

SETUP

Up to 4 players



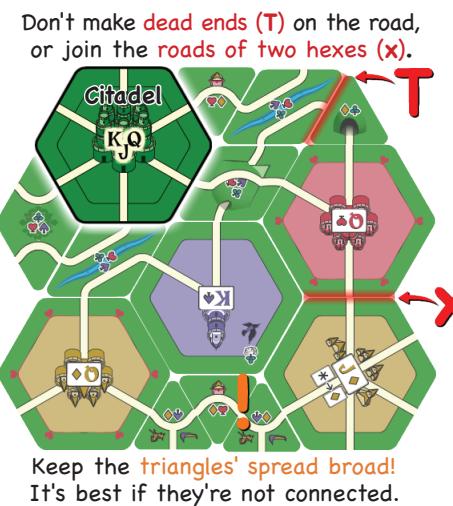
THE BOARD

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.

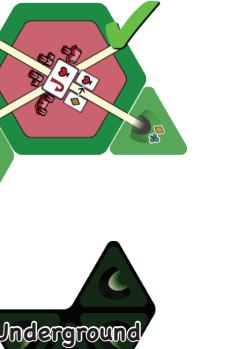
BUILD A NEW BOARD

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:



To start an island abroad, just place a hex disconnected.



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



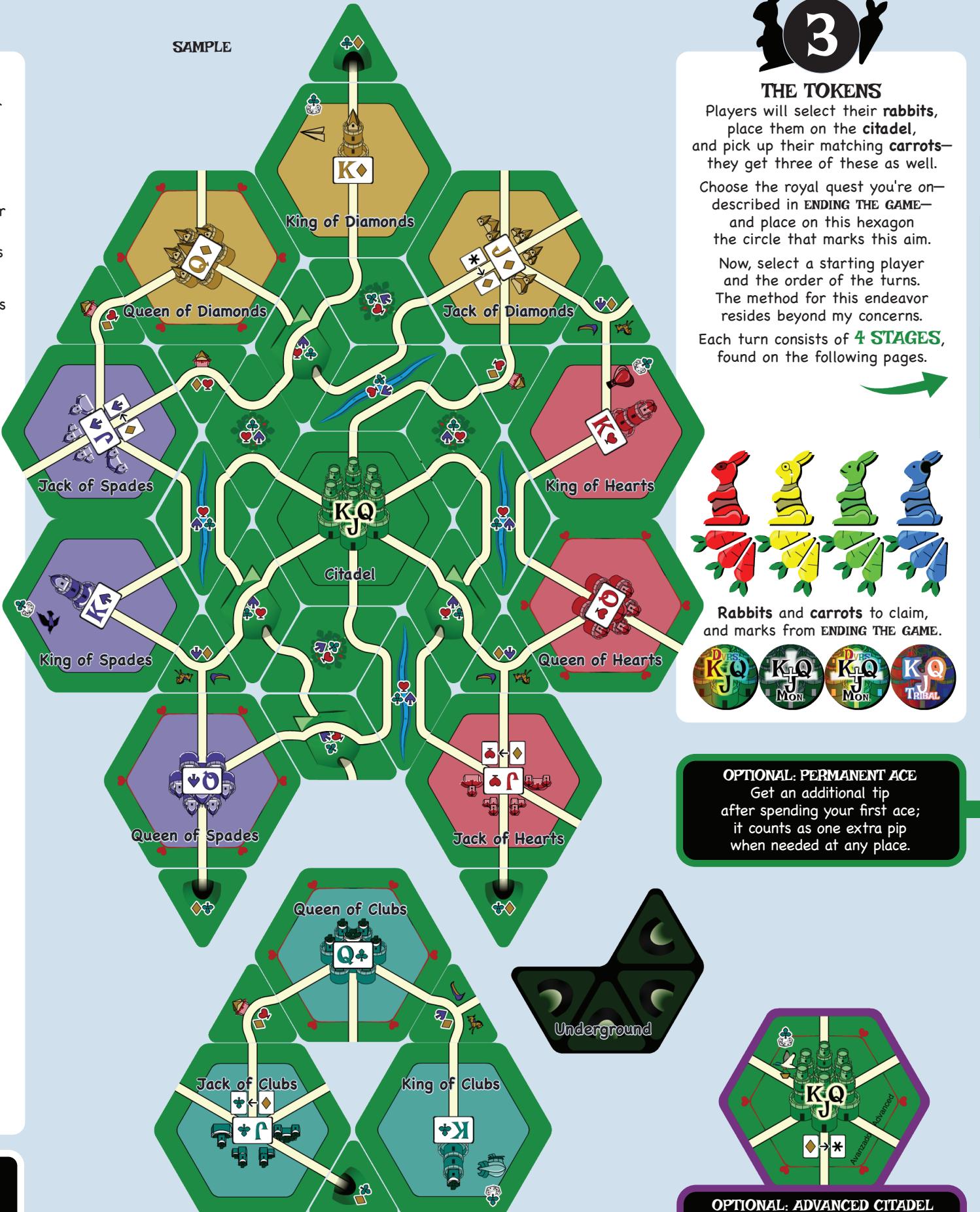
THE CARDS

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.

SAMPLE



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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. Your hand of cards will be slender, up to six to hold on to.



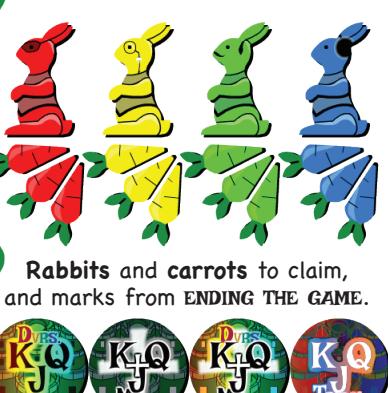
THE TOKENS

Players will select their rabbits, place them on the citadel, and pick up their matching carrots—they get three of these as well.

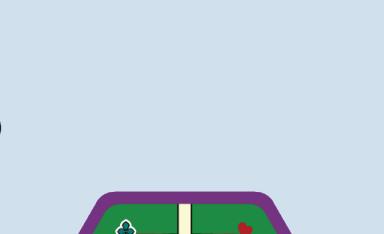
Choose the royal quest you're on—described in ENDING THE GAME—and place on this hexagon the circle that marks this aim.

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.



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.



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: get three royals of any sort
- DIVERSE: get three royals of different suits
- MONARCHY: get a K + a Q + a J of any suit
- DIVERSE MONARCHY: get a K + a Q + 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. 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.

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

OPTIONAL: CARROT 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.

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.

END THE JOURNEY 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.



OFF-ROAD BUNNY 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.

FLY BETWEEN KING'S 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 the 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.

ATTACK OTHER RABBITS
As you enter a queen's hex, any player may demand you show six 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 hearts 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.

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

♦ CLOVERS

Clubs

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♠ SPADES

Swords

ATTACK OTHER RABBITS
You may 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 board.

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 fourth; go to THE INCREMENT part and swap carrots in accord.

♥ HEARTS

Hearts

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

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◆ DIAMONDS

Diamonds

TRADE 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.

OPTIONAL: TRADE WHEN MEETING RABBITS
You may trade a suit for gold without showing what is offered. Swindlers will get thrown OFF-BOARD if a short change is uncovered.