



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 has ordered a race to produce royals to be ordained as the new council of thirds. This is the highest order a rabbit of this order can get:

Seek audiences with the royals, procure 3 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 am I referring to the order that motivates this letter, but the order in which these events shall take place.

So, hoppy 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 3 royal cards in hand.

THE ACQUISITION requires 10 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.



START THE TURNS

Players will select their rabbits, place them on the citadel and pick up their matching carrots—they get 3 of these as well.

Choose the royal quest you're on—your goal for ENDING THE GAME—and place on this hexagon the token that marks this aim.

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

ENDING THE GAME

Return to the citadel with 3 royal cards in hand. In this game, you must excel to be the champ of the land.

Before the royal race starts, select a winning condition. Each one of these options adds a new challenge to your mission.

SIMPLE: 3 royal cards of any sort

DIVERSE: 3 royal cards of different suits

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

DIVERSE MONARCHY: a K, a Q, and a J of 3 different suits

TRIBAL: the 3 royal cards of the same suit

PATRIARCHY OPTION

Have unequal value levels—if you don't think that is whack—from 14 down to 11, for THE ACE, King, Queen & Jack.



THE SAMPLE BOARD

Ideally, on each game before the journey begins, the board will not be the same, and the best explorer wins.

The tiles can form many fields for the royals of each throne. Yet, this version only yields the sample board as is shown.

To get the physical version visit us at this location.

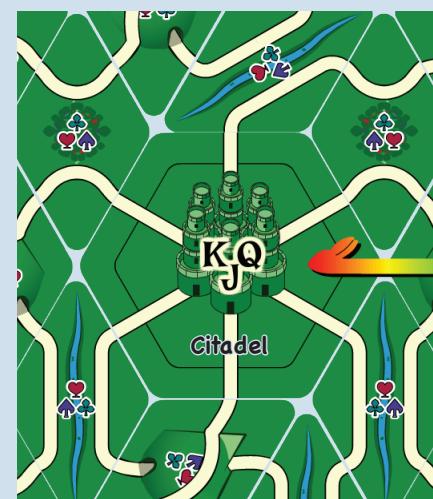
jackrabbits.lenino.net



DEAL THE CARDS

The court of face cards and Jokers has been placed in an aisle, while the ases and the numbers are forming the facedown pile.

Each player will draw 3 cards to hold as their starting hand. They are needed afterwards for the journey through the land.



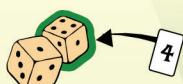
The turns consist of 4 stages; find them in the following pages. Try this first 'till you can claim to be fit for the FULL GAME.

BASIC GAME: 4 STAGES IN A TURN

STAGE 1:

THE ROLL

Roll the dice and then devise how THE JOURNEY will unfold. You'll draw 1 card as a prize right after the dice are rolled if you prove 1 of the dice matches a card that you hold.



If you're ever holding 10, discard down to 9 again.

THE 1ST ACE won't match a die—it's worth 11; 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 10; aces, 11 or 1.*

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 1ST 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.

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.



GOING FREELY ON A 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.

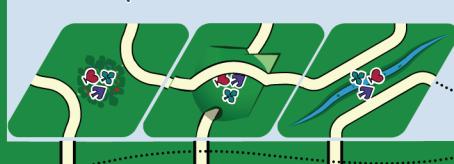
PAYING TO TRAVEL OFF-ROAD

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 2 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 10 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 any hex—you don't have to pay to rest.

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, reple: shuffle the spent lot once more.

If you're ever holding 10, discard down to 9 again.



CARROT TRAIL OPTION

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.



OFF-ROAD RABBIT HOLES

Pay to travel cave to cave—use this trick to hop around. But if you would rather save, take your rabbit underground. In this case, the payment's waived—hop on out in the next round.

GOING OFF-BOARD

If you're stuck, hop overboard: from a tile by the seaside.

You must exit by a road that leads all the way outside.

Since you'll end up off the board, THE INCREMENT is denied.

Once you've done THE ROLL offshore, THE JOURNEY goes underground.

THE INCREMENT is assured, but you'll leave after a round.



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 floor.

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 4th; go to THE INCREMENT part and swap carrots in accord.



HEARTS

Cups

ENTRANCE TO QUEENS' PALACES

As you enter a queen's hex, any player may demand you show 6 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 cards 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.