

START

2 to 4 players
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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. 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; there are **12** of every shape, so dividing 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:

Match the tiles expanding roads, but not the roads of two hexes.



Try to avoid making rows of triangle tiles connected.

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



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



The board game for playing cards on a quest through wonderlands



Video tutorial

GREETINGS

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 cards (K, Q, or J) and bring them to the Citadel, in that order:

When I mention "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 sequence in which these events shall take place.

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

Most attentively,

The White Herald

GOAL & OVERVIEW

Go through the realm, turn by turn, making stops on royal land. You will win if you return with **3 royal cards** in hand.

ROYAL AUDIENCES require **10** points of the 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 roads. Get a new card when you rest, as **THE ACQUISITION** shows. You may go through caves or treks, ride the horses, row the boats; but make sure to end your turns on a hex stop on the board. If you're stuck and can't return, you may hop **OFF** overboard.

ENDING THE GAME

Return to the **Citadel** with three 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 COURT: 3 royal cards of any sort

DIVERSE COURT: 3 royals of different suits

MONARCHY: a K, a Q & a J of any suit

DIVERSE MONARCHY: a K, a Q & a J of three different suits

TRIBAL CLAN: royals of the same suit

PATRIARCHY OPTION

Your First Ace is worth **14**, and the Jack, the Queen & King: **11**, **12** & **13**.

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.

Jokers & royal cards' "line"



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.

SAMPLE BOARD



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START THE TURNS

Each player will put a rabbit on the starting **Citadel** and will take their matching **carrots**—there are **3** for each of them.

How you choose the starting player, and the order of the turns, may be random or creative but it's none of my concern.

The turns have **4**ISH STAGES. Find them on the following pages:

1ST THE ROLL + THE LOTTERY

2ND THE JOURNEY

3RD THE ROYAL AUDIENCE

4TH THE ACQUISITION

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 LOTTERY

If any **one** of the dice matches a card that you hold, get **one** new 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 **FIRST ACES*** to 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.

PAYING WITH CARDS

Show and leave out what you spend; it's discarded once you're done. Royal cards will count as **10**; Aces, **11*** or **1**.

When a royal card is spent, take your carrot off their shrine. This card will be freed again; put it back into the line.

*FIRST ACES

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.

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.

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

Take your rabbit on a road, from the hexagon you're on, through the **road tiles** it traverses. At the end of every trek, you should reach another hex; wait a turn to cross the hexes.



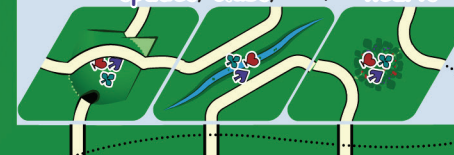
ROAD TILES

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 a price. Look for markings on the ground for every suit that applies.

See **THE PRICE & PAYING WITH CARDS**.

TREK 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**.



3RD THE ROYAL AUDIENCE

When you're on a royal's land and have **10** points of their suit, you may buy the **royal card** if you leave a **carrot** too; their file must carry your mark to succeed in this pursuit.



See **PAYING WITH CARDS**.

After meeting these conditions, take the royal card in hand, go straight to **THE ACQUISITION**, and end your turn on their land.

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

4TH THE ACQUISITION

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.



CAVES & UNDERGROUND

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.

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. Your turn will end off the board; don't get a new card this round. When your turn begins offshore, take your rabbit **underground**. Move it there before **THE ROLL**, and wait a turn to hop out.



A **COMPLETE 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, do **THE ACQUISITION** 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.

You may also trade with others, as long as it is with gold. You can make or take an offer, and go meet them on the board. If the deal made is not honored, have their rabbit thrown **OFF-BOARD**.

HEARTS (OR CUPS)

ENCHANT AT QUEENS' PALACES

To visit any queen's hex, show **6** hearts within 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 **OFF** 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**, and you will attempt to fly. Pick a tower as your goal, if you beat the dice (or tie). But if you fall short, you fall **OFF** the board, down from the sky.

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. Use the suit of that same tower to pay the amount that's owed. The clubs' tower has a power; you may spend the card you showed.

THE LOTTERY is allowed, whether you fly or fall out.