

SETUP

Up 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.



DEAL THE CARDS

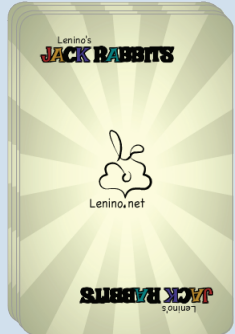
Get the deck of cards in order after placing the last tile. Remove each face card and joker; display this **court** in an aisle. Shuffle the rest as in poker to create a facedown **pile**, which holds pip cards (of a number) and aces of fancier style.

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 1 suit per player, (and 1 set of road tiles too). For instance, with 2 contenders, you will be removing 2.

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.

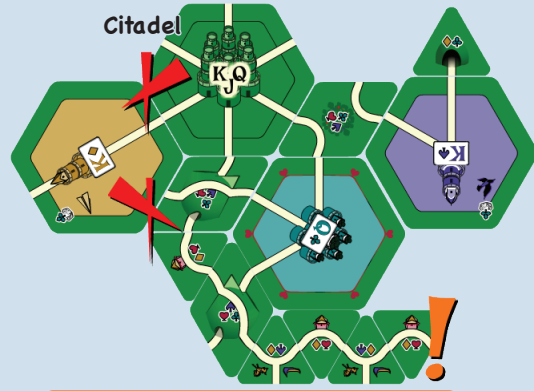
Once shuffled, each player takes the same number of each kind. There are 12 of all 3 shapes, so dividing will be fine.

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.

ROAD RULES

The roads should match other roads, as long as it's not 2 hexes.



Be wary of making rows of triangle tiles connected.

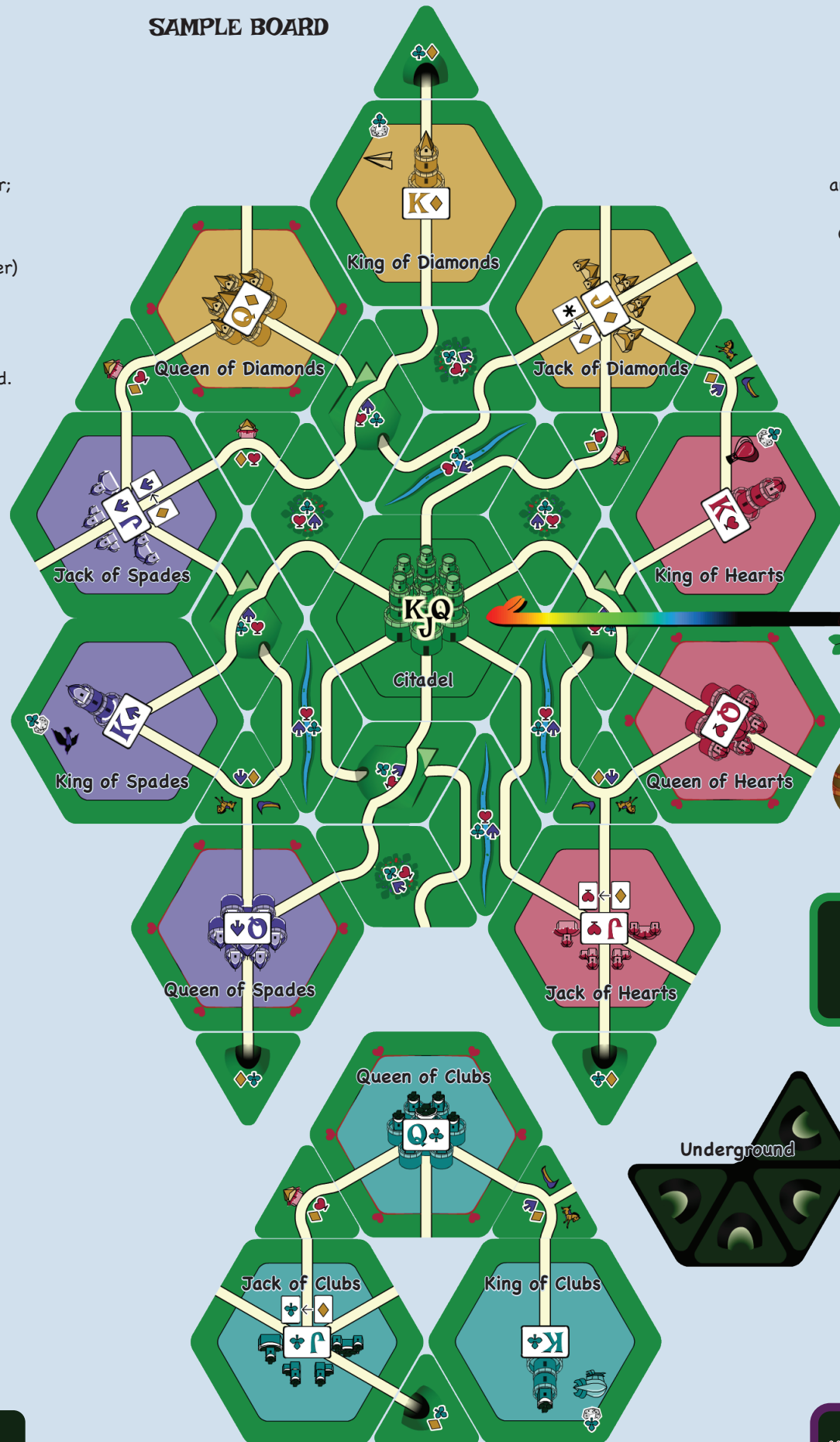
To start islands on the board, place a hex as independent.



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



SAMPLE BOARD



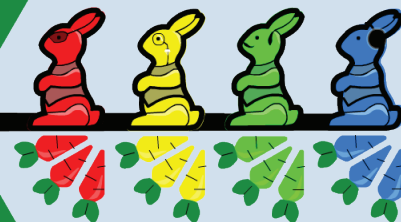
ASSIGN THE TURNS

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.



Rabbits, carrots & token from **ENDING THE GAME**



PERMANENT ACE OPTION

The ace placed in front of you has an additional tip; whenever you need its suit, you may add 1 extra pip.

Underground

Reverse side of the citadel



ADVANCED CITADEL OPTION

Hearts are used to grant you access; **Diamonds** buy you any loot; **Clubs** will get you flying passes, but here there's no saving suit.



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 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, hoppiy 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 before crossing hex tiles, and unless you've gone off-board, get a new card from the pile—from 14 down to 11, 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.

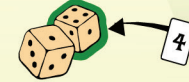
See **SETUP** and then this frame to complete a **BASIC GAME**. Try this first 'till you can claim to be fit for the **FULL GAME**.

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**.

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. Move your rabbit pawn along the road that you have selected, and stop at a hexagon: wait a turn to cross the hexes.

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 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.

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, 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 prolonged if your carrot's on a hex; you may visit and go on to the place you're headed next.

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; it goes back to the court's 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.

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**, **riders**, 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 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.

OFF-ROAD RABBIT HOLES

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.

In a **FULL GAME** you'll include these unique traits for each suit.



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 spade 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 in accord.



HEARTS Cups

ENTRANCE TO QUEENS' PALACES

As you enter a queen's hex, any player may demand you show 6 points to the rest adding heart cards in your hand, or confirm that you possess the queen's card that marks the land.

Yet, to ask to see your hearts, they must show cards of their own, prove they meet the same demands for the entrance to this zone. They're kicked **OFF** and lose those cards, right after your cards are shown. But if bluffing, you'll depart—off you go! Your cover's blown.

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



DIAMONDS Golds

EXCHANGE AT JACKS' PLAZAS

All spent cards are being sold; each jack's 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**.



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. The basic dice rules still hold; you may match and claim 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 suits of the parting tower to pay the amount that's owed. The clubs' tower has a power: you may spend the card you showed.

Find videos, events and more.
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