



Build a new board for each game so that, when the race begins, the layout is not the same. and the best explorer wins.

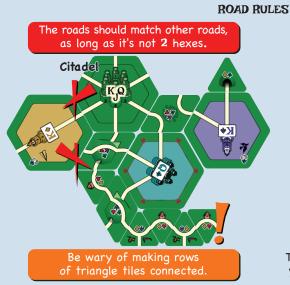
The board tiles will form a realm for the royals of each throne. If you're ready, read ahead-CREATE A BOARD of your own. Or consider this instead, build the SAMPLE as is shown

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.

the same number of each kind. There are 12 of all 3 shapes, so dividing will be fine.

Choose a flow that fits your style between a strict or free pace. Strict: take turns placing I tilethe 1 you flip, you must place. Free: no turns, it's all freestyleflip all the tiles on their face. The ROAD RULES will be worthwhile as guidelines in either case.



To start islands on the board, place a hex as independent.



you will not have to connect it.

DEAL 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 to create a facedown pile, and aces of fancier style.

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

> Court or line of royal cards & jokers



Deck or drawing pile of pip cards & aces



TIGHT SUITS OPTION Limit to I suit per player, (and I set of **road tiles** too). For instance, with 2 contenders

ASSIGN THE TURNS

place them on the citadel. and pick up their matching carrotsthey get 3 of these as well.

your goal for ENDING THE GAMEand place on this hexagon the token that marks this aim

Find them on the following pages.

Tokens from

Reverse side of

the citadel

ADVANCED CITADEL OPTION

Diamonds can buy any suit.
Clubs fly, but flights can't be saved.



costs the total on the dice. It's OK to overpay; The suits allowed where you pay may be combined for the price

THE PAYMENT

it's discarded once you're done Royal cards will count as 10; aces, 11 or 1.*

take your carrot off their shrine And, in this case, don't discard; it goes back to the court's line.

*THE 1ST ACE

keep it in front of your hands.

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.

STAGE 2:

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 pilethat's THE INCREMENT you're owed.

ENDING THE GAME Return to the citadel

with $oldsymbol{3}$ 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 whackfrom 14 down to 11, for THE ACE, King, Queen & Jack.

See STOUP 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.

Lenino's

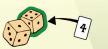
THE ROLL

CK RABBITS

The board game for playing cards

Video tutoria

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 IST ACE won't match a dieit's worth 11; that's why.

Hold the outcome of the dice; their sum will become THE PRICE.

It is of no cost to you

to use the continuous paths. Even on mountains, go through an "under" or "over" pass.

will demand you pay THE PRICE. Look for markings on the ground for every suit that applies.

OFF-ROAD SHORTCUTS

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



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 hexyou don't have to pay to rest.

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.

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



CARROT TRAIL OPTION THE JOURNEY may be prolongued 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 2 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 the inns where they reside; and you keep them in your hand until you decide to ride.



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

You must exit by a road Since you'll end up off the board, THE INCREMENT is denied.

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.



SPADES

ATTACK OTHER RABBITS

and kick someone else OFF-BOARD, if you're playing where they stand and start a duel with swords.

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

and when you're done, please discard. If the victim wins the brawl, they don't get to steal a card.

> discard one if it's your 4™; go to THE INCREMENT part

each jack's hex sells its own suit. Check what these posts have in storewhen 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,

Cups

As you enter a queen's hex (where 6 hearts surround the land), if someone makes the request, show that sum of pips in hand, or point out you're that queen's guest since her card is in your hand.

To request to see your hearts, they must show 6 of their own. They're kicked *OFF* and lose those cards after your 6 hearts are shown. But if bluffing, you'll depart. OFF you go! Your cover's blown.

Any rabbits off the board



CLOVERS Clubs

FLY BETWEEN KINGS' TOWERS

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 anywise. Either way, once you have rolled,

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.

to pay the amount that's owed. The clubs' tower has a power:



Swords

You can steal a random card

You attack, and they defend,

Do not reply with a draw;

When you steal a royal card,

DIAMONDS

All spent cards are being sold:

these markets run out of goods.

HEARTS

ENCHANT AT QUEENS' PALACES

may not nag guests at the door.

you may spend the card you showed.

Once shuffled, each player takes

Tack of Spades

ing of Spades

40

Spade

Jack of Clubs

*

₩ }

Find videos, events and more

iackrabbits.lenino.net

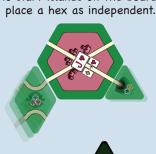
een of Clubs

Q÷

Lenino S.A.S. © 2023

leen of

PLACE THE TILES





The black tile with caves is odd:

SAMPLE BOARD Players will select their rabbits. K♦ Choose the royal quest you're on-

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.

Rabbits

ng of Hearts

Queen of Heart

Underground

TAPE OF THE PARTY OF THE PARTY

Jack of Hearts

ing of Clubs

K*

Follow, tag and share your boards

@lenino.iackrabbits

5 THE PRICE Going off-road, on the way, you don't have to be precise.

Show and leave out what you spend;

If you spend a royal card,

Your first ace is worth 11 —the others you get are ones. As a record that you spent it,

exchange at Jacks' plazas

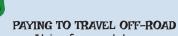




From the hexagon you're on, you will choose a path to exit. Move your rabbit pawn along the road that you have selected, and stop at a hexagon: wait a turn to cross the hexes.

GOING FREELY ON A ROAD

you don't have to move at all



Other ways to get around

The mountains, rivers, and woods,

You may meet and TRADE WITH OTHERS, but the trade must be for gold. Make the trade if there's an offer, without showing what you hold. If a short change is uncovered,

you will be removing 2.



which holds pip cards (of a number)





Pay to travel cave to caveuse this trick to hop around.

OFF-ROAD RABBIT HOLES

If you're stuck, hop overboard: from a tile by the seaside. that leads all the way outside

Once you've done THE ROLL offshore,



Show one card before THE ROLL; you're allowed to win the prize.

Use the suit of that same tower

Hearis allow you to set foot if you're questioned at the gate. the swindler gets thrown OFF-BOARD and swap carrots in accord.