

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 alejale el subsuelo en un costado. Voltea bocabajo las del resto y fíjate en sus números de lados. Indica a las personas que recajan iguales cantidades de las piezas; por formas geométricas les tocan de 12 dividido por cabeza.

COLOCAR LAS PIEZAS

Elije 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.

Ciudadela

KQ

Subsuelo

Evita conectar consecutivas las piezas triangulares similares.

La pieza del subsuelo es exclusiva; se queda sin uniones laterales.



Bienvenida

Atención heróicos mensajeros, La Orden de Conejos Mensajeros de la Ciudadela ordena esta competencia para obtener las cartas de la terna que será ordenada al nuevo concejo real. Esta misión de orden superior es la orden más importante que un conejo de esta orden pueda recibir:

Visitar a los nobles en sus casas, entregar las cartas correspondientes, adquirir 3 con sus letras y traerlas de vuelta a la ciudadela, en tal orden.

En ese orden, cuando digo «tal orden» no me refiero a alguna otra orden de conejos mensajeros ni a la orden del motivo de esta carta, sino al orden en el que se harán las cosas.

¡En marcha! Debemos restaurar el orden en el reino.

El Heraldo Blanco

VISIÓN GENERAL

Irás a transitar por los caminos cargando con tus cartas numerales. La meta es que regreses al castillo luciéndote con 3 de las reales.

Dírigete a las casas de monarcas a hacer LA ADQUISICIÓN en su presencia. Con 10 de los puntitos de sus marcas recibes su real correspondencia.



Es gratis completar LA TRAVESÍA si viajas por las vías carreteras.

Se paga solamente si necesitas transporte, pasadiso o madriguera.

Defiénte en los hexágonos que llegues y toma EL INCREMENTO de tus cartas, a menos que el concejo se te quede por fuera de las piezas y sin barcas.

FIN DEL JUEGO

Serás protagonista del festejo si a nuestra ciudadela te regresas cargando con las cartas del concejo: tus 3 con las insignias de nobleza.

Recuerda, al repartir a los conejos, pedirle al colectivo de la mesa que escoga de lo simple a lo complejo el tipo de final que le interesa.

SIMPLE: 3 cartas reales cualesquier;

DIVERSO: 3 cartas reales de palos distintos;

MONARQUÍA: una K, una Q y una J (K+Q+J), sin importar sus palos;

MONARQUÍA DIVERSA: una K, una Q y una J de 3 palos distintos;

TRIBAL: las 3 cartas reales del mismo palo.

OPCIÓN: PATRIARCADO

Valora EL AS I^{ro} por 14; los reyes, es por 13 que valoras; las reinas, subvalóralas por 12; y es II, menos precio por las jotas.

TABLERO DE EJEMPLO



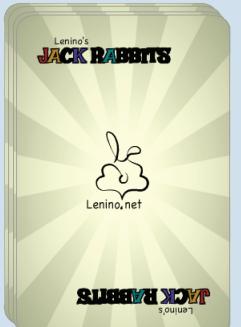
REPARTE LAS CARTAS

Después de que el tablero se defina y estén establecidos los lugares, separa bocabrilla en una fila las cartas de los jokers y reales. Baraja disponiendo en una pila las cartas numerales, los ases, y entrégales a cada concursante individuales. Con estas tramarán LA TRAVESÍA y harán LA ADQUISICIÓN de personajes.

Fila de cartas reales y comodines (jokers)



Pila de números y ases



OPCIÓN: CARTAS CORTAS
Se juega con un palo por conejo y un set de piezas viales a su vez. Con 3 participantes, por ejemplo, un palo se elimina con su set.

Descubre contenido y tutoriales.

Tagúeános, suscríbete y comparte. @lenino.jackrabbits

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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.

Elije 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 escribe. Los turnos constarán de 4 FASES. Aprendete sus nombres y sus bases.

Rey de Diamantes

Jota de Diamantes

Zanahorias

Conejos

Rey de Corazones

Reina de Corazones

Misión del FIN DEL JUEGO

Subsuelo

Reverso de la ciudadela

Rey de Tréboles

Reina de Tréboles

Reina de Picas

Rey de Picas

Reina de Diamantes

Rey de Diamantes

Jota de Picas

Reina de Corazones

Rey de Corazones

Reina de Tréboles

Rey de Tréboles

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Jota de Tréboles

Reina de Corazones

Rey de Corazones

SETUP

2 to 4 players

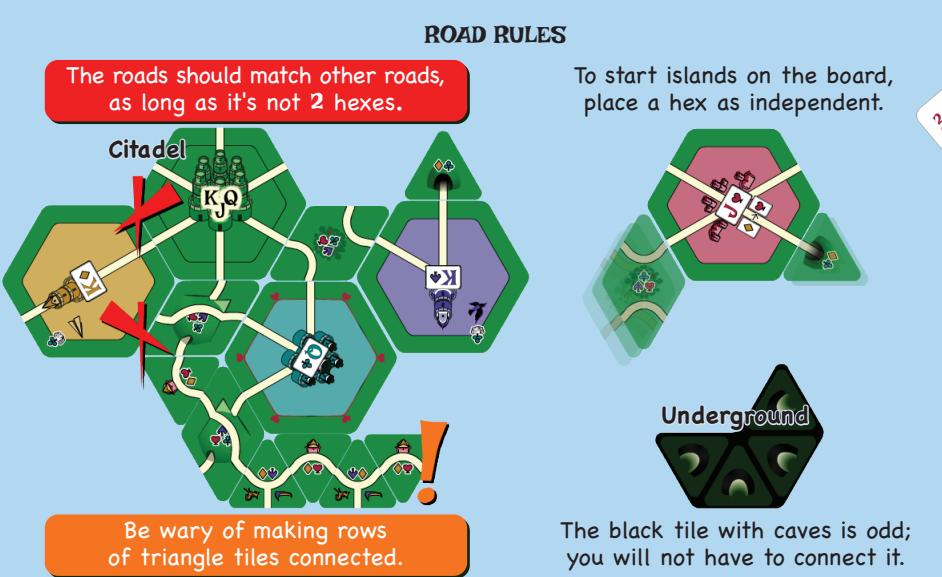


BUILD A BOARD

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.



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:

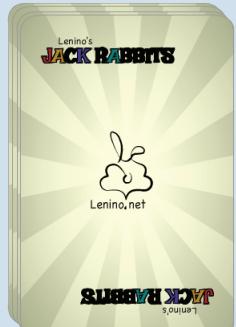
SAMPLE BOARD

Each player will draw 3 cards to hold as their starting hand. They are needed afterwards for THE JOURNEY through the land.

Line of royals & jokers



Drawing pile of numbers & 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.

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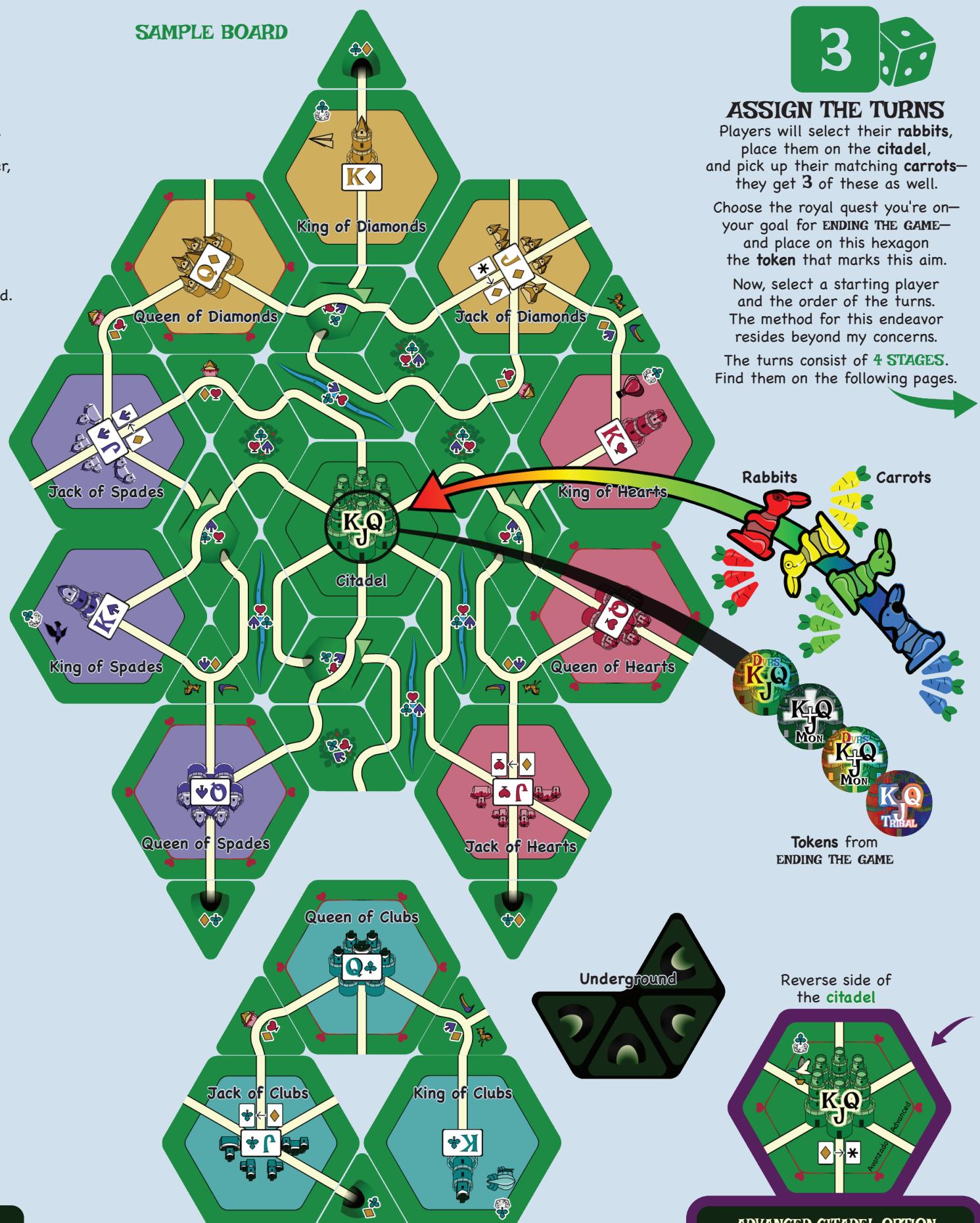
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ASSIGN THE TURNS

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.



ADVANCED CITADEL OPTION
Diamonds can buy any suit. Clubs fly, but flights can't be saved. Hearts allow you to set foot if you're questioned at the gate.



The board game for playing cards on a quest through wonderlands
[QR code](https://www.qr.lnjk.com)
Video tutorial

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:

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

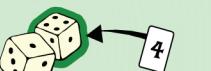
PATRIARCHY OPTION
Have unequal value levels—if you don't think that is whack—from 14 down to 11, for THE ACE, King, Queen & Jack.

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.

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 spades cards back and forth. And the weakest, in the end, is the one who'll leave the floor.

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 4th, go to THE INCREMENT part and swap carrots—nothing more.

STAGE 2: THE JOURNEY

Move to another hex stop if it's closer to your goal. Or choose to simply rest up; you don't have to move at all.



GOING FREELY ON A ROAD
From the hexagon you're on, you will choose a path to exit. Go with your rabbit along the road that you have selected 'till you reach a hexagon—wait a turn to cross the hexes.

PAYING 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 2 paths.

To do this, pay with your suits, either spades, clubs, and/or hearts.

OFF-ROAD INNS

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

OFF-BOARD

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

THE INCREMENT is assured,

but you'll leave after a round.

CARROT TRAIL OPTION

Your journey may be improved if your carrot's on a hex;

you may visit when you move and continue without rest.

STAGE 3: THE ACQUISITION

Your may buy the royal card of the hex where you've set foot if you're holding in your hand 10 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 any hex—you don't have to pay to rest.

OFF-ROAD MERCHANTS

You may buy 2 types of rides on tiles where the road is forced. 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 CAVES

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.

FLY BETWEEN KING'S TOWERS

Show one card before THE ROLL; if it beats the dice (or ties), pick a tower as a goal.

Otherwise, you'll fall OFF-BOARD, but keep your card anyway. Either way, once you have rolled, you're allowed to win the prize.

Spend some cards to reach the dice, and you'll avoid falling off. What you must pay as THE PRICE is just how much you were off.

Use the suit of that same tower to pay the amount that's owed. The clubs' tower has a power: you may spend the card you showed.

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, compile and shuffle the lot once more.

If you're ever holding 10, discard down to 9 again.

CARROT TRAIL OPTION

Your journey may be improved if your carrot's on a hex;

you may visit when you move and continue without rest.

OFF-ROAD CAVES

Pay to travel cave to cave—use this trick to hop around. But if you would rather save, take your rabbit underground.

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CLOVERS

Clubs

Cups

Swords

Diamonds

Hearts

Spades

Queens

Kings

Aces

Jokers

Rabbits

Carrots

Monarchs

Queens

Kings

Aces

Off-Board

Underground

Rest