

SETUP

Up to 4 players



THE BOARD

To play a JACK RABBITS match you must first complete a board; build a wonderland from scratch to be charted and explored.

The lands you connect and spread house the royals of each throne.

If you're ready, read ahead—CREATE A BOARD of your own.

Or consider this instead, build the sample as is shown.

CREATE A BOARD

Place the **citadel** hex first. Leave aside the **underground**. Pile and shuffle all the rest, every single tile face down.

Deal by tile shape (equal shares)—there are twelve of every kind—as you hand each player theirs, the division will be fine.

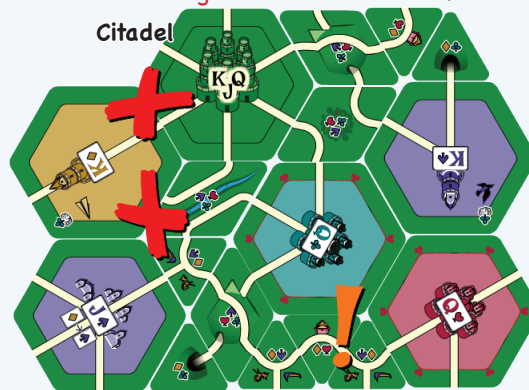
To place them, first choose a style between a strict or free pace.

Strict: take turns placing one tile—the one you flip, you must place.

Free: no turns, it's all freestyle—flip all the tiles on their face.

These four tips will be worthwhile as guidelines in either case:

Avoid mismatching the road, or matching roads of two hexes. ✗



Try spreading across the board the triangles tiles connected!

You may start islands abroad placing a hex disconnected. ✓



The underground is ignored; you will not have to connect it.



THE CARDS

Get the deck of cards in order after placing the last tile.

Remove each face card and joker; display this **court** in an aisle.

Shuffle the rest as in poker—make a **face-down drawing pile**—which holds pip cards of a number and aces of fancier style.

Each player will draw three cards to hold as the starting hands.

They are needed afterwards for **THE JOURNEY** through the lands and to pay for the rewards **THE ACQUISITION** demands.



Court of royal cards and jokers, and pile of aces and numbers.



OPTIONAL: TIGHT SUITS

Limit to 1 suit per player, (and 1 set of road tiles too). For instance, with 2 contenders, you will be removing 2.



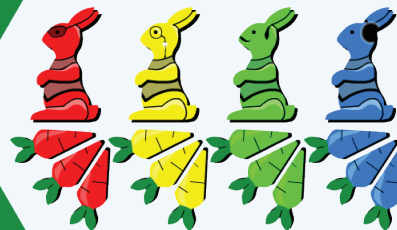
THE TOKENS

Players will select their **rabbits**, place them on the citadel, and pick up their matching **carrots**—they get three of these as well.

Choose the royal quest you're on—described on **ENDING THE GAME**—and place on this hexagon the circle that marks this aim.

Now, select a starting player and the order of the turns. The method for this endeavor resides beyond my concerns.

Each turn consists of 4 STAGES. Find them on the following pages.

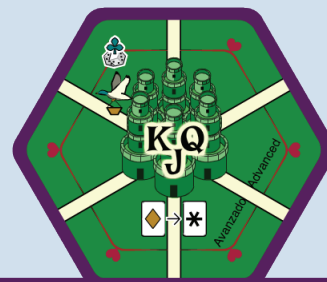


Rabbits and carrots to claim, and marks from **ENDING THE GAME**.



OPTIONAL: PERMANENT ACE

The ace placed in front of you has an additional tip; whenever you need its suit, you may add one extra pip.



OPTIONAL: ADVANCED CITADEL
Hearts are used to grant you access; Diamonds buy you any loot; Clubs will get you flying passes, but here there's no saving suit.

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Lenino's JACK RABBITS

The board game for playing cards on a quest through wonderlands



Video tutorial

GREETINGS

Hear ye, glorious messengers, An auspicious quest is in order. The Order of Messenger Rabbits of the Citadel orders a race to produce royals to be ordained as the council of thirds. This is the highest order a rabbit of this order can get:

Visit the royals, procure three of their cards, and bring them to the citadel, in that order.

When I say "that order," I'm not referring to another Order of Messenger Rabbits elsewhere, nor the order that motivates this letter, but the order in which these events shall take place.

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

The White Herald

OVERVIEW

Go through the realm turn by turn making stops on royal land. Win the game when you return with three royal cards in hand.

THE ACQUISITION requires ten points of a royal's suit. You may need to wait a while until you have enough loot.



Make **THE JOURNEY** hex to hex. It's free if you go by road. Only pay to go on treks, or to ride a horse or boat.

Wait before crossing hex tiles, and unless you've gone off-board, get a new card from the pile—that's **THE INCREMENT** you're owed.

ENDING THE GAME

Return to the citadel with three royal cards in hand. In this game, you must excel to be the champ of the land.

Before the royal quest starts, choose a challenge for the mission. These options come with the marks that set the winning condition.

SIMPLE: (none) get three royals of any sort

DIVERSE: get three royals of different suits

MONARCHY: get a K, a Q and a J of any suit

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

TRIBAL: get three royals of the same suit

OPTIONAL: PATRIARCHY

Have unequal value levels—if you don't think that is whack—from fourteen down to eleven, for **THE ACE**, King, Queen & Jack.

See **SETUP** and then this frame to complete a **BASIC GAME**. Try this first 'till you can claim to be fit for the **FULL GAME**.

4 STAGES IN A TURN

STAGE 1

THE ROLL

Roll the dice and then devise how **THE JOURNEY** will unfold. You'll draw **one** card as a prize right after the dice are rolled if you prove **one** of the dice matches a card that you hold.



If you're ever holding ten, discard down to nine again.

THE FIRST ACE won't match a die—it's worth eleven; that's why.

Hold the outcome of the dice; their sum will become **THE PRICE**.

THE PRICE

Going off-road, 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 ten; aces, eleven or one.*

If you spend a royal card, take your carrot off their shrine. And, in this case, don't discard; it goes back to the court's line.

*THE FIRST ACE

Your first ace is worth eleven—the others you get are ones. As a record that you spent it, keep it in front of your hands.

STAGE 2

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.



TRAVELING FREELY BY ROAD

From the hexagon you're on, you will choose a path to exit. Move your rabbit pawn along the road that you have selected, and stop at a hexagon: wait a turn to cross the hexes.

PAYING TO TRAVEL OFF-ROAD

It is of no cost to you to use the continuous paths. Even on **mountains**, go through an "under" or "over" pass.

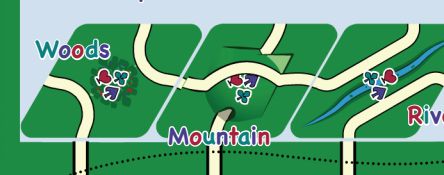
Other ways to get around will demand you pay **THE PRICE**. Look for markings on the ground for every suit that applies.

OFF-ROAD SHORTCUTS

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**.



STAGE 3

THE ACQUISITION

You may buy the royal card of the hex where you've set foot, if you're holding in your hand ten or more points of their suit. If a carrot's on their land, then forget this whole pursuit.



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 residences without cost or consequences.

OFF-ROAD MERCHANTS

You may buy two types of rides on **crossings** where roads are forked. You'll gallop over the tiles to any hex on the board, or row on the seas outside to find a road from this port.

As soon as you pay the price, you must move to your next post. Since they're not by the seaside, landlocked merchants won't have boats.

OFF-ROAD JOKERS

You may buy a joker's card at **taverns** where they reside; and you keep them in your hand until you decide to ride.

STAGE 4

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.

If you find no cards, repile: shuffle the spent lot once more.

If you're ever holding ten, discard down to nine again.



OPTIONAL: CARROT TRAIL
THE JOURNEY may be prolonged if your carrot's on a hex; you may visit and go on to the place you're headed next.

In a **FULL GAME** you'll include these unique traits for each suit.



SPADES

Swords

ATTACK OTHER RABBITS

You can steal a random card and kick someone else **OFF-BOARD**, if you're playing where they stand and start 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 board.

Do not reply with a draw; and when you're done, please discard. If the victim wins the brawl, they don't get to steal a card.

When you steal a royal card, discard one if it's your fourth; go to **THE INCREMENT** part and swap carrots in accord.



HEARTS

Cups

ACCESS TO QUEENS' PALACES

As you enter a queen's hex, any player may demand you show six points to the rest adding heart cards in your hand, or confirm that you possess the queen's card that marks the land.

Yet, to ask to see your hearts, they must show cards of their own, prove they meet the same demands for the entrance to this zone.

They're kicked **OFF** and lose those cards, right after your hearts are shown. But if bluffing, you'll depart—off you go! Your cover's blown.

Any rabbits off the board may not nag those at the door.



DIAMONDS

Golds

EXCHANGE AT JACKS' PLAZAS

All spent cards are being sold; each jack's hex sells its own suit. Check what these posts have in store—when you play there, grab some loot. What you take, replace with gold like the icons tell you to, except the star(*) on the board which means any suit will do. When the pile needs to reload, these markets run out of goods.

You may meet and **TRADE WITH OTHERS**, but the trade must be for gold. Make the trade if there's an offer, without showing what you hold. If a short change is uncovered, the swindler gets thrown **OFF-BOARD**.



CLOVERS

Clubs

FLY BETWEEN KINGS' TOWERS

Show one card before **THE ROLL**; if it beats the dice (or ties), pick a tower as a goal for **THE JOURNEY** through the skies. Otherwise, you'll fall **OFF-BOARD**, but keep your card anyway.

The basic dice rules still hold; you may match and claim the prize. 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 suits of the parting tower to pay the amount that's owed. The clubs' tower has a power: you may spend the card you showed.