



# Lenino's JACK RABBITS

The board game for playing cards on a quest through wonderlands



Video tutorial

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## THE SAMPLE BOARD

Ideally, on each game before the journey begins, the layout is not the same, and the best explorer wins.

The tiles can form many fields where each royal has a home. Yet, this version only yields the sample board as is shown.

To get the physical version visit us at this location.

[jackrabbits.lenino.net](http://jackrabbits.lenino.net)

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## DEAL THE CARDS

You will find **face cards** and Jokers, placed already 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 White Herald

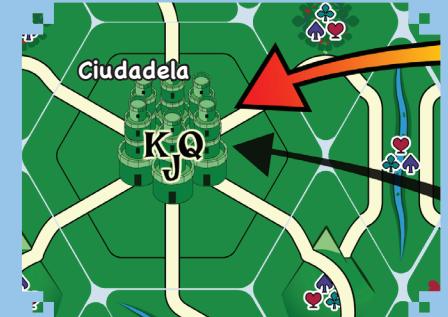
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## START THE TURNS

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 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**.

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



#### THE PRIZE

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 ACE** and you'll 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.

#### 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, put it back into the line.

#### \*THE 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.

### 2<sup>ND</sup> 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

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.

### ROAD TILES

Your rabbit is free to move along the continuous paths. In the **mountains**, **rivers**, and **woods** have roads not too far apart.

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

#### TREKKING 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**.



### 3<sup>RD</sup> THE ACQUISITION

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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.



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.

### 4<sup>TH</sup> 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.



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

After concluding this phase, no more actions should take place.



### MERCHANTS

You may buy two types of rides on tiles where the road is forked.

You'll gallop over the tiles to any place on the board. Or row on the seas outside to find a road from this port.

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

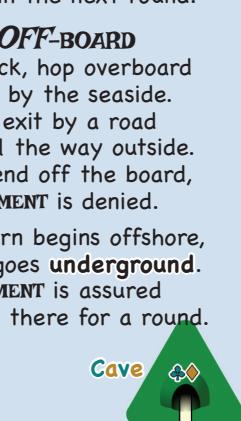
### INNS

You may buy a Joker's card at the inns where they reside, and these you keep 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.



### 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 off the board, **THE INCREMENT** is denied.

When your turn begins offshore, **THE JOURNEY** goes **underground**.

**THE INCREMENT** is assured but you'll wait there for a round.

### OFF-BOARD

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 **OFF** the 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 **4<sup>th</sup>**, go to **THE INCREMENT** part and swap carrots, nothing more.



### DIAMONDS

Golds

#### 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.

**TRADE WITH OTHER RABBITS** On your turn, you may meet others to trade any suit 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

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 **OFFed** 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 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.

**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 mention "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, hoppy 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, never stopping on the road. Get a new card when you rest —that's **THE INCREMENT** you're owed. You may 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 stuck and 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**.