

# 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—CREATE A BOARD of your own. Or consider this instead, build the sample as is shown.

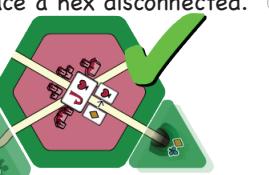
### CREATE A BOARD

Place the citadel hex first. Leave aside the underground. Pile and shuffle all the rest, every single tile 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.



### Underground

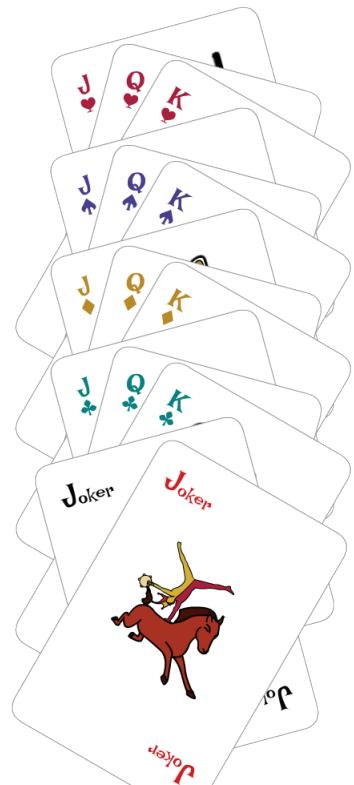


The black tile with caves is odd; you will not have to connect it.

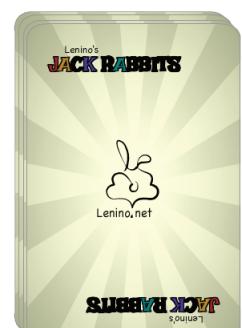


## 2 THE CARDS

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—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.

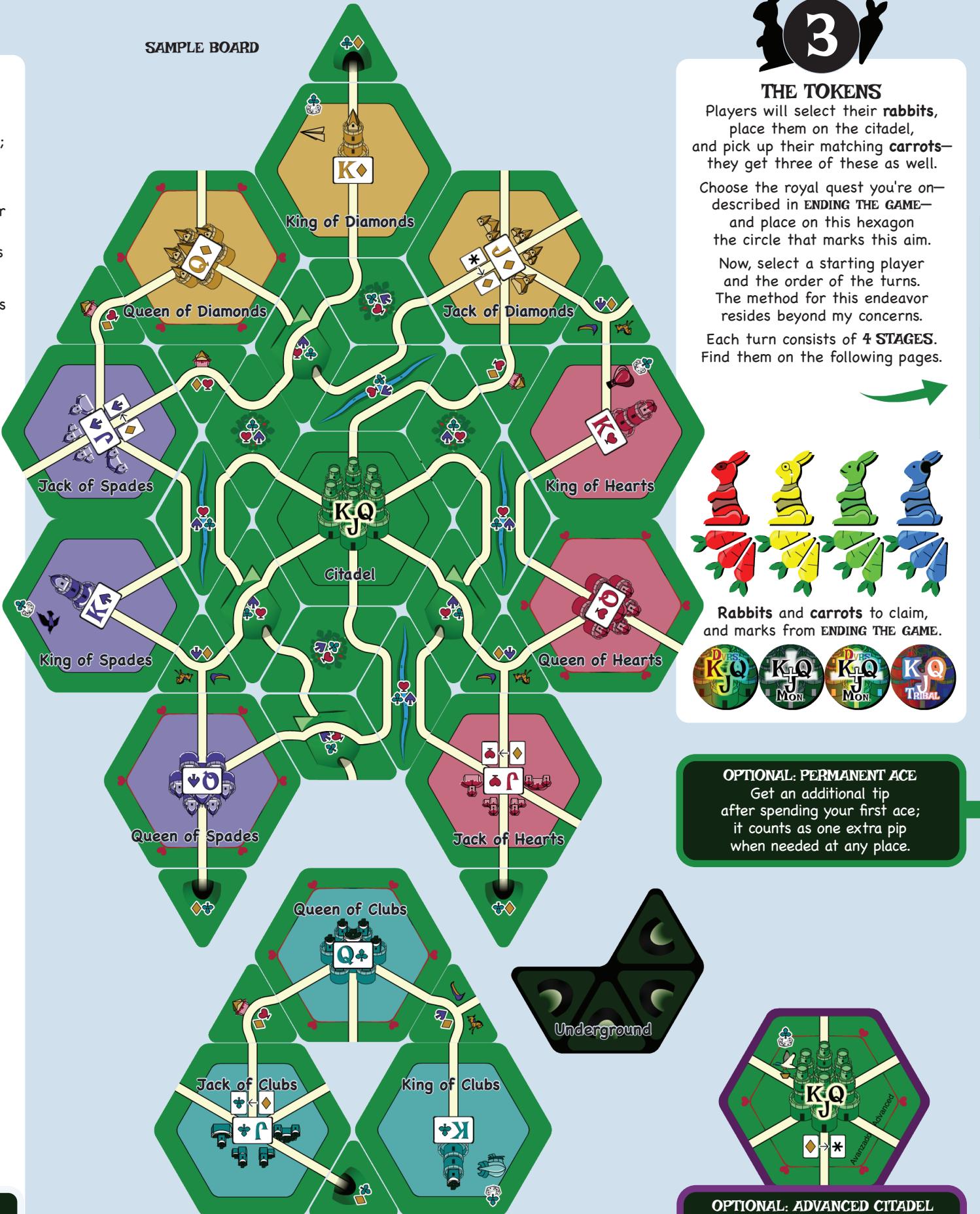


**OPTIONAL: TIGHT SUITS**  
Have as many suits as players, and one of each road tiles too. For instance, with two contenders, the game will only use two.

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### SAMPLE BOARD



**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 here there's no saving suit.

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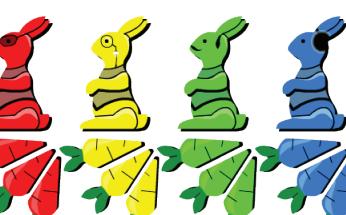
## 3 THE TOKENS

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. Find them on the following pages.



Rabbits and carrots to claim, and marks from ENDING THE GAME.



**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 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, either spades, clubs, and/or hearts.

**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 shrine.

And, in this case, don't discard; it goes back to the court's line.

**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 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.

**THE ROLL**  
Roll the dice and then devise how THE JOURNEY will unfold.

You'll draw one card as a prize right after the dice are rolled if you prove one of the dice matches a card that you hold.

**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.

**PAY 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 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.

**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.

**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.

**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.

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.

**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 board.

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.

**HEARTS**  
Cups

**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.

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.

**DIAMONDS**  
Coins

**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**  
Rabbits wont show what is offered,

and trade any suit for gold.

If a short change is uncovered, the swindlers gets thrown OFF-BOARD.



## 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 orders a race to produce

royals to be ordained as the 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.

When I say "that order," I'm not referring to another Order of Messenger Rabbits elsewhere, nor the order that motivates this letter; but the order in which these events shall take place.

So, hoppy 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 three royal cards in hand.

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<sup>+</sup>:** get a K, a Q and a J of any suit

**DIVERSE MONARCHY<sup>+</sup>:** get a K, a Q and a J of three different suits

**TRIBAL:** get three royals of the same suit

### OPTIONAL: PATRIARCHY

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 game, you must excel to be the champ of the land.

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look for the circular marks that set the winning condition.

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END A JOURNEY OFF-BOARD

If you're stuck, hop overboard:

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