

# SETUP

Up to 4 players



## THE BOARD

To play a JACK RABBITS match you must first complete a board; build a wonderland from scratch, to be charted and explored. The lands you connect and spread house the royals from each throne. 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

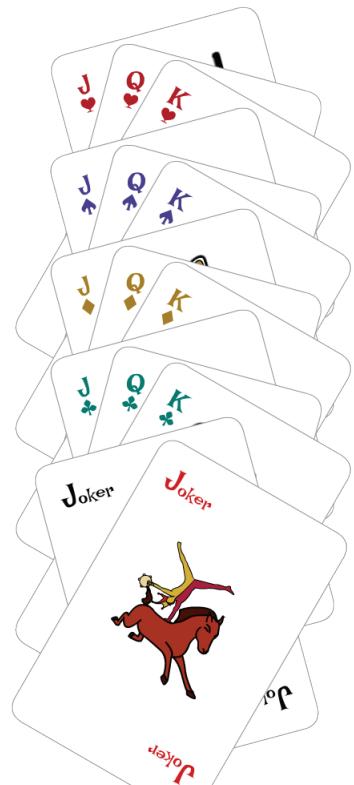
Place the citadel hex first. Leave aside the underground. Pile and shuffle all the rest, every single tile face down. Deal by tile shape (equal shares)—there are twelve of every kind—as you hand each player theirs, the division will be fine.

To place them, first choose a style between a strict or free pace. **Strict:** take turns placing one tile—the one you flip, you must place. **Free:** no turns, it's all freestyle—flip all the tiles on their face. These four tips will be worthwhile as guidelines in either case:

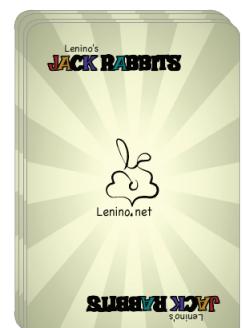


## THE CARDS

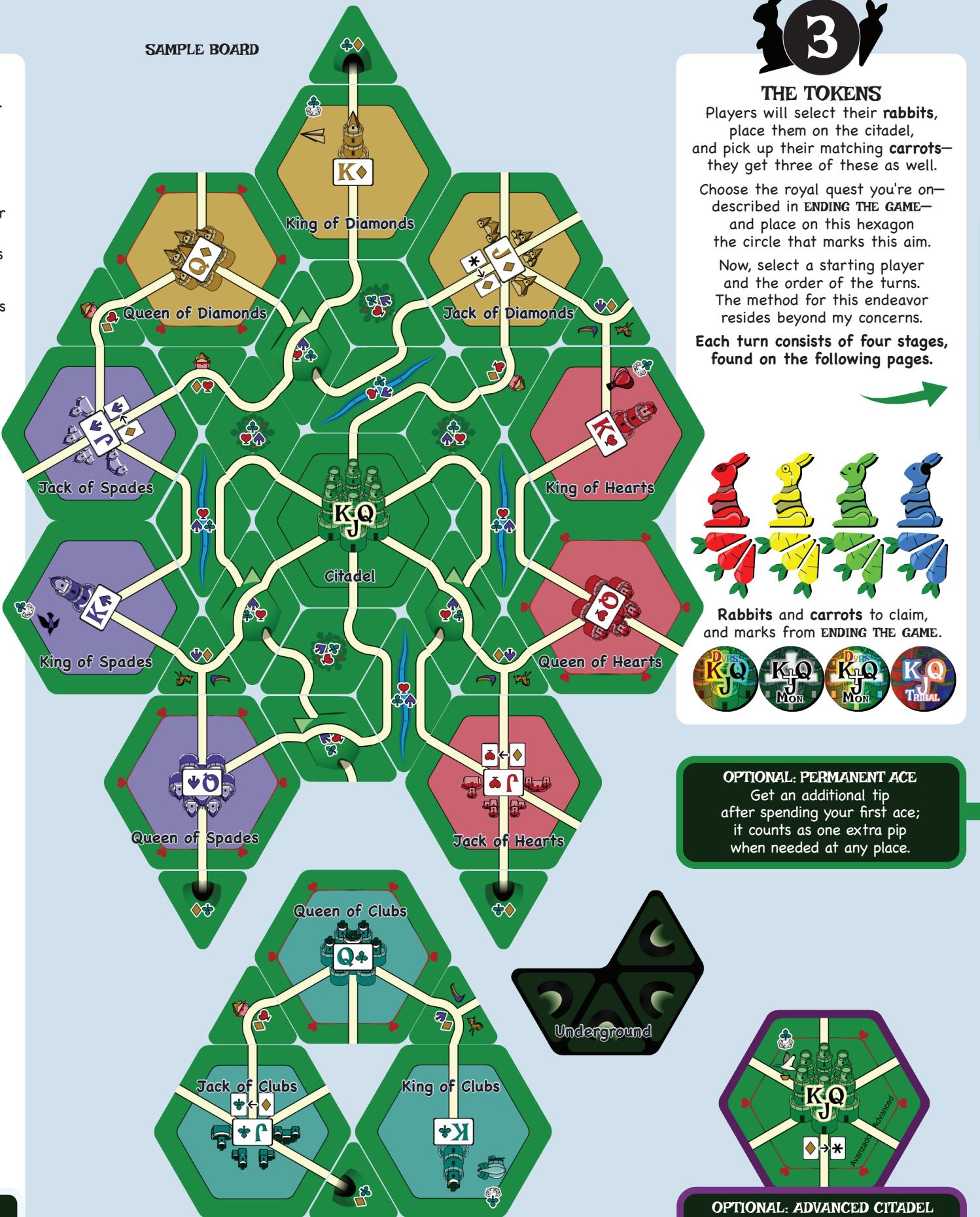
Remove each face card and joker after placing the last tile. Display them in any order—line up this court in an aisle. Shuffle the rest as in poker—make a facedown drawing pile—which holds pip cards of a number and aces of fancier style. Each player will draw three cards to hold as the starting hands. They are needed afterwards for THE JOURNEY through the lands and to pay for the rewards THE ACQUISITION demands.



Court of royal cards and jokers, and pile of aces and numbers.



## SAMPLE BOARD



**OPTIONAL: TIGHT SUITS**  
Have as many suits as players, and one of each road tiles too. For instance, with two contenders, the game will only use two.

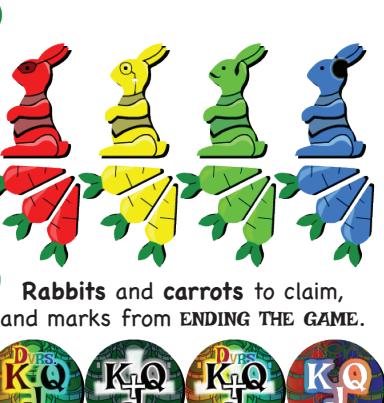
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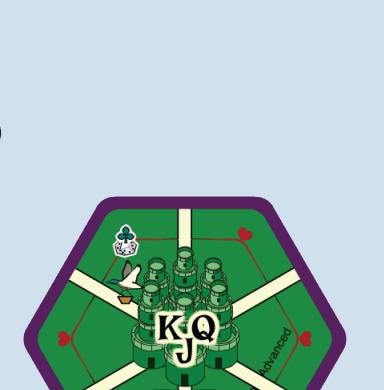


## THE TOKENS

Players will select their rabbits, place them on the citadel, and pick up their matching carrots—they get three of these as well. Choose the royal quest you're on—described in ENDING THE GAME—and place on this hexagon the circle that marks this aim. Now, select a starting player and the order of the turns. The method for this endeavor resides beyond my concerns. Each turn consists of four stages, found on the following pages.



**OPTIONAL: PERMANENT ACE**  
Get an additional tip after spending your first ace; it counts as one extra pip when needed at any place.



**OPTIONAL: ADVANCED CITADEL**  
Hearts are used to grant you access; Diamonds buy you any loot; Clubs will get you flying passes, but here there's no saving suit.



## 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 is ordering a race to produce royals to be ordained at the Citadel as the new council of thirds. This is the highest order a rabbit of this order can get:

Visit the royals, procure three of their cards, and bring them to the citadel, in that order.

Note that when I say "that order," I'm not referring to another Order of Messenger Rabbits, nor the order that drives this letter, but the order these steps shall take place in order to restore order to the realm.

So, hoppy hop in orderly fashion! Don't dawdle—no time to lose!

The White Herald

## OVERVIEW

Go through the realm turn by turn making stops on royal land. Win the game when you return with three royal cards in hand.

In this race you must excel to be the champ of the land. Before the royal quest starts, choose a challenge for the mission; look for the circular marks that set the winning condition.

**SIMPLE:** (none) get three royals of any sort

**DIVERSE:** get three royals of different suits

**MONARCHY<sup>+</sup>:** get a K, a Q and a J of any suit

**DIVERSE MONARCHY<sup>+</sup>:** get a K, a Q and a J of three different suits

**TRIBAL:** get three royals of the same suit

### OPTIONAL: PATRIARCHY VALUES

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

## ENDING THE GAME

Return to the citadel

with three royal cards in hand.

In this race you must excel to be the champ of the land.

Before the royal quest starts, choose a challenge for the mission;

look for the circular marks that set the winning condition.

See SETUP and then this frame to complete a **BASIC GAME**. Learn this part—make this your aim—before playing the **FULL GAME**.

## THE 4 STAGES IN A TURN

### STAGE 1

#### THE ROLL

Begin by rolling two dice and watch the digits unfold. You'll draw one card as a prize right after the dice are rolled, if you prove one of them ties to a number card you hold.



If you're ever holding ten, discard down to nine again.

**THE FIRST ACE** you show in hand is worth eleven, not one.

Hold the outcome of the dice; their sum will become **THE PRICE**.

#### THE PRICE

Off-road posts along the way charge 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 ten; aces, eleven or one.\*

If you spend a royal card, take your carrot off their tile, and in this case, don't discard; it goes back to the court's aisle.

#### \*THE FIRST ACE

Your first ace is worth eleven—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 spot if it's closer to your goal. Or choose to simply rest up; you don't have to move at all.



#### TRAVEL FREELY BY ROAD

From the current hex you're on, you may choose a path to exit.

Move your rabbit as a pawn along the road you've selected, and stop at a hexagon: wait a turn to cross the hexes.

#### PAY TO TRAVEL OFF-ROAD

You're free to explore the roads and follow continuous paths.

The mountains have two of those, an "under" and "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 two 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 taverns where they reside; and you keep them in your hand until you decide to ride.

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

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

### 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 ten 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 residences without cost or consequences.

#### 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.

#### END THE JOURNEY 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.

### 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, refile: shuffle the spent lot once more.

If you're ever holding ten, discard down to nine again.

#### OPTIONAL: CARROT TRAIL

**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.

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#### CLOVERS

##### Clubs

#### FLY BETWEEN KING'S 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 the dice rules still hold; you may match and claim the prize.

Spend some cards to reach the dice, and you'll avoid falling off.

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 fourth; go to **THE INCREMENT** part and swap carrots in accord.

#### SPADES

##### Swords

#### ATTACK OTHER RABBITS

You may 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 board.

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 hearts 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.

#### HEARTS