

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—CREATE A BOARD of your own.

Or consider this instead, build the sample as is shown.



THE CARDS

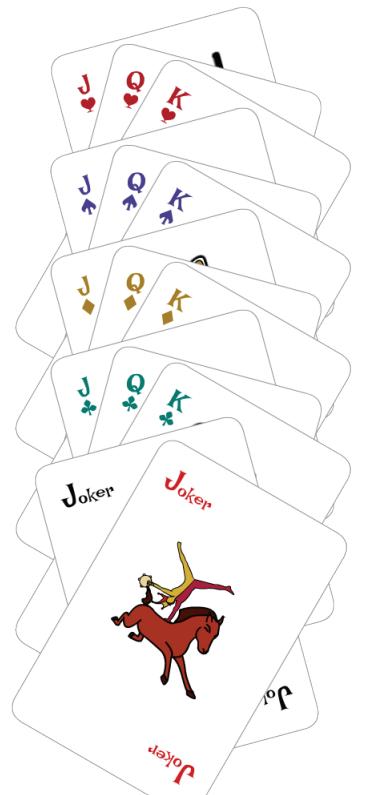
Get the deck of cards in order after placing the last tile.

Remove each face card and joker; display this court in an aisle.

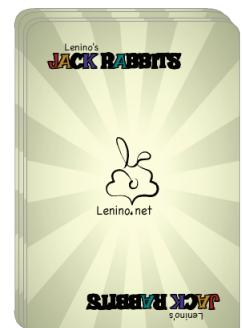
Shuffle the rest as in poker—make a facedown drawing pile—which holds pip cards of a number and aces of fancier style.

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.



CREATE A 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:



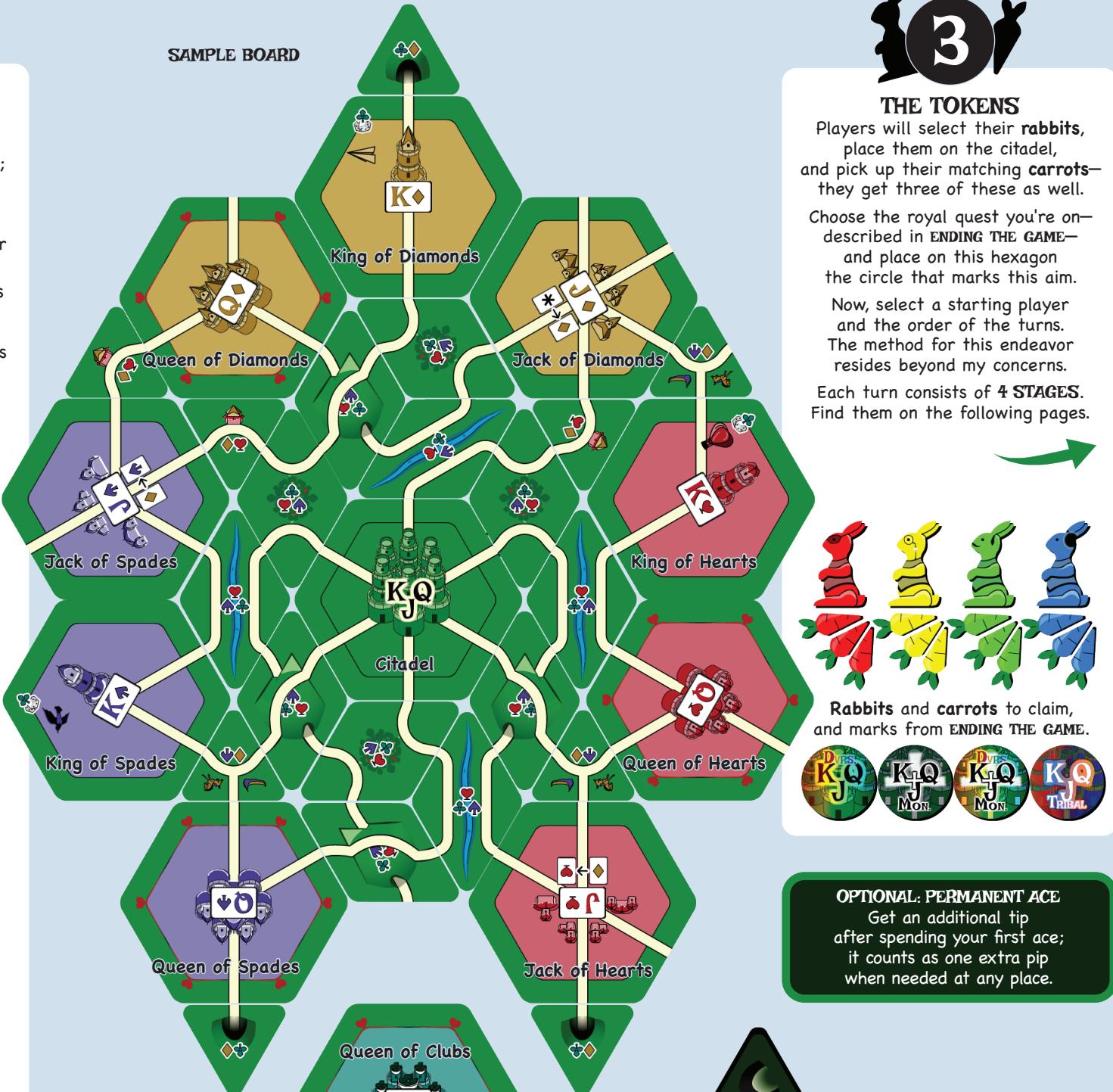
Avoid mismatching the road, or matching roads of two hexes. X To start an island abroad, just place a hex disconnected.



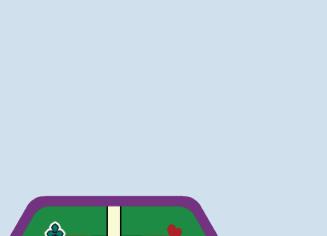
The black tile with caves is odd; you will not have to connect it.



SAMPLE BOARD



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.

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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.



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 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

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 lies, matching a card that 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 cost 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 shrine. And, in this case, don't discard; it goes back to the court's line.

*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.

PAY TO TRAVEL OFF-ROAD

It is of no cost to you to use the continuous paths. Even on mountains, go through an "under" or "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 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 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.

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.

OFF-ROAD CARRONADS

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.

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, reple: 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 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.

OFF-ROAD MOUNTAINS

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 RIVERS

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 WOODS

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.

OFF-ROAD TAVERN

You may buy a joker's card at taverns where they reside; and you keep them in your hand until you decide to ride.

OFF-ROAD CAVES

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

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

OFF-ROAD 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.

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.

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.

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

Have unequal value levels

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