

SETUP

2 to 4 players

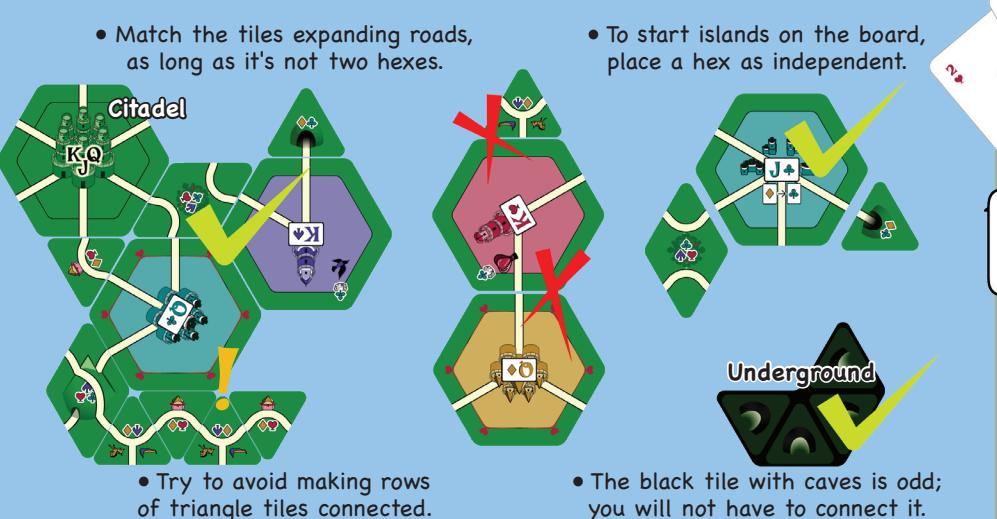
1

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.
- 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.
- III. PLACE THE TILES Take your turns placing the tiles. You'll hardly make a mistake. This part is very freestyle. Here are the rules not to break:



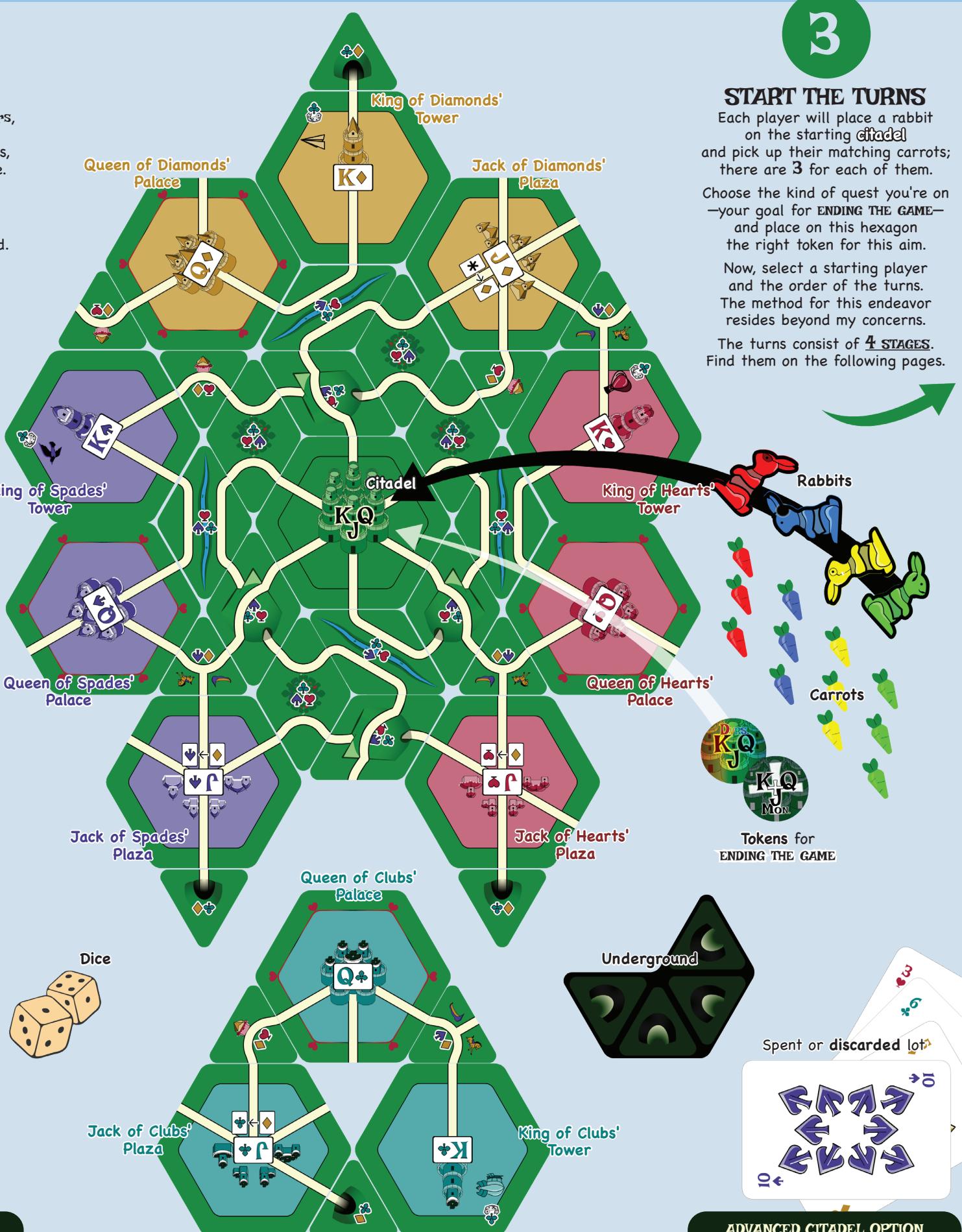
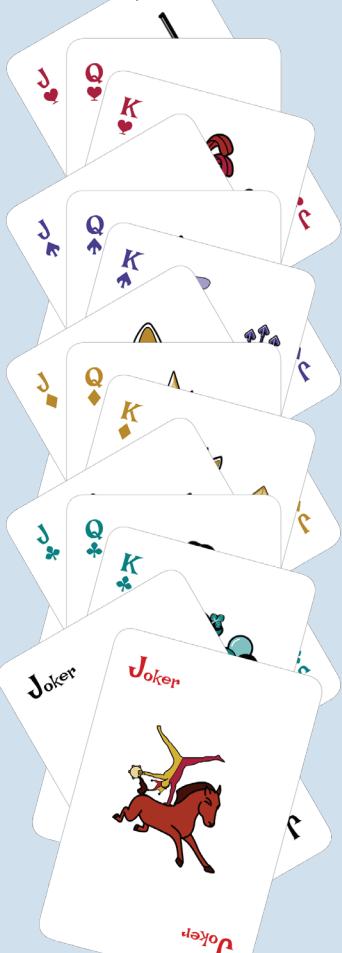
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DEAL THE CARDS

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.

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.

1ST 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.

2ND 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.

3RD 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.



Rabbit 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.

4TH 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

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

Pay to travel between caves; select one and hop on out. But if you don't want to pay, take your rabbit underground. Your turn will end at that place. Hop on out in the next round.

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.

MERCHANTS

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.

Woods

Mountain

River

Cave

Off-Board

Inn

Merchant

Spade

Club

Heart

Diamond

Sword

Spade

Club

Heart

Diamond

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