

SETUP

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

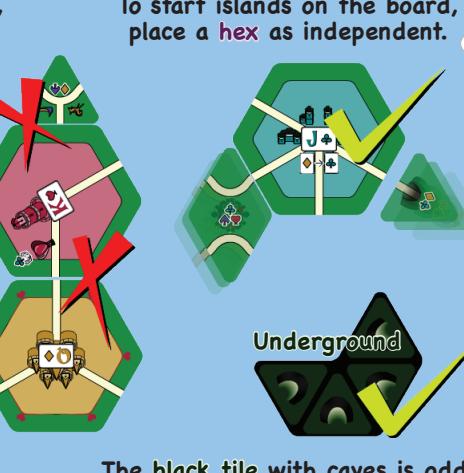
I. SEPARATE THE TILES
Place the **citadel** hex first. Leave aside the **underground**. Then you'll gather all the rest, and shuffle them facing down.

II. DISTRIBUTE THE TILES
Once shuffled, each player takes the same number of each kind. There are **12** of all **3** shapes, so dividing will be fine.

III. PLACE THE TILES
Choose a flow that fits your style between a free or strict pace.
FREE: no turns, it's all freestyle; flip all the tiles on their face.
STRICT: take turns placing the tiles and what you flip, must be placed. These **4** points will be worthwhile as guidelines in either case:

Match the tiles expanding roads, as long as it's not **2** hexes.

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



Be wary of making rows of triangle tiles connected.

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

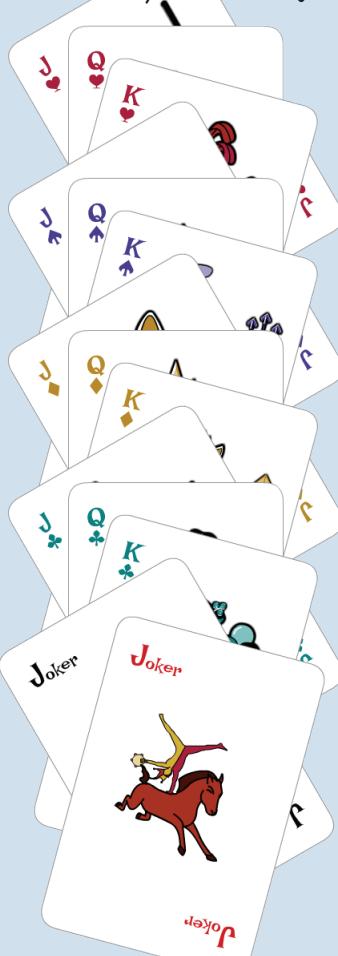
2

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. They are needed afterwards for **THE JOURNEY** through the land.

Line of royal cards and jokers



TIGHT SUITS OPTION
Limit to 1 suit per player and one set of **road tiles** too. For instance, with **3** contenders, you'll be removing 1 suit.

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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. The turns consist of **4 STAGES**. Find them on the following pages.

Tokens ENDING THE GAME

Rabbits

Carrots

Dice



Lenino's JACK RABBITS

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, and bring them back to the citadel, in that order:

When I write "that 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 order in which these events shall take place.

So, hoppity hop! 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.

Get a new card when you rest —that's **THE INCREMENT** you're owed. Pay to go through caves or treks, ride a horse or row a boat, just make sure to end your turns at any hex on the board.

If you're far or can't return, you may choose to hop **OFF-BOARD**.

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 4 STAGES IN A TURN

You will learn on this green frame how to play a **BASIC GAME**. Try this first 'till you can claim to be fit for the **FULL GAME**.

1ST THE ROLL

Start your turn rolling **2** dice; you will need these numbers shortly —not to count moves; it's **THE PRICE** for the actions on **THE JOURNEY**.



If you prove **one** of the dice matches a card that you hold, you'll draw one 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 **THE 1^{ST ACE}** and see why.

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 FREELY ON A ROAD
From the hexagon you're on, you will choose a path to exit. Go with your rabbit along the road that you have selected 'till you reach a hexagon —wait a turn to cross the hexes.

3RD THE ACQUISITION

If you're holding in your hand **10** or more points of their suit, you may buy the **royal card** of the hex where you've set foot. If a carrot's on their land, then forget this whole pursuit.

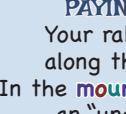


Royal card **Carrot**
Put your carrot on their land once **THE PAYMENT** has been waged. Keep the royal card in hand and play the **INCREMENT** stage.

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

4TH 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. When the cards run out, compile and shuffle the lot once more.



MERCHANTS
You may buy **2** types of rides on tiles where the road is 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.

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

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**.

INNS
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.

CAVES
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, 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.

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.

And, eitherway, once you've 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.



SPADES

Swords

ATTACK OTHER RABBITS
You can steal a random card and kick someone **OFF** the 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 **4th**, go to **THE INCREMENT** part and swap carrots, nothing more.



DIAMONDS

Swords

EXCHANGE AT JACKS' PLAZAS
All spent cards are being sold —each **J** 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**.

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



HEARTS

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 to show 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**ed 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.

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