Your rabbit is free to move along the continuous paths. In the mountains, you'll go through an "under" or "over" pass.

Other ways to get around will demand you pay THE PRICE. Look for markings on the ground for every suit that applies.

**TREKKING BETWEEN 2 ROADS**  
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, either spades, clubs, and/or hearts.

**INNS**  
You may buy a Joker's card at the inns where they reside, and these you keep in your hand until you decide to ride.

### CAVES

These tiles—where the road is forked—will sell you two types of rides. Reach any place on the board galloping over the tiles, or find a road from this port by rowing the seas outside.

You must move to your next post as soon as you pay the price. Landlocked merchants won't have boats, since they're not by the seaside.

### GOING OFF-BOARD

If you're stuck, you may hop off from a tile by the seaside.

You must exit by a road that leads all the way outside. Since you will end off the board, THE INCREMENT is denied.

When your turn begins offshore, THE JOURNEY goes underground.

THE INCREMENT is assured but you must wait to hop out.

### A COMPLETING GAME

will include these unique traits of each suit.



### SPADES (OR SWORDS)

**ATTACK OTHER RABBITS**  
You can steal a random card and kick someone OFF the board if you meet them where they stand and play 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 floor. The cards you use will be spent.

**Do not reply with a draw.**  
Only you may steal from them if you beat them in the brawl.

When you steal a royal card, discard one if it's your fourth, go do THE INCREMENT part and swap carrots, nothing more.



### DIAMONDS (OR GOLD)

**EXCHANGE AT JACKS' PLAZAS**  
All spent cards are being sold at J hexes of each suit. What you buy, replace with gold like the icons tell you to.

But the star\* that's on the board means that any suit will do. When the pile needs to reload, these markets run out of loot.

The cards you use will be spent.

**TRADE WITH OTHER RABBITS**  
Players who meet on the board can agree with one another to trade any suit for gold without showing what's being offered.

Deceivers are thrown OFF-BOARD when they're exposed by the other.



### HEARTS (OR CUPS)

**ENCHANT AT QUEENS' PALACES**  
To visit any queen's hex, show 6 hearts with your cards; or don't if no one requests you reveal them when you land. You are also the queen's guest if her card is in your hand.

To request to see your hearts, they must show 6 of their own. They'll be OFFed and lose those cards after your 6 hearts are shown.

But if bluffing, you'll depart; OFF you go! Your cover's blown.

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



### CLOVERS (OR CLUBS)

**FLY BETWEEN KINGS' 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. And, eitherway, once you've rolled, you're allowed to win 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. The clubs' tower has a power; you may spend the card you showed.