



Lenino's JACK RABBITS

The board game for playing cards
on a land of wooden shards



Video tutorial
& translations

GREETINGS

Hear ye, glorious messengers,

An auspicious quest is in order: the Order of Messenger Rabbits of the Citadel hereby orders a race to procure royals for the ordinance of a Council of Thirds—the highest order ever issued to a rabbit of this Order.

Visit the noble houses, acquire the cards of three royals, and bring them to the citadel, in that order:

Note that I wrote "that order" not in reference to any other order of messenger rabbits, nor the order that drives this letter, but the order of the steps you must take in order to fully restore the realm's order.

So, hoppity hop, in orderly fashion. Our rabbits don't evade rules.

The White Herald

OVERVIEW

Visit houses turn by turn, bringing numbered cards in hand. Claim their royals, then return, holding three to rule the land.

To fulfill THE ACQUISITION, gather ten points in their suit. On your turns along the mission, you'll be scoring cards as loot.



Make THE JOURNEY hex to hex—

Every road is free to course.

Pay to hike off-road treks, or to ride a boat or horse.

Rest upon a hex-shaped tile, if you're standing on the board. Draw the card atop the pile—That's THE INCREMENT you scored.

ENDING THE GAME

Reach this place where you begin, with three royal cards in hand. Be the first, and you shall win—hailed as champion of the land.



But before the quest may start, choose a challenge for the mission; use the circle as a mark to display the win condition:

- **SIMPLE**: get three royal cards of any title (letter) or *suit* (symbol).
- **DIVERSE**: get three royal cards of any title, but with three different suits.
- **MONARCHIC**: get a K+Q+J of any suits.
- **DIVERSE + MONARCHIC**: get a K+Q+J of three different suits.
- **TRIBAL**: get three royals of the same suit.



BUILD THE BOARD

At the start of every match, you must first complete a board—Map it randomly from scratch, or revisit one explored.

Link the houses in this spread—royal tiles from every throne.

Try the model right ahead: build the sample as is shown.

Or play normally instead:

BUILD A NEW BOARD of your own.

Younger children under nine may be asked to build the land, then explore what they design with a rabbit in their hand—introduce them down the line to the rules they understand.

BUILD A NEW BOARD

Place the *citadel* hex first. Leave aside the *underground*. Pile and shuffle all the rest, even smaller ones, face down.

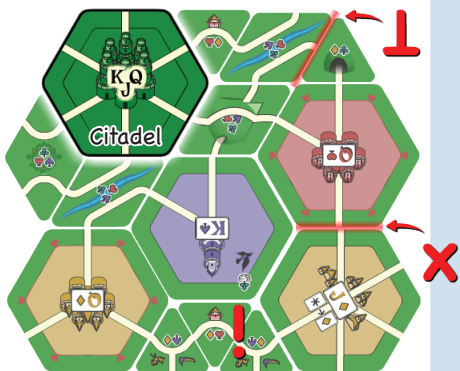
Deal by tile shape, equal shares—there are twelve of every kind—as you hand each player theirs, the division will be fine.

You may choose a placement style, either strict or free in pace.

Strict: with turns to place a tile—pick a tile to flip and place.

Free: with turns in loose freestyle—flip all tiles to see their face.

These suggestions are worthwhile as a guide in either case:



Don't make dead-ends on the road;^T don't connect roads from two hexes.^X Place triangles scattered broad—so they don't end up connected.[!] Add some islands to the board—start with hexes disconnected. Keep the underground abroad—do not bother to connect it.

SETUP

Up to four players



DEAL THE CARDS

Gather each *face* card and *joker* after placing every tile; lay this *court* in any order to display a face-up aisle.

With the rest that have a number and the *aces* of each style, give a shuffle as in poker for the facedown drawing *pile*.

Every player draws three cards as their *hand* to start the chase: the resources each regards for THE JOURNEY they will face, and to pay for the rewards in THE ACQUISITION phase.



SET THE TOKENS

Players choose their token rabbits, set them on the *citadel*, and collect their matching carrots—They get three of these as well.

See what fits **ENDING THE GAME**, and select the quest you're on—if a circle marks this aim, set it on the hexagon.

As for choosing the first player and the order of the turns, what you do for this endeavor has no place in my concerns.

Turn the page to the next frame, and complete an **INTRO GAME**.

