

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 (even the small ones) 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.

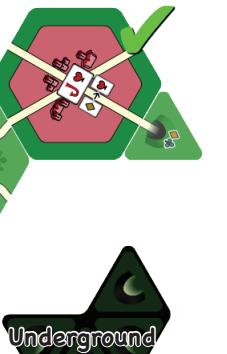
Free: no turns, it's all freestyle—flip all the tiles on their face.

These four tips will be worthwhile as guidelines in either case:

Don't make **dead ends (T)** on the road, or join the **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.



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 is ordering 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:

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 of the steps you must take, 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⁺: 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.

ENDING THE GAME

Return to the citadel with three royal cards in hand.

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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.



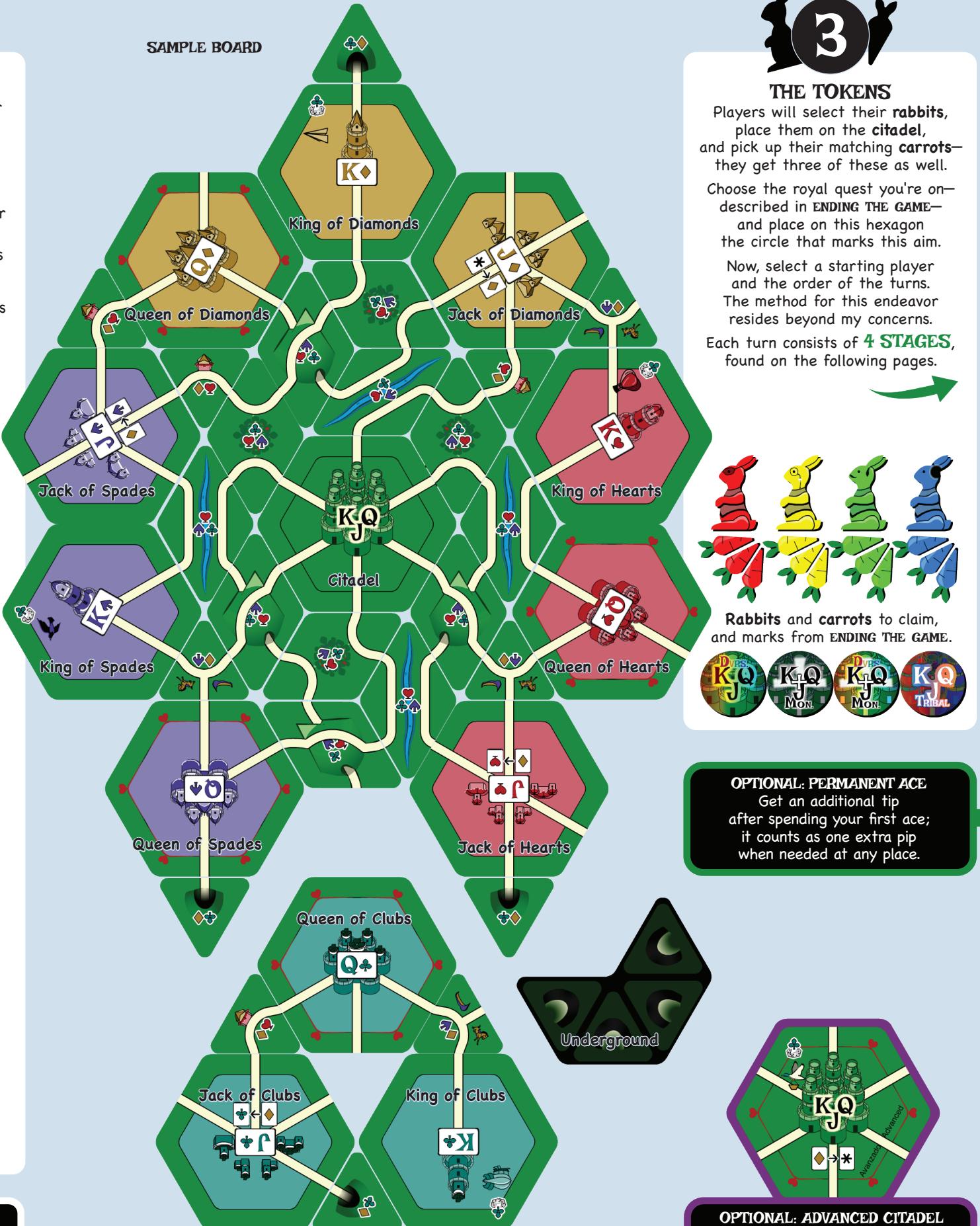
Court of royal cards and jokers, and pile of aces and numbers.



OPTIONAL: TIGHT SUITS

Have as many suits as players, and one of each road tile too. For instance, with two contenders, the game will only use two.

SAMPLE BOARD



Find videos, events and more.

jackrabbits.lenino.net

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OPTIONAL: ADVANCED CITADEL
Hearts are used to grant you access; Diamonds buy you any loot; Clubs will get you flying passes, but flights have no saving suit.



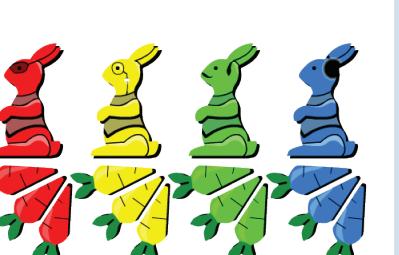
THE TOKENS

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**, 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.

***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
You may buy two types of rides on **crossings** where roads are forked.

END THE JOURNEY OFF-BOARD
If you're stuck, hop overboard: from a tile by the seaside.

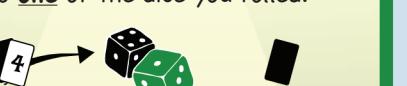
THE INCREMENT
Your turn ends on a hex tile, as long as you're not **OFF-BOARD**. Get a new card from the pile if your rabbit's on the board.

If you find no cards, repile: shuffle the spent lot once more.

STAGE 1

THE ROLL

Begin by rolling two dice and watch the digits unfold. You'll draw **one** card as a prize if you show **one** card you hold, proving that its number ties to **one** of the dice you rolled.



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**
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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—in this case, **clubs**, **spades**, or **hearts**.

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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 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.



Royal
You may visit residences without cost or consequences.

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.

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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.

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

OPTIONAL: CARRROT 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.

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.

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OFF-ROAD MERCHANTS
You may buy two types of rides on **crossings** where