

# INICIO

2 a 4 participantes

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## 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 diseños aleatorios del reino de las cartas y sus templos. Anímate a crear un territorio o empieza por armar el del ejemplo.

## CREAR TABLEROS NUEVOS

### I. SEPARA LAS PIEZAS

Dispón la **ciudadela** por el centro y pon la del **subsuelo** por un lado. Agrupa bocaabajo las del resto y fíjate en sus números de lados.

### II. REPARTE LAS PIEZAS

Indica a las personas que recojan iguales cantidades de las piezas. Por formas geométricas las tocan de a 12 dividido por cabeza.

### III. COLOCA LAS PIEZAS

Elige la medida en que se avanza según tu preferencia por las reglas. O en TURNOs sucesivos que demandan: «la pieza que voltees la conectas» o LIBRE que permite voltearlas sin turnos ni descansos al ponerlas. Recuerda respetar al colocarlas las normas de las **vías** carreteras.

Conectas a las piezas por sus **vías** (excepto las de 2 hexagonales).

Ciudadela

Subsuelo

Es válido el comienzo de las islas usando hexagonales iniciales.

J

Subsuelo

Evita conectar consecutivas las piezas **triangulares** similares.

K

Subsuelo

Q

Subsuelo

A

Subsuelo

# SETUP

2 to 4 players

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## BUILD A BOARD

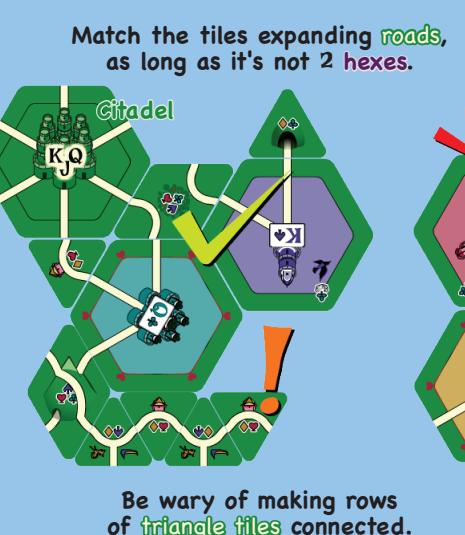
Build a new board for each game so that, when the race begins, the layout is not the same, and the best explorer wins. The board tiles will form a realm where each royal has a home. If you're ready, read ahead —BUILD A NEW BOARD of your own. Or consider this instead, build the sample as is shown.

### BUILD A NEW BOARD

I. SEPARATE THE TILES  
Place the **Citadel** hex first. Leave aside the **underground**. Then you'll gather all the rest, and shuffle them facing down.

II. DISTRIBUTE THE TILES  
Once shuffled, each player takes the same number of each kind. There are 12 of all 3 shapes, so dividing will be fine.

III. PLACE THE TILES  
Choose a flow that fits your style between a free or strict pace. **FREE:** no turns, it's all freestyle; flip all the tiles on their face. **STRICT:** take turns placing the tiles and what you flip, must be placed. These 4 points will be worthwhile as guidelines in either case:



### GREETINGS

Hear ye, glorious messengers, An auspicious quest is in order. With this message I order all rabbits of the Order of Messenger Rabbits of the Citadel to produce a council of thirds, 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 mention "that order" here, I don't mean there's another order like our Order of Messengers that you need to find elsewhere. Furthermore, I don't mean the order given as a request in this letter, but the order in which these events shall take place.

So, hoppity hop! 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. Get a new card when you rest —that's **THE INCREMENT** you're owed. Pay to go through caves or treks, ride a horse or row a boat, just make sure to end your turns at any hex on the board.

If you're far or can't return, you may choose to hop **OFF-BOARD**.

### 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.

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## DEAL THE CARDS

Remove the face cards and jokers, and line them up in an aisle. Then you'll shuffle all the others, which will form a facedown pile.

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

Line of royal cards and jokers



**TIGHT SUITS OPTION**  
Limit to 1 suit per player and one set of **road tiles** too. For instance, with 3 contenders, you'll be removing 1 suit.

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## START 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.

### 1<sup>ST</sup> THE ROLL

Start your turn rolling 2 dice; you will need these numbers shortly —not to count moves; it's **THE PRICE** for the actions on **THE JOURNEY**.



If you prove one of the dice matches a card that you hold, you'll draw one card as a prize right after the dice are rolled. If you're ever holding 10, discard down to 9 again. Your first ace won't match a die. Read **THE 1<sup>ST ACE</sup>** and see why.



**THE PRICE**  
Each transaction 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 1<sup>ST ACE</sup>**  
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.

**DICE**

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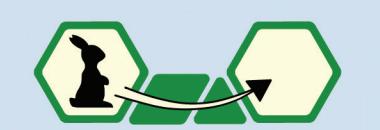
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## THE 4 STAGES IN A TURN

### 2<sup>ND</sup> 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 AT ROAD TILES**  
Your rabbit is free to move along the continuous paths. In the **mountains**, you'll 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.

**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**.

**THE 1<sup>ST ACE</sup>**  
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.

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### 3<sup>RD</sup> THE ACQUISITION

If you're holding in your hand 10 or more points of their suit, you may buy the **royal card** of the hex where you've set foot. If a carrot's on their land, then forget this whole pursuit.



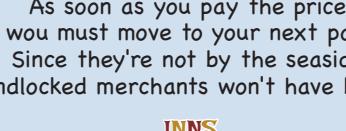
**PUTTING A CARROT ON THEIR LAND**  
Put your carrot on their land once **THE PAYMENT** has been waged. Keep the royal card in hand and play **THE INCREMENT** stage.

You may visit any hex even if it's just to rest.



**MERCHANTS**  
You may buy 2 types of rides on tiles where the road is 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.

**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.



Once you've done **THE ROLL** offshore, **THE JOURNEY** goes **UNDERGROUND**. **THE INCREMENT** is assured, but you'll leave after a round.



### 4<sup>TH</sup> 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. When the cards run out, compile and shuffle the lot once more.



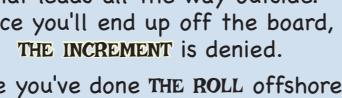
If you're ever holding 10, discard down to 9 again. After concluding this phase, no more actions should take place.

**CARROT CRUMBS OPTION**  
If your carrot's on the hex, you don't have to stop and rest.



**CAVES**  
Pay to travel between caves; select one and hop on out. But if you don't want to pay, take your rabbit **UNDERGROUND**. Your turn will end at that place —hop on out in the next round.

**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.



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### SPADES

#### Swords

**ATTACK OTHER RABBITS**  
You can steal a random card and kick someone **OFF** the 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 4<sup>th</sup>, go to **THE INCREMENT** part and swap carrots, nothing more.

**DICE**

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### DIAMONDS

#### Golds

**EXCHANGE AT JACKS' PLAZAS**  
All spent cards are being sold —each J 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. 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, the swindler gets thrown **OFF-BOARD**.

Any rabbits off the board may not nag guests at the door.

**DICE**

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### HEARTS

#### Cups

**ENCHANT AT QUEENS' PALACES**  
To visit any queen's hex, show 6 hearts within your cards; or don't if no one requests you to show them when you land. You are also the queen's guest if her card is in your hand.

To request to see your hearts, they must show 6 of their own. They'll be **OFF**ed 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 may not nag guests at the door.

**DICE**

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### CLOVERS

#### Clubs

**FLY BETWEEN KINGS' TOWERS**  
Show one card before **THE ROLL**; 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 anyway.

And, eitherway, once you've 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.

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