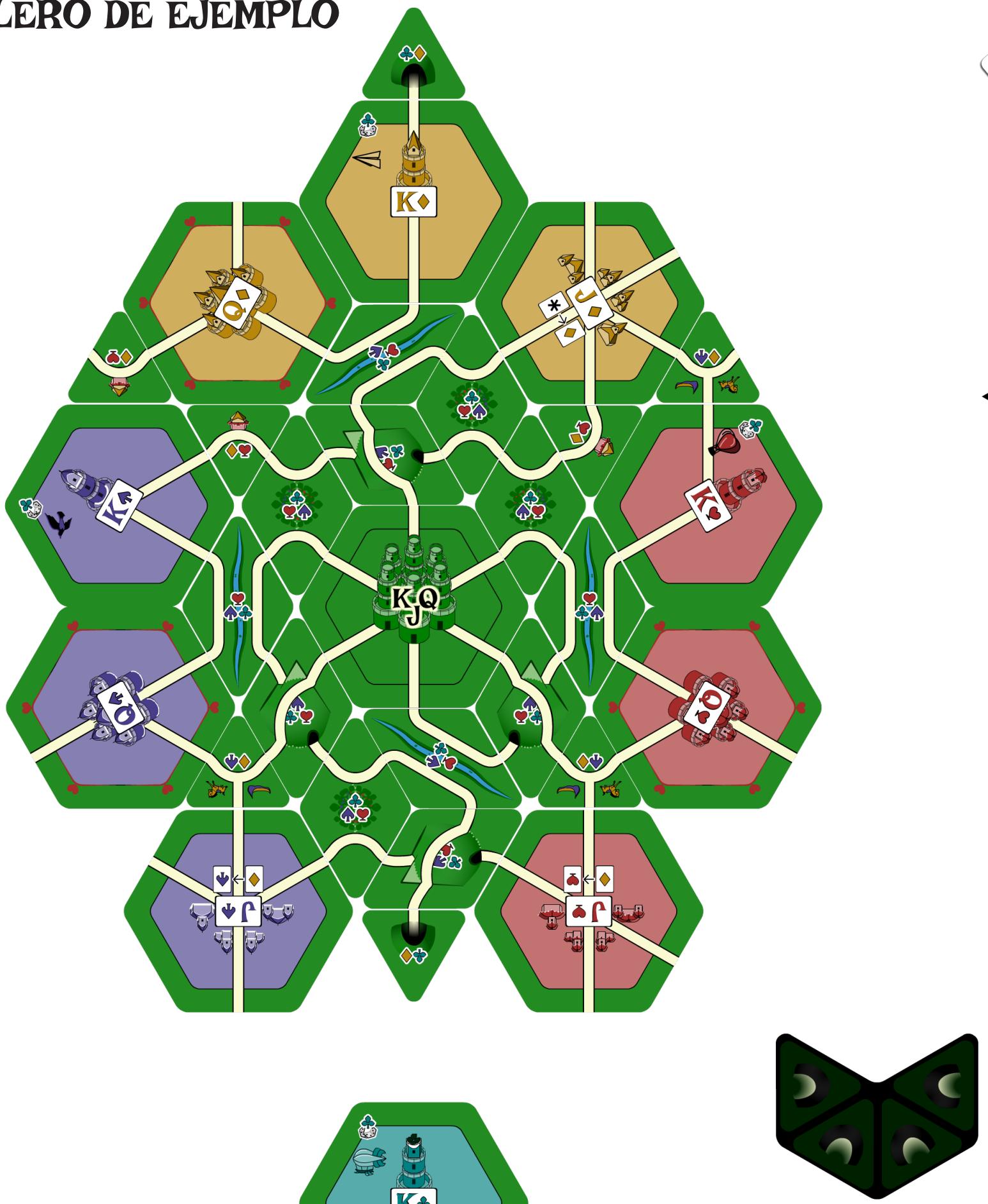


TABLERO DE EJEMPLO



ARMAR TABLEROS NUEVOS

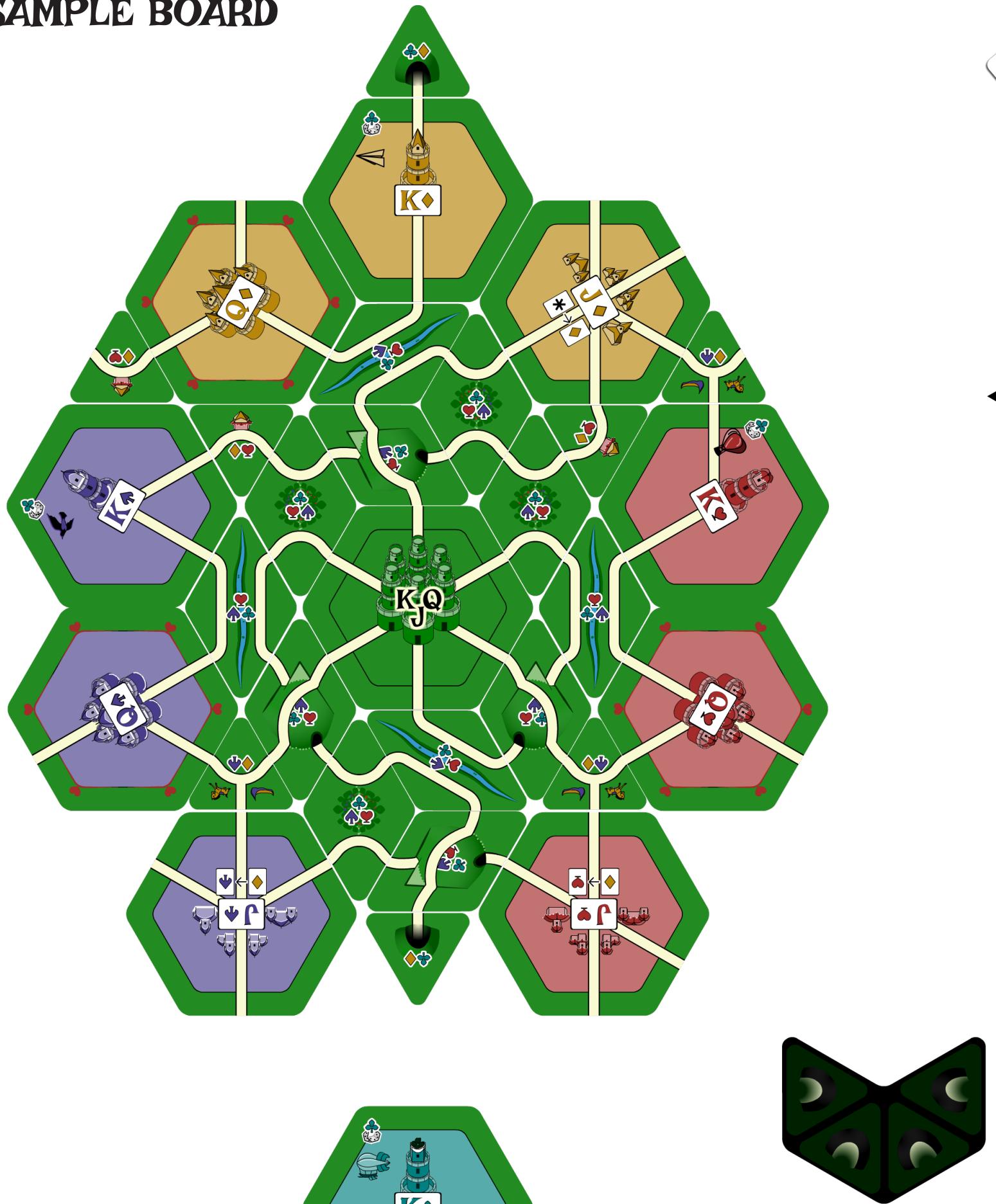
Si tu primer partido ha terminado,
intenta hacer el reino a tu manera.
La pieza negra va en un lado aislado.
La verde grande al centro de la mesa.
Reparte el resto igual según sus lados,
y tomen turnos colocando piezas.

Las unes campo a campo y vía a vía,
mas no las vías entre hexagonales.
También podrás crear algunas islas,
si empiezas colocando las reales.
La pieza negra no podrás unirla;
termina sola por los laterales.

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SAMPLE BOARD



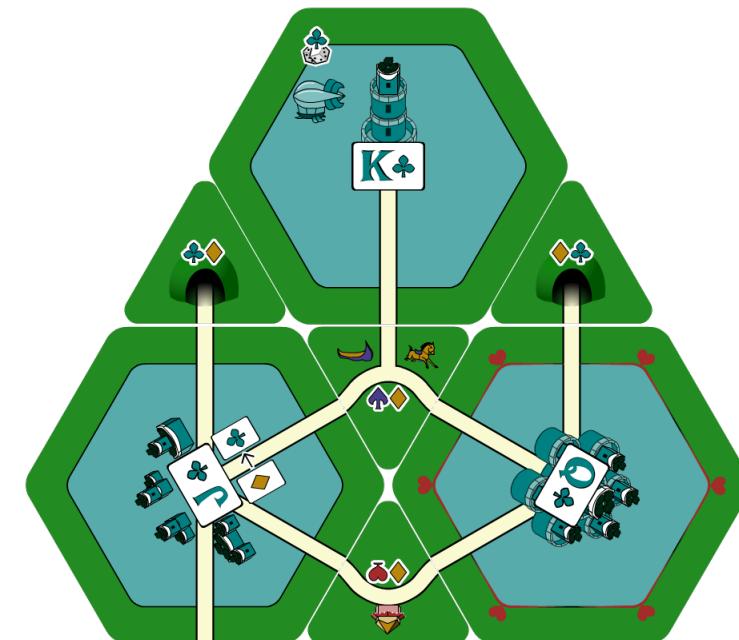
BUILDING NEW BOARDS

For the 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 underground is odd and will remain unconnected.



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Lenino

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

ON YOUR TURN

Try to get 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 get the royal too.

MOVING YOUR RABBIT

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

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.

USING CARDS

To get royals and on **ROADS** you will need your cards to pay: discard them close to the board in a place set out for them. Aces are worth **1**, no more. And a royal is worth **10**. If you let a royal go, take your carrot off their den.

INSTRUCTIONS
(2 to 4 players)

- 1. BUILD A BOARD**
The pieces will form a layout where royal cards have their homes. For your first game, let's build out this map titled **SAMPLE BOARD**, and don't stress learning about **BUILDING NEW BOARDS** of your own.
- 2. DEAL THE CARDS**
Remove all face cards and jokers; the rest, shuffle to a pile. Cards are dealt in clockwise order: three cards to the first in line, four, five, and six to the others, incrementing one by one.
- 3. START THE TURNS**
Each player will put a rabbit on the green hex to play **TURNS**. Players also hold their carrots; there are three for each of them. Now, let's play until somebody gets three royals and returns.

ROLLING DICE TO KNOW THE PRICE

When you see suits on a tile, it means there's an action there. Roll (once per turn) on the dice; that's the price you'd have to pay. The suits there may be combined. You'll 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.

RIDING BOATS & HORSES

Some triangles let you buy one ride to go off the roads. Sail across waters outside between unconnected ports. Or dash through connected tiles any way you wanna cross.

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.

THERE'RE IMMEDIATE & JOKER RIDES

Buy a joker at the **curve**. The boat is black; the horse, red. Discard the card when you ride. At **forks**, you ride when you pay. You may only sail away from an unconnected side.

GOING OFF

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

Your **FUTURE GAMES** should include special actions for each suit.

SPADES (OR SWORDS) Your Might <p>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.</p> <p>Do discard all dueling cards.</p>	DIAMONDS (OR GOLD) Your Wealth <p>EXCHANGE IN J-TOWNS The discarded cards are sold at the J hex of their suit, unless they draw higher than. 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.</p> <p>Don't repay what's overpaid.</p>	HEARTS (OR CUPS) Your Charm <p>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.</p> <p>Show these hearts, do not discard.</p>	CLOVERS (OR CLUBS) Your Wisdom <p>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.</p> <p>Needless sign for neat design</p>
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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 **14** down to **11**, for **Aces, Kings, Queens & Jacks**.

ADVANCED SUIT ACTIONS

Duellers 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 the 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: the suit from where you took flight, next to the **K** on the floor.