SETUP

1

BUILD A BOARD

A curious thing in this game: the board is never the same.

Every time you start to play, you will have to find your way.

The board pieces form the realm where royal cards have their homes. You may choose to go ahead and **START A BOARD** of your own, or build the sample instead, which may be simpler to roam.

START A BOARD

First, you place the greenest hex. Leave the odd black tile aside. Group and shuffle all the rest by the number of their sides.

DISTRIBUTE THE TILES

Each participant will take the same number of each kind. Since there're **12** of every shape, should be easy to divide.

PLACE THE TILES

You may take turns placing tiles or agree to go freestyle. There's little room for mistakes, and simple rules not to break.

The board game for playing cards on a quest through wonderlands.

Video tutorial

INTRODUCTION

Dear messengers,

As loyal members of the Order of Messenger Rabbits of the Central Citadel, you are hereby given the most remarkable order a rabbit of this order can get:

1. Go out to visit the royals.
2. Procure **3** of their cards.
3. Bring them to the citadel.

In that order.

I don't mean "order" as in the Order of the Messenger Rabbits.

Also, not as in the order given by the quest in this letter. I meant the "order" in which you must do the things...

Just go already.

The White Herald

OBJECTIVE

Go through the realm, turn by turn, making stops at royal lands. Be the first one to return with **3** royal cards in hand.

Getting a royal requires at least **10** points of their suit, you may need to wait a while until you have enough loot.

You must journey hex to hex. Never linger on the roads. You may go through caves and treks, even ride a boat or horse.

But, you must end every turn on the hexes of the board. And, if you get stuck somewhere, you may go off overboard.

ENDING THE GAME

To win the game, come back to the castle where you started, while holding **3** royal cards of any color, suit or title.

ADVANCED OPTIONS

Once you had becomed an expert, and want to challenge yourselves, propose any of these changes. But, at first, just ignore them.

ADVANCED ENDINGS

Choose how the story must end:
Simple **COURT** (**3** royal cards)
MONARCHY (**J**, **Q** and **K**)
Hardcore **TRIBE** (the suits must match)

PATRIARCHY

Have unequal value levels, from **14** down to **11**, for Aces, Kings, Queens & Jacks.

2

DEAL THE CARDS

First, remove face cards and Jokers, and display them in a line. Then, you'll shuffle all the others to form a facedown pile.

Each player will draw **3** cards; this will be their starting hand. Cards are needed to buy royals and travel across the land.

SAMPLE BOARD

3

START THE TURNS

Each player will put a rabbit on the central **citadel**, and will hold their matching carrots; there are **3** for each of them.

The way you choose the first player and the order of the turns, could be random or creative, but is none of my concern.

Each turn will have **4 STAGES** seen in the following pages:

1ST THE ROLL
+ THE BONUS
2ND THE JOURNEY
3RD THE AUDIENCE
4TH THE STIPEND

ADVANCED BOARD

Include just a suit per player, and a set of roads with them. For example, **3** contenders means **1** suit is off the game.

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STAGES OF A TURN

1ST THE ROLL

START YOUR TURN rolling **2** dice, You will need these numbers shortly, **NOT** for your moves, but **THE PRICE** that you may pay on **THE JOURNEY**.

+ THE BONUS

If you can show from your hand a card to match at least one of the numbers that come up, individually on top, you get **1** card from the pile. Make sure these rules are applied:

- You do not need to discard; only show the lucky card.
- Any **A**ce you have in hand, for the bonus, counts as **1**.
- If you have more than **8** cards, choose what you want to discard.

2ND THE JOURNEY

Go to another hex tile, if it advances your goal. But, it's ok if you decide that you will not move at all.

GOING ON THE ROAD

You don't have to pay to move along a continuous path In mountains, one tunnels through, the other's an overpass.

Take your rabbit on a road from its current hexagon through the tiles that it traverses. At the end of every trek, you should reach another hex. Wait a turn to cross the hexes.

3RD THE AUDIENCE

To purchase a royal card, you need **10** points of their suit and your rabbit on their land. You will need a carrot too, and leave it there as your mark. End your turn, and get the loot. Others may visit the tile, but not take the card you took.

See **PAYING WITH CARDS**.

ADVANCED CARROTS

When you want to cross a hex, you won't have to make a stop, and may go about your way, if your carrot's there on top.

4TH THE STIPEND

END YOUR TURN on a hex tile, or you may go **overboard**!
Get a new card from the pile, if your rabbit's on the board. At the **Citadel**; simle. When you're there, you get **1** more.

If you have more than **8** cards, choose what you want to discard.

If the pile runs out of cards grab all the ones spent before, except for the royal ones, and reshuffle them once more.

THE PRICE

All the actions on the way will be given the same price. The minimum ammount to pay is the total on your dice. You're allowed to overpay, and the suits may be combined.

PAYING WITH CARDS

You must display what you spend, or in other words, "discard". A royal card is worth **10**; and the **A**ces count as **1**.* If you use royals to pay, take your carrots off their lands.

*ACES

Your first Ace spent is **11**, and you don't have to discard. You'll have its **+1** forever. It stays in front of your hand.

Other options for your travels. can be found along **the roads**, in rhombuses and triangles featured farther down below.

These are ways to get around where **PAYING WITH CARDS** applies. Look for markings on the ground to see what suits pay **THE PRICE**.

See **THE PRICE**.

SWITCHING ROADS

Rivers, mountains and the woods, featured in the tiles below, all have a shortcut on foot, a trek between their two roads. To take it, you'll pay with suits; in this case: hearts, spades or clubs.

HORSE OR BOAT RIDES

Merchant tiles featured bellow will sell either tipe of ride:

- Reach any place on the board, dashing through connected tiles.
- Or reach any seaside road, sailing on the seas outside.

You cannot leave on a boat from merchants with no sea sides.

JOKERS

You may buy a Joker card at a tent where they reside. Keep it as part of your hand until you decide to ride.

CAVES & UNDERGROUND

Pay to travel in and out between two triangle caves. But if you don't wanna pay, take your rabbit "**underground**". End you turn in the black place, and on your next turn, get out.

OFF

If you ever get stuck, go "**overboard**" by the seaside. This means: falling off a road out of the board by its side.

End your turn out of the board. Do not touch the new card pile. And when your turn starts offshore, go to the **underground** tile.

Up to here is all you need for **BASIC GAMES** to succeed. For **REGULAR GAMES** include special actions for each suit.

SPADES (OR SWORDS)

Your Might

ATTACK OTHER RABBITS

Meet a rabbit and use spades to rob them a random card, unless they use a higher sum. 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.

Duelers may get back their cards, if agree to call it off. But, there could be a reattack, and this time attack with more.

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. The asterisk (*) on the board means that any suit will do.

You may also trade with others as long as it involves gold. Make or respond to an offer and meet their rabbit on the board. If any reveal is shorter their rabbit and deal is ***OFF***ed.

Don't repay what's overpayed.

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 You may also be her guest, if you're holding that queen's card.

The accuser must show their charm with 6 hearts of their own. They'll be ***OFF***'ed and loose those hearts if their accusation's wrong. But, if you're bluffing _____ it is you who get's thrown off.

Show these hearts, do not discard.

CLOVERS (OR CLUBS)

Your Wisdom

FLY FROM K-TOWERS

Show **1** card before you roll, to attempt a clover flight. If you meet the dice, go to any tower you like. But, if not you may fall ***OFF*** the board, now from the sky.

There's a chance to save your flight, if your card is not enough. you may subtract from the dice by discarding something off. Suits from the parting tile are the only ones that work.

Only discard to save a flight.