

# INICIO

Hasta 4 participantes



## ARMA UN TABLERO

El juego de JACK RABBITS necesita que formes un tablero previamente. Las piezas se conectan por sus vías en cientos de maneras diferentes.

Terminas con terrenos aleatorios del reino de las cartas y sus templos. Anímate a crear un territorio o empieza por armar el del ejemplo.

### CREAR UN TABLERO

#### REPARTIR LAS PIEZAS

Dispón la ciudadela por el centro y aléjale el subsuelo en un costado. Voltea bocabajo las del resto y fíjate en sus números de lados. Indica a las personas que recojan iguales cantidades de las piezas; por formas geométricas les tocan de 12 dividido por cabeza.

#### COLOCAR LAS PIEZAS

Elegir la medida que te agrada: los turnos o la libre con las reglas. Los turnos rigurosos te demandan que pieza que volteas la conectas.

La libre te permite voltearlas sin turnos ni descansos al ponerlas. Igual respetarás al colocarlas las NORMAS DE LAS VÍAS CARRETERAS.

#### NORMAS DE LAS VÍAS CARRETERAS

Las vías se conectan con las vías (excepto las de 2 hexagonales). Las islas que deseas las inicias usando hexagonales iniciales.

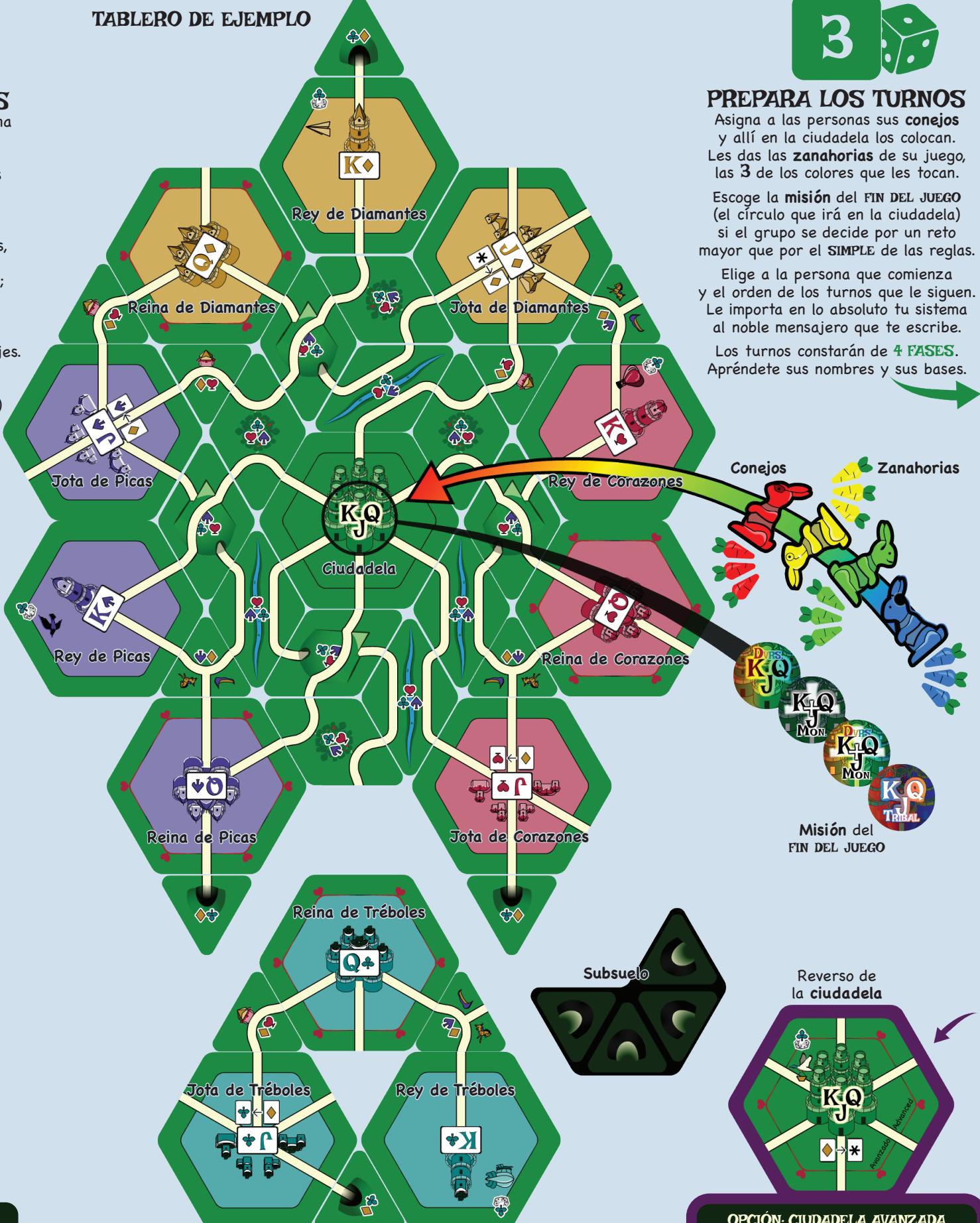


Subsuelo

Evita conectar consecutivas las piezas triangulares similares.

La pieza del subsuelo es exclusiva; se queda sin uniones laterales.

## TABLERO DE EJEMPLO



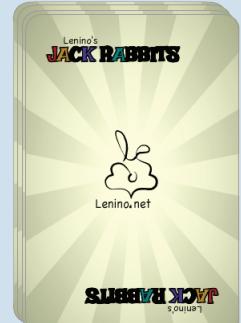
## REPARTE LAS CARTAS

Después de que el tablero se defina y estén establecidos los lugares, la corte se prepara bocarriba con cartas de los jokers y reales (las 2 de comodines exclusivas y 12 que contienen personajes). Baraja las restantes constituidas por «palos numerales» y por ases, y ponlas accesibles en la pila o el mazo bocabajo que repartes; entregales a 3 sin exhibirlas a cada concursante, individuales. Con estas tramarán LA TRAVESÍA y harán LA ADQUISICIÓN en los parajes.

Corte o fila de cartas reales y comodines (jokers)



Mazo o pila de palos numerales y ases



**OPCIÓN: CARTAS CORTAS**  
Se juega con un palo por conejo y un set de piezas viales a su vez. Con 3 participantes, por ejemplo, un palo se elimina con su set.

## 3

## PREPARA LOS TURNOS

Asigna a las personas sus conejos y allí en la ciudadela los colocan. Les das las zanahorias de su juego, las 3 de los colores que les tocan. Escoge la misión del FIN DEL JUEGO (el círculo que irá en la ciudadela) si el grupo se decide por un reto mayor que por el SIMPLE de las reglas.

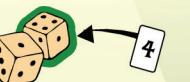
Elegir a la persona que comienza y el orden de los turnos que lo siguen. Le importa en lo absoluto tu sistema al noble mensajero que te escoge. Los turnos constarán de 4 FASES. Aprendete sus nombres y sus bases.



### FASE 1:

#### EL LANZAMIENTO

Si alguno de los dígitos que obtienes coincide con un número en tus manos, demuéstralos a la mesa que lo tienes y llévate tu carta de regalo: un premio de la pila por tu suerte, que pides tras el tiro de los dados.



Si pasas de tu límite (que es 9), descarta o reemplaza la que quieras.

Cuidado con mostrar EL AS I<sup>ro</sup>; es II y, pues, inválido en el premio. Conserva el resultado que recibas; la suma se usará en LA TRAVESÍA.

### FASE 2:

#### LA TRAVESÍA

Es tiempo de que muevas tu conejo o elijas si te quedas en tu pieza. Explora las opciones del tablero y muévete si alguna te interesa.



**TOMAR UN CAMINO GRATIS**  
Del sitio hexagonal en el que empiezas, escoge y te vas por un camino. Harás el recorrido por las piezas, llevando tu conejo peregrino. Te paras solamente si tropiezas con una hexagonal en su destino.

### FASE 3:

#### LA ADQUISICIÓN

Tu meta es visitar la realeza si nadie se ha apropiado de sus cartas. El mínimo en EL PAGO por tenerlas es 10 (y de los palos de sus marcas). Se dejan zanahorias en las piezas que indican los conejos que las cargan.



Si pagas por la carta en tu visita, manténla con las otras en tu mano, dispón tu zanahoria en la casilla y toma EL INCREMENTO de inmediato. Se pueden visitar las residencias sin pago por visita o consecuencias.

### FASE 4:

#### EL INCREMENTO

Te toca (en el hexágono que esperas) la carta que prosigue de la pila. Si llegas con la pila ya desierta, el lote se baraja y recopila. En cambio, si en el turno SALES FUERA, allí te es imposible recibirla.

Si pasas de tu límite (que es 9), descarta o reemplaza la que quieras.



**OPCIÓN: RASTRO DE ZANAHORIAS**  
Con esto alargaráς LA TRAVESÍA si está tu zanahoria en un lugar; pues puedes, en el turno que visitas, salirte sin parar a descansar.

## EL JUEGO REGULAR

es desafiante, añades el capítulo restante. Los palos te darán, en lo adelante, poderes y estrategias importantes.



### PICAS

#### Espadas

##### ATACAR A LOS CONEJOS

Declarale la guerra sin empates a quien en el hexágono descansa. Si ganas con tus picas el combate, a ciegas le arrebatas una carta. Se lucha superando los ataques, sumándose las picas que descartas. Y cuando se le acaben los avances a quien se le derrota en la batalla, le sacan (SALE FUERA en el instante) y roban (si es la víctima que acampa).

Si robas una carta de nobleza, agarra EL INCREMENTO de tus cartas. Devuélvelo a la corte la que quieras, si acaso te apoderas de tu 4<sup>ta</sup>.



### DIAMANTES

#### Oros

##### CANJEAR EN LAS PLAZAS-J

Observa los hexágonos de venta con símbolos que indican intercambio; en ellos, los diamantes se cajan por cartas descartadas de su palo. La compra de diamantes es inversa: se acepta de cualquiera por el pago.

Recuerda que la pila se renueva con cartas que abandonan el mercado. Se puede CANJEAR CON LOS CONEJOS (por oros y en la pieza que te encuentras) si llegas a un acuerdo por el precio, sin ver la mercancía que se oferta. Si ocurre un intercambio deshonesto, expones el chantaje y SALE FUERA.



### CORAZONES

#### Copas

##### PASEAR POR LOS PALACIOS-Q

Anuncia tu llegada por las reinas y espera que la mesa se cuestione: si está tu zanahoria por la pieza, o suman 6-o-más tus corazones.

Te expulsan del tablero si te frenan y niegas presentarte con tus dones, mas pidele evidencia de sus cuentas a quien te solicite explicaciones. Que muestre 6-o-más o que se abstenga de hacerse revelar tus condiciones, pues pierde lo que muestra y SALE FUERA si pruebas que te acusa sin razones.

Tan solo acusarás a los viajeros si tienes tu conejo en el tablero.



### TRÉBOLES

#### Bastos

##### VOLAR ENTRE LAS TORRES-K

Presentate con carta pasaporte (un trébol) que preceda EL LANZAMIENTO) y harás LA TRAVESÍA torre-a-torre si el tiro se limita al documento.

Si el tiro sobrepasa tu reporte, tu vuelo SALE FUERA del tablero. Recuerda que tu carta se recoge; y el premio, si es que tienes un acierto.

Si pagas, salvarás tu travesía, restándole los puntos a los dados. Los palos de la torre de partida serán el sacrificio autorizado. La carta pasaporte es permitida si vuelas de la torre de los bastos.

En caso que el conejo se te FUERA, regresa recorriendo MADRIGUERAS.

## SETUP

Up to 4 players



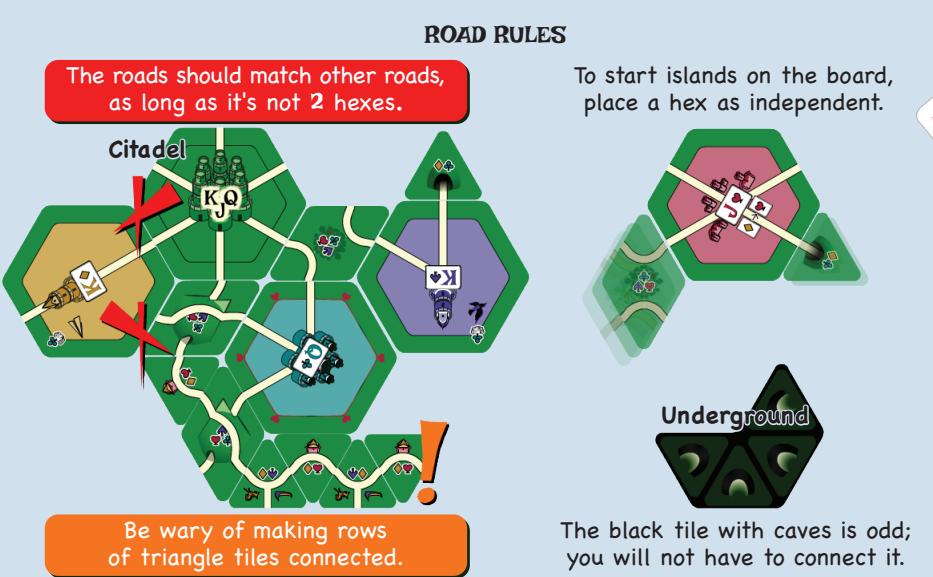
### BUILD A BOARD

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 for 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

**DISTRIBUTE THE TILES**  
Place the **citadel hex** first. Leave aside the **underground**. Then you'll gather all the rest, and shuffle them facing down. Once shuffled, each player takes the same number of each kind. There are 12 of all 3 shapes, so dividing will be fine.

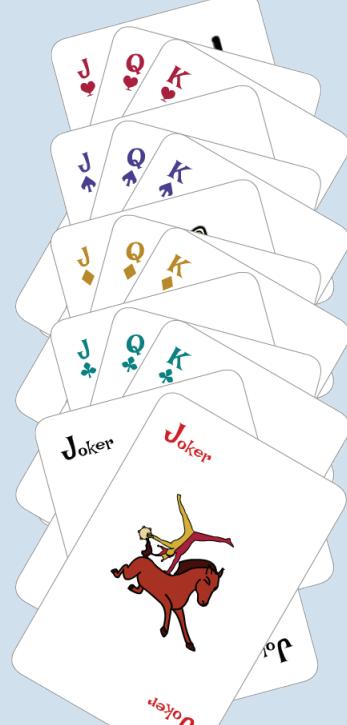
**PLACE THE TILES**  
Choose a flow that fits your style between a **strict** or **free** pace. **Strict:** take turns placing 1 tile—the 1 you flip, you must place. **Free:** no turns, it's all freestyle—flip all the tiles on their face. The **ROAD RULES** will be worthwhile as guidelines in either case.



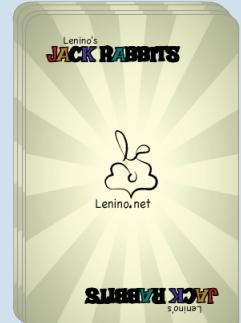
### DEAL THE CARDS

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 to create a facedown **pile**, which holds pip cards (of a number) and aces of fancier style. Each player will draw 3 cards to hold as their starting hand. They are needed afterwards for **THE JOURNEY** through the land.

Court or line of royal cards & jokers

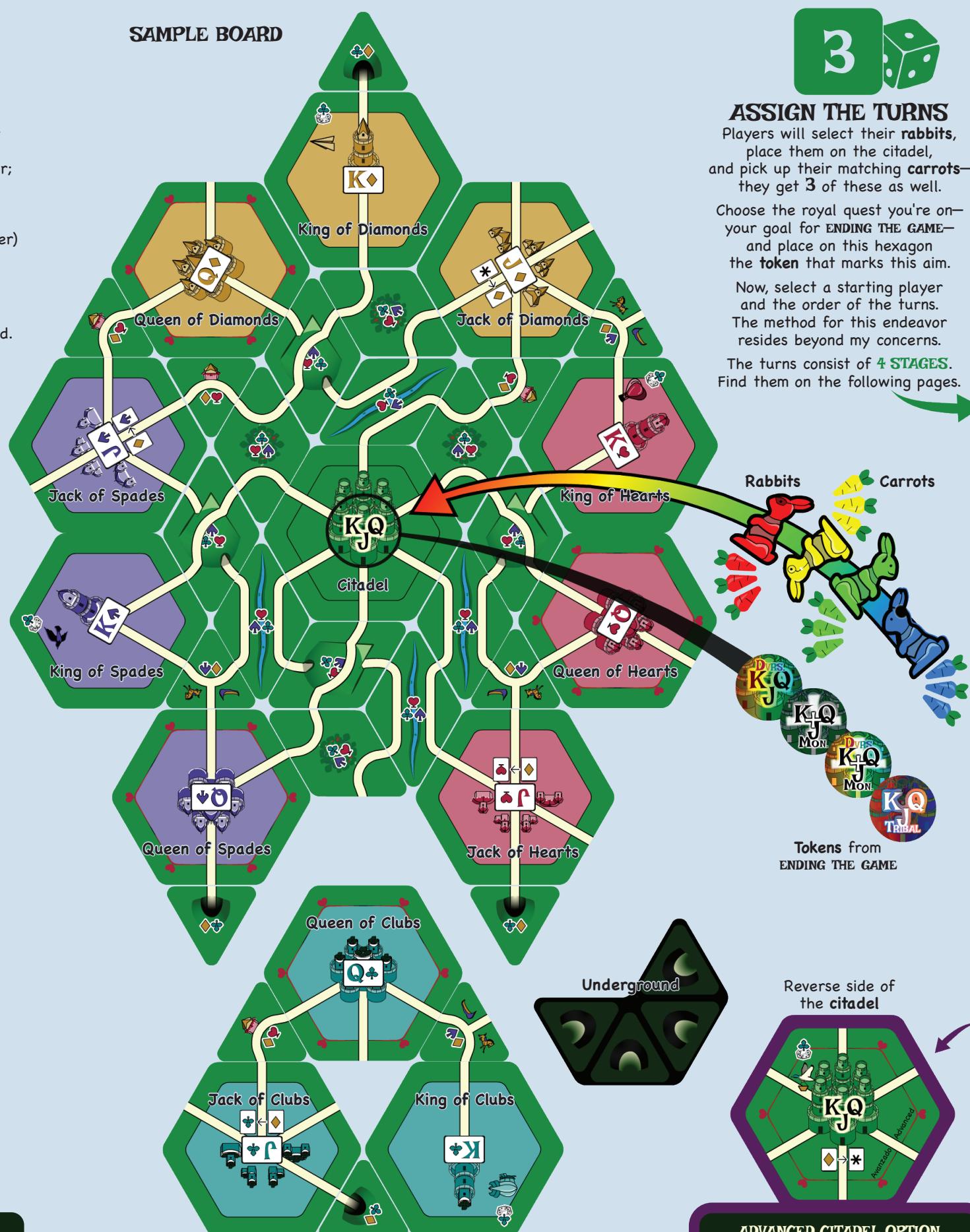


Deck or drawing pile of pip cards & aces



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

### SAMPLE BOARD



Find videos, events and more.  
[www.lenino.jackrabbits](http://www.lenino.jackrabbits)

Follow, tag and share your boards.  
[@lenino.jackrabbits](http://@lenino.jackrabbits)

Lenino S.A.S. © 2023



### ASSIGN THE TURNS

Players will select their **rabbets**, 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. The turns consist of **4 STAGES**. Find them on the following pages.

Rabbits  
Carrots  
Tokens from ENDING THE GAME

Reverse side of the citadel  
ADVANCED CITADEL OPTION  
Diamonds can buy any suit. Clubs fly, but flights can't be saved. Hearts allow you to set foot if you're questioned at the gate.



The board game for playing cards on a quest through wonderlands  
QR code  
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 hoppity 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 to cross any hex tile. 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 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

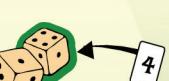
**PATRIARCHY OPTION**  
Have unequal value levels—if you don't think that is whack—from 14 down to 11, for the Ace, King, Queen & Jack.



### 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 1<sup>ST</sup> 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 rabbit off their shrine. And, in this case, don't discard; it goes back to the court's line.

#### \*THE 1<sup>ST</sup> 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.

#### OFF-ROAD MERCHANTS

#### 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.

#### 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.

OFF-ROAD JOKERS You may buy a joker's card at the inns where they reside; and you keep them in your hand until you decide to ride.

OFF-ROAD HOLESS 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.

OFF-BOARD

#### 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.

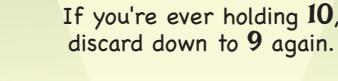


Put your carrot on their land once THE PAYMENT has been waged; keep the royal card in hand and play THE INCREMENT stage.

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, repile: shuffle the spent lot once more.



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

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 spades 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 4<sup>th</sup>, go to THE INCREMENT part and swap carrots in accord.



#### 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.



#### HEARTS

##### Cups

**ENCHANT AT QUEENS' PALACES**  
As you enter a queen's hex (where 6 hearts surround the land), if someone makes the request, show that sum of pipes in hand, or point out you're that queen's guest since her card is in your hand.

To request to see your hearts, they must show 6 of their own. They're kicked 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

##### Clubs

**FLY BETWEEN KINGS' TOWERS**  
Show one card before THE ROLL; if it beats the dice (or ties), pick a tower as a goal.

Otherwise, you'll fall OFF-BOARD, but keep your card anyway.

Either way, once you have rolled, you're allowed to win 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 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.