

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.



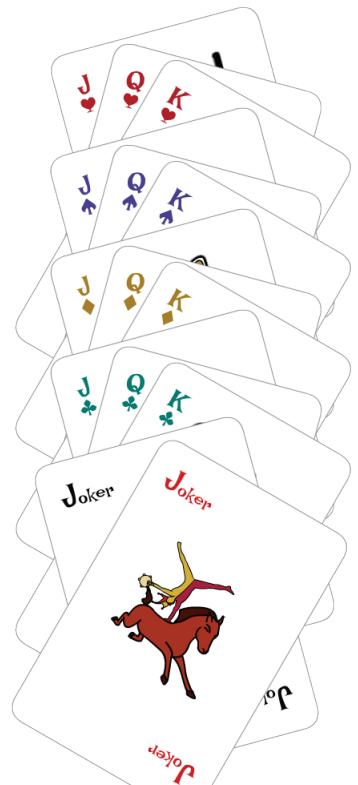
THE CARDS

Remove each face card and joker after placing the last tile.

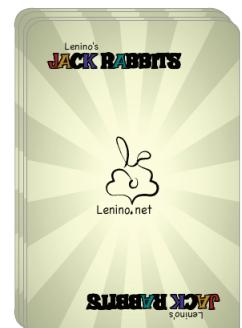
Display them in any order—line up this court in an aisle. Shuffle the rest as in poker—make a facedown drawing pile—which holds pip cards of a number and aces of fancier style.

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.



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.

Find videos, events and more. jackrabbits.lenino.net

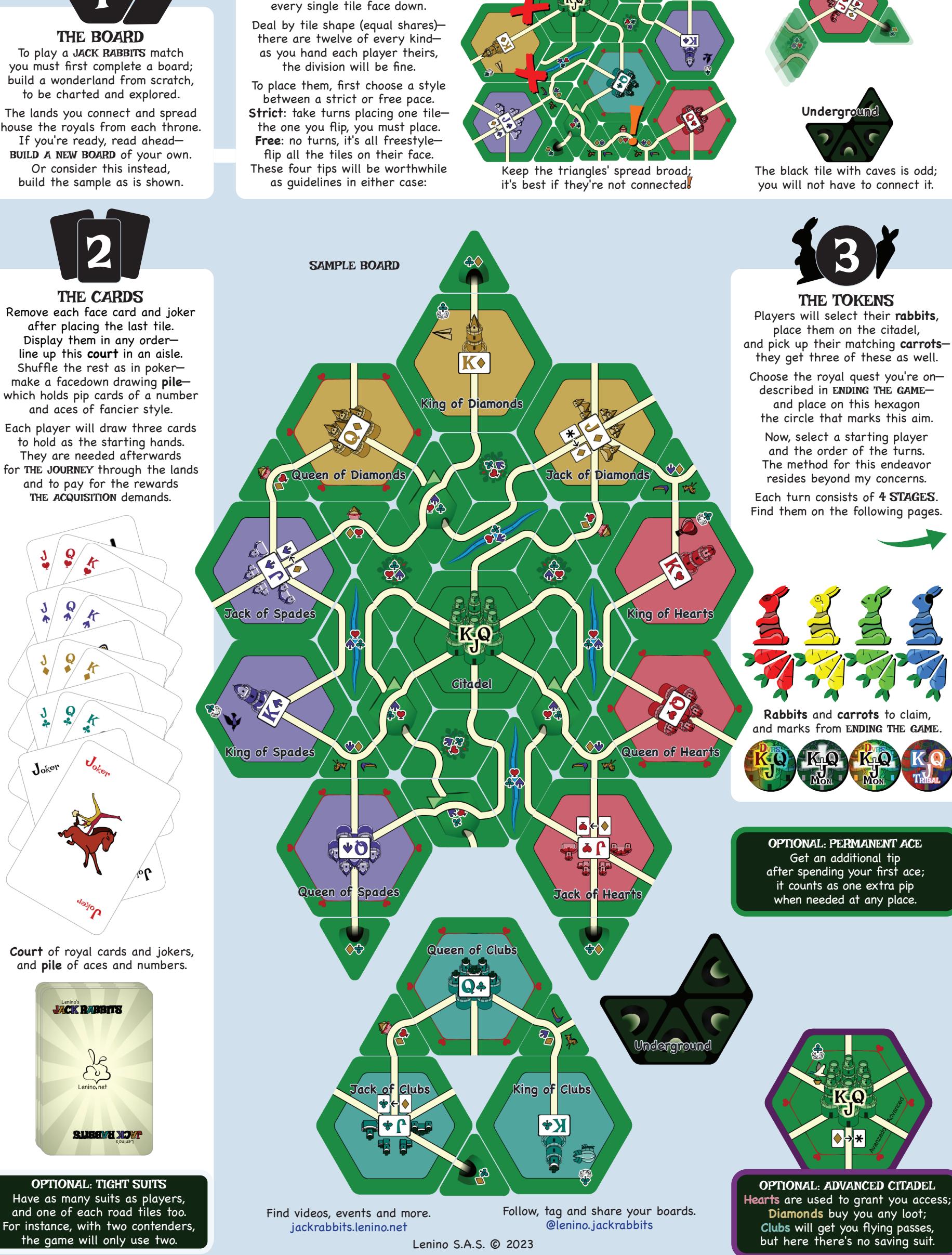
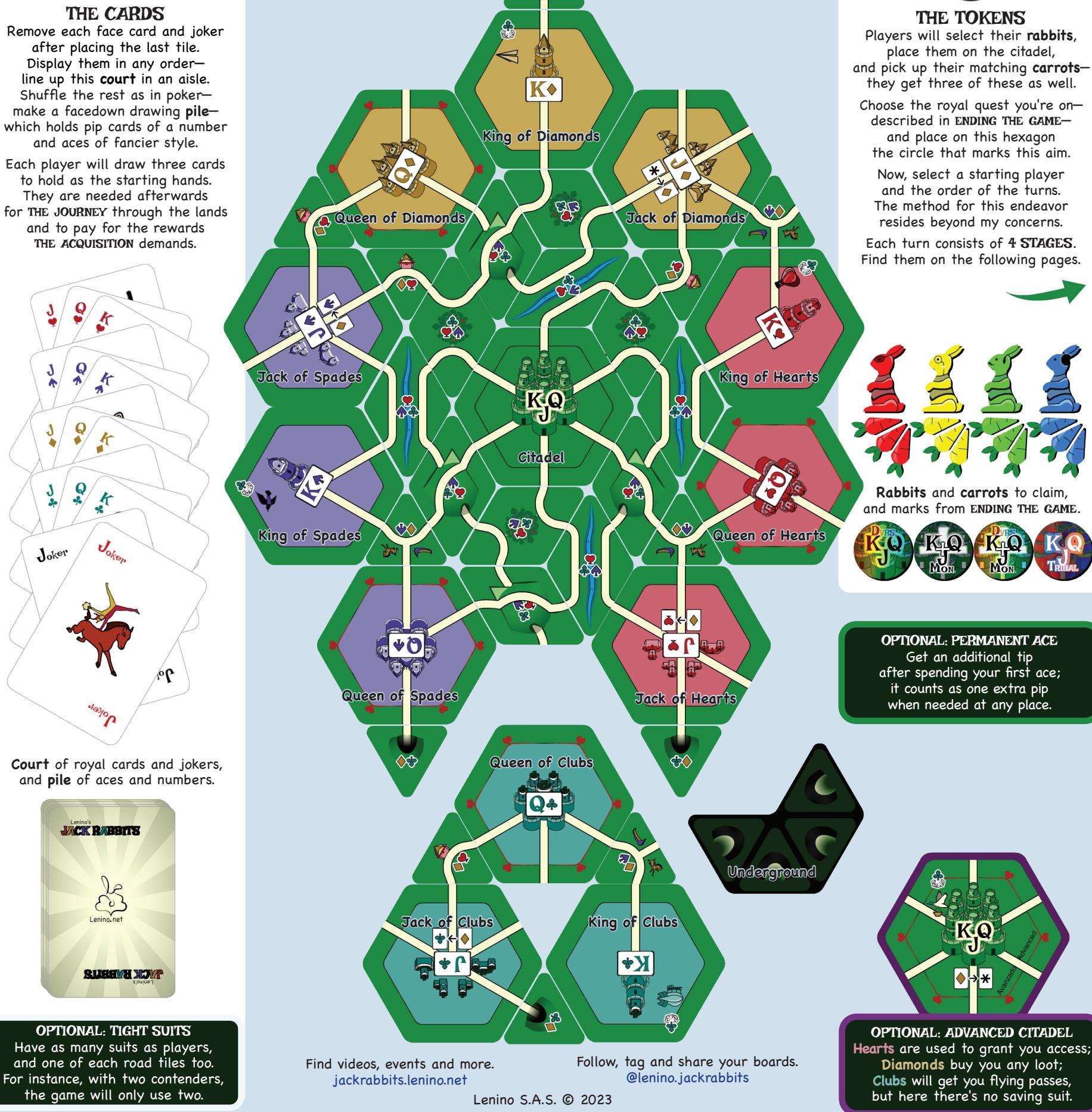
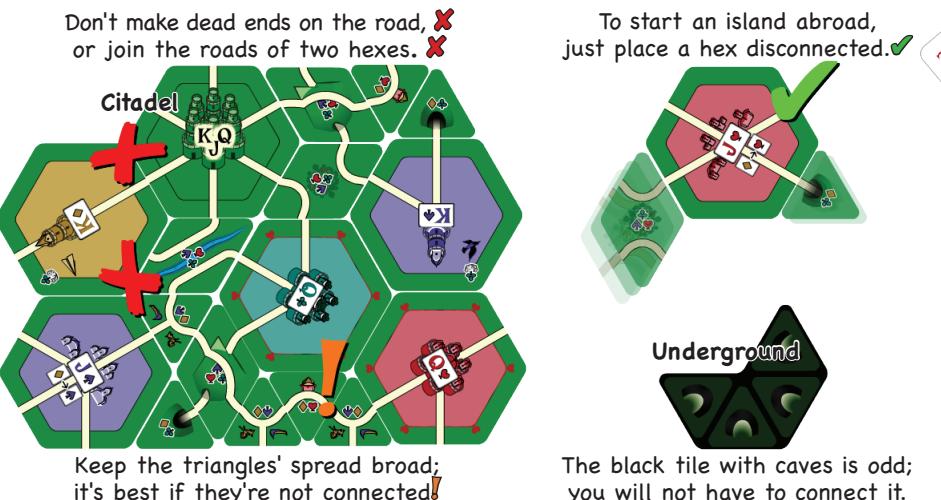
Lenino S.A.S. © 2023

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:



GREETINGS

Hear ye, glorious messengers, An auspicious quest is in order. The Order of Messenger Rabbits of the Citadel orders a race to produce royals to be ordained as the 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:

When I say "that order," I'm not referring to another Order of Messenger Rabbits elsewhere, nor the order that motivates this letter, but the order in which these shall take place in order to restore order to the realm.

So, hoppy hop in orderly fashion! There's no time to waste.

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⁺: get a K, a Q and a J of any suit

DIVERSE MONARCHY⁺: 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.

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**.

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.

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.

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.

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.

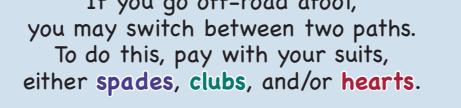
OFF-ROAD MERCHANTS

You may buy two 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 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 RABBIT HOLES

Pay to travel cave to cave—use this trick to hop around.

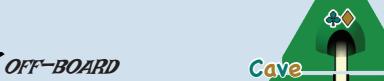
But if you would rather save, take your rabbit underground. In this case, the payment's waived—hop on out in the next round.

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.



In a **FULL GAME** you'll include these unique traits for each suit:

CLUBS

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.

The basic 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 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 spade cards back and forth.

And the weakest, in the end, is the one who'll leave the board.

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.

HEARTS

Cups

ENTER A QUEENS' PALACES

As you enter a queen's hex, any player may demand you show six points to the rest adding heart cards in your hand, or confirm that you possess the queen's card that marks the land.

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.

DIAMONDS

Coins

TRADE 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.

OPTIONAL: TRADE WHEN MEETING RABBITS

Rabbits can't show what they offer, and will trade a suit for gold. If a short change is uncovered, the swindlers gets thrown OFF-BOARD.

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.