

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.

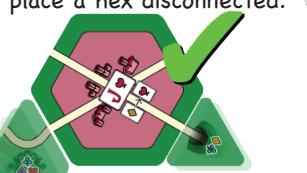
CREATE A BOARD

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:



To start an island abroad, just place a hex disconnected.



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



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 events shall take place.

So, hoppy 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 three royal cards in hand.

The ACQUISITION requires ten 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 before crossing hex tiles, 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 three royal cards in hand.

In this game, 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

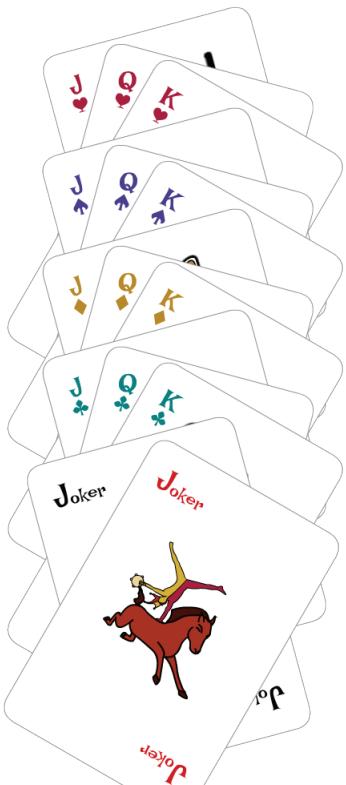
OPTIONAL: PATRIARCHY

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

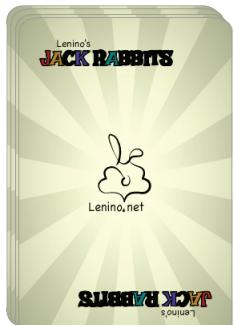


THE CARDS

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.

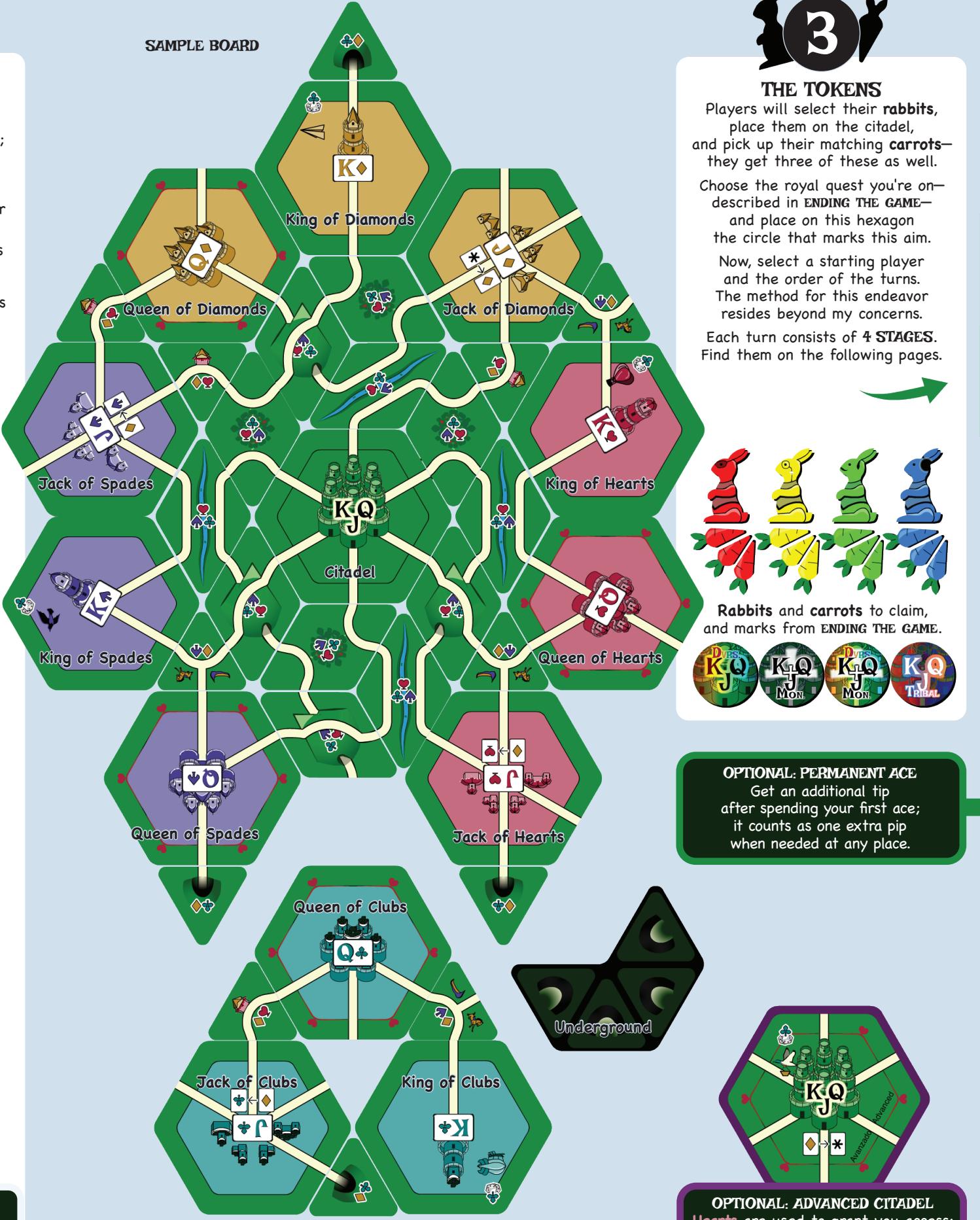


Court of royal cards and jokers, and pile of aces and numbers.



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.

SAMPLE BOARD



Find videos, events and more.

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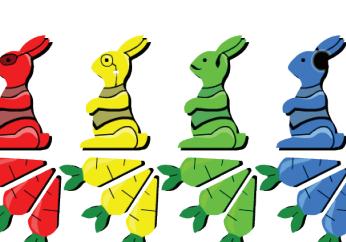
THE TOKENS

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 4 STAGES. Find them 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.

***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 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.

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 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.

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.

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.

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