

# START

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.



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.

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:

Try to avoid making rows of triangle tiles connected.

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

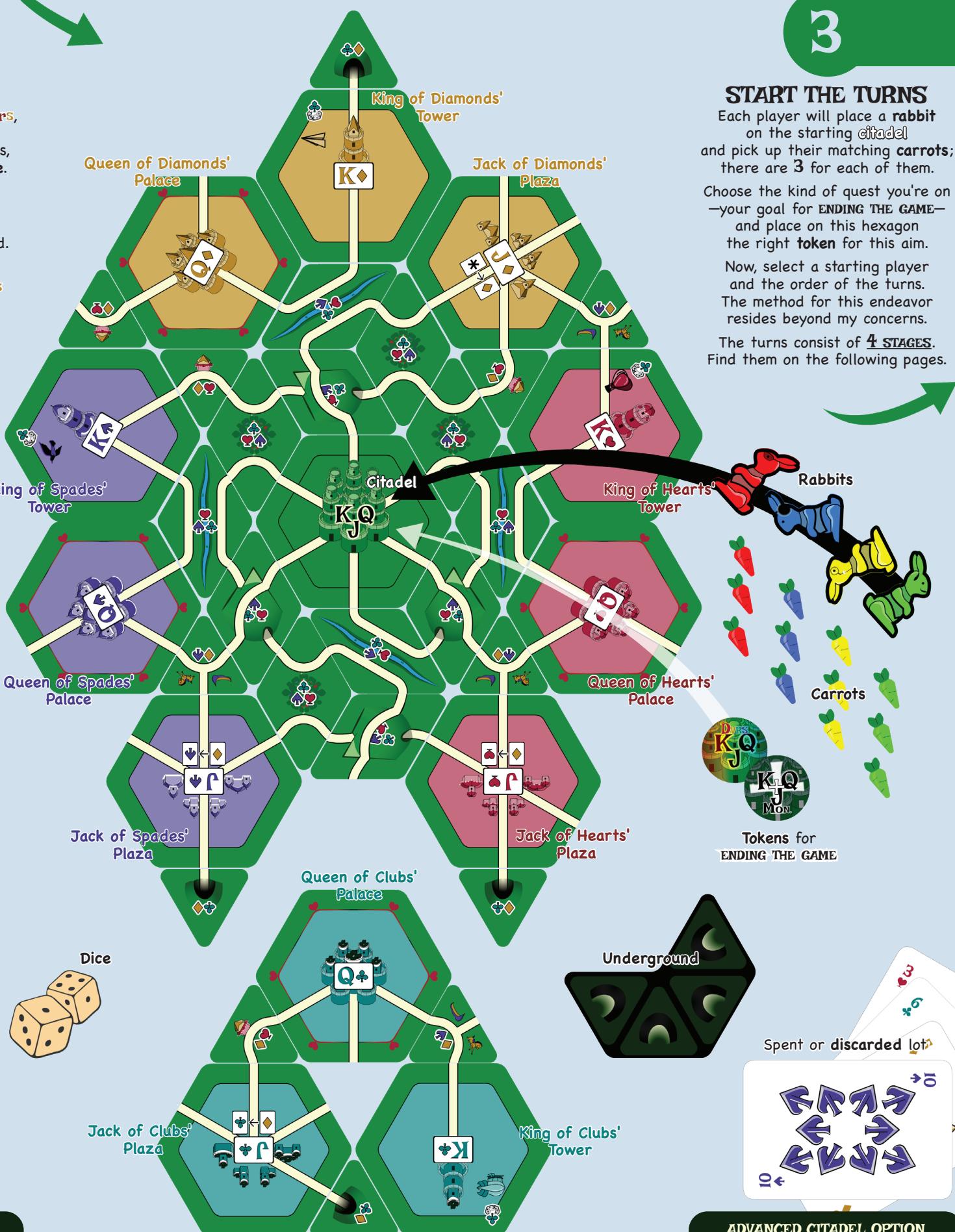
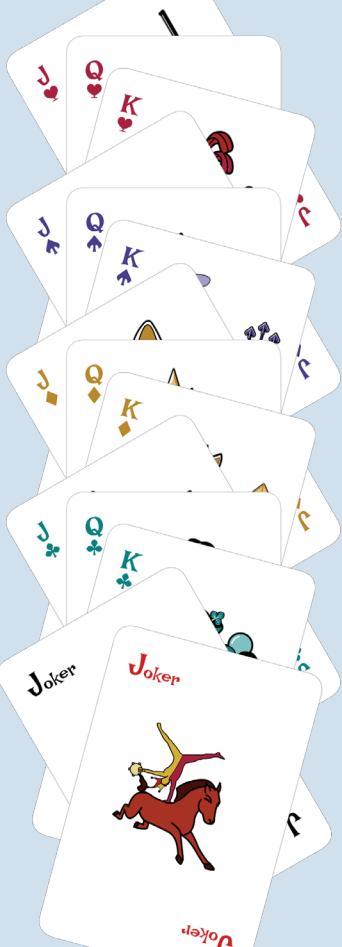
**2**

## 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.

THE 4 STAGES IN A TURN

**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.



4

**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.

**THE PRICE**  
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.

Worth 11

**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.

Worth 10

**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,

do THE COMPENSATION part,

and swap carrots, nothing more.

Worth 10

Worth 10