

INICIO

2 a 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.



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 jókers 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 (jókers)

PREPARA LOS TURNOS

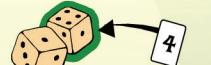
Asigna a las personas sus conejos y allí en la ciudadela los colocan. Les das las zanahorias de su juego, las 3 de los colores que les tocan. Escoge la misión del FIN DEL JUEGO (el círculo que irá en la ciudadela) si el grupo se decide por un reto mayor que por el SIMPLE de las reglas.

Elegir a la persona que comienza y el orden de los turnos que le 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.



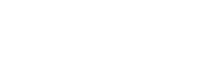
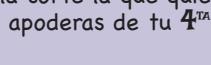
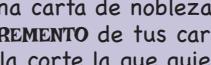
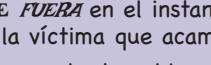
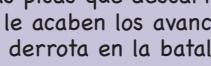
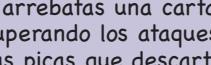
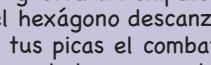
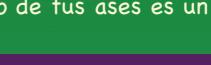
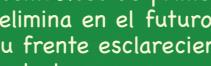
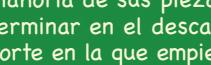
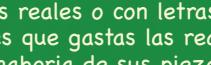
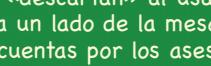
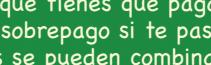
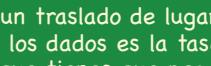
EL LANZAMIENTO

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), descártala o reemplaza la que quieras.

Cuidado con mostrar EL AS I^{mo}; es II y pues inválido en el premio. Conserva el resultado que recibas; la suma se usará en LA TRAVESÍA.



SETUP

2 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.



ROAD RULES

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



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

Be wary of making rows of triangle tiles connected.

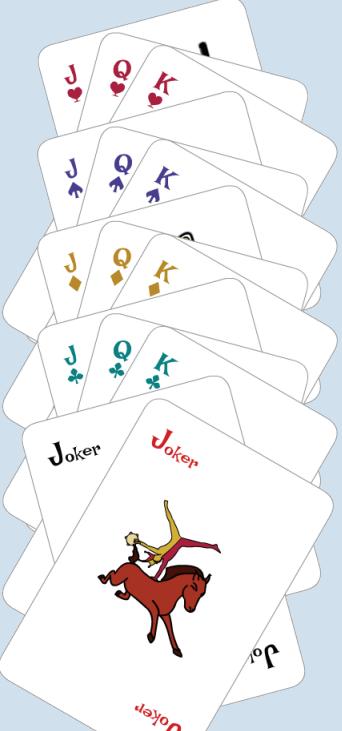
PLACE THE TILES
Choose a flow that fits your style between a strict or free pace. **Strict:** take turns placing 1 tile—the 1 you flip, you must place. **Free:** no turns, it's all freestyle—flip all the tiles on their face. The **ROAD RULES** will be worthwhile as guidelines in either case:



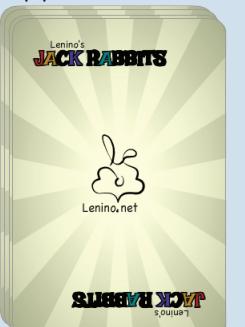
DEAL THE CARDS

Get the deck of cards in order after placing the last tile. Remove each face card and joker, and line them up in an aisle. Shuffle the rest as in poker to create a facedown pile—with pip cards (each 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

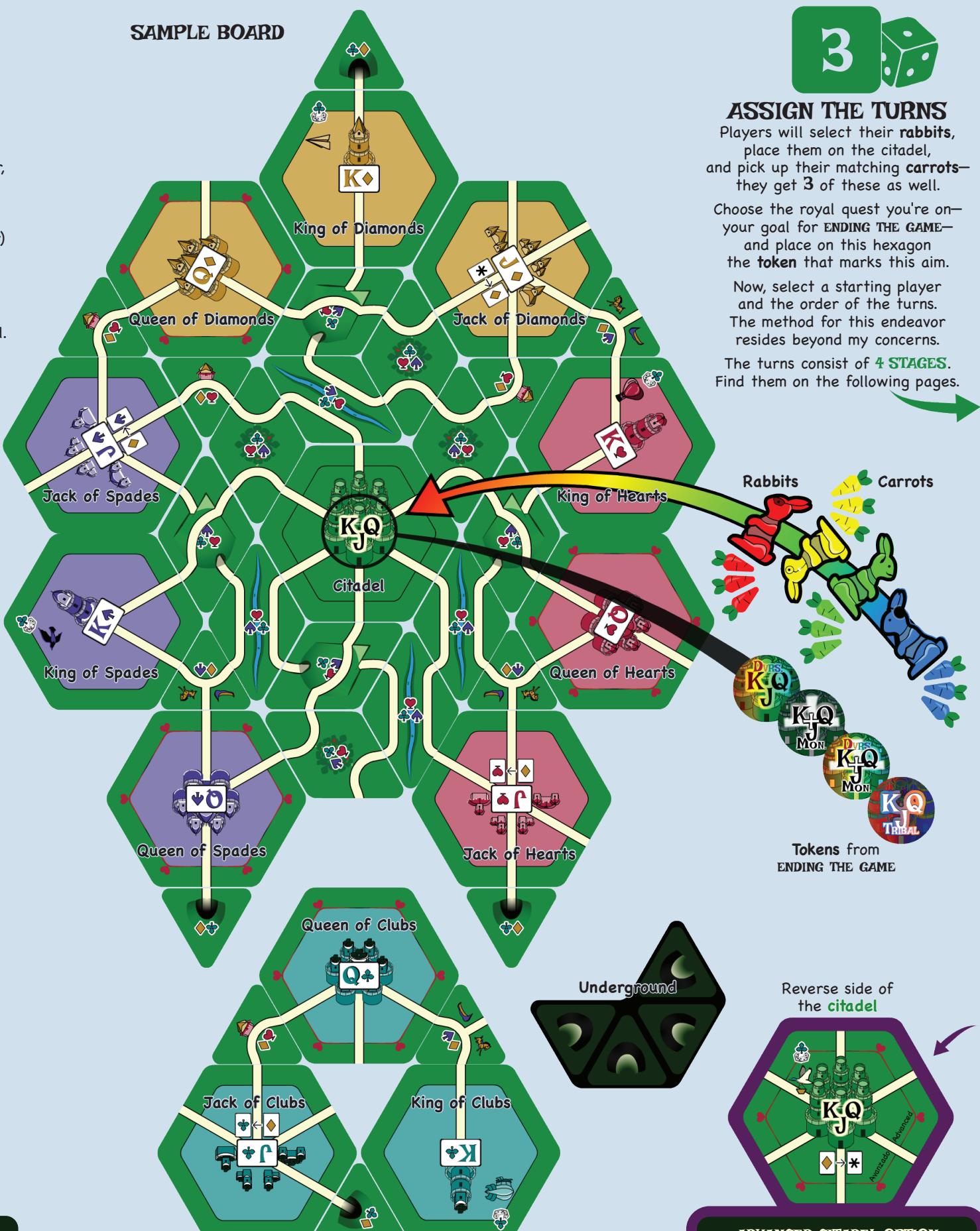


Deck or drawing pile of pip cards & aces



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



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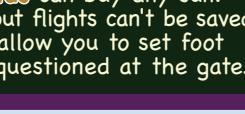
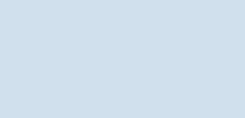
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ASSIGN THE TURNS

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.



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:



The board game for playing cards on a quest through wonderlands



Video tutorial

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.

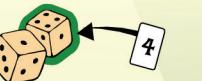
See **SETUP** and then this frame to complete a **BASIC GAME**. Try this first 'till you can claim to be fit for the **FULL GAME**.

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; put it back into the 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.

OFF-ROAD MERCHANTS

You may buy 2 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 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.

CROSSINGS Off-board

MOUNTAINS Off-board

RIVERS Off-board

WOODS Off-board

INNS Off-board

CAVE Off-board

OFF-BOARD Off-board

ONCE YOU'RE ON THE ROAD Off-board

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