



## Lenino's JACK RABBITS

The board game for playing cards  
on a quest through wonderlands



Video tutorial  
& translations

### 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, hoppity 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.

THE ACQUISITION requires  
ten 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're off the board,  
get a new card from the pile—  
that's THE INCREMENT you're owed.

### 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.

- **SIMPLE**: get three royals cards of any title (letter) or suit (symbol)
- **DIVERSE**: get three royals cards 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



## SETUP

Up to 4 players

### 1 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.  
On your first game, go ahead,  
build the sample as is shown,  
or play normally instead:  
**BUILD A NEW BOARD** of your own.

#### BUILD A NEW BOARD

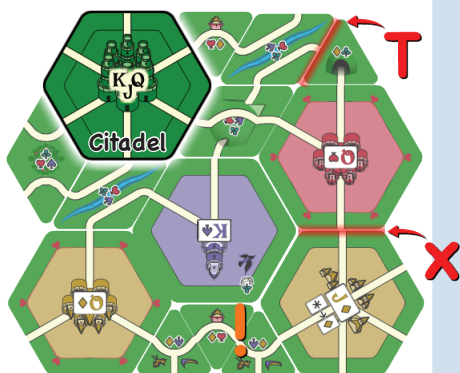
Place the "citadel" hex first.  
Leave aside the "underground".  
Pile and shuffle all the rest  
(even the small ones) face down.

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

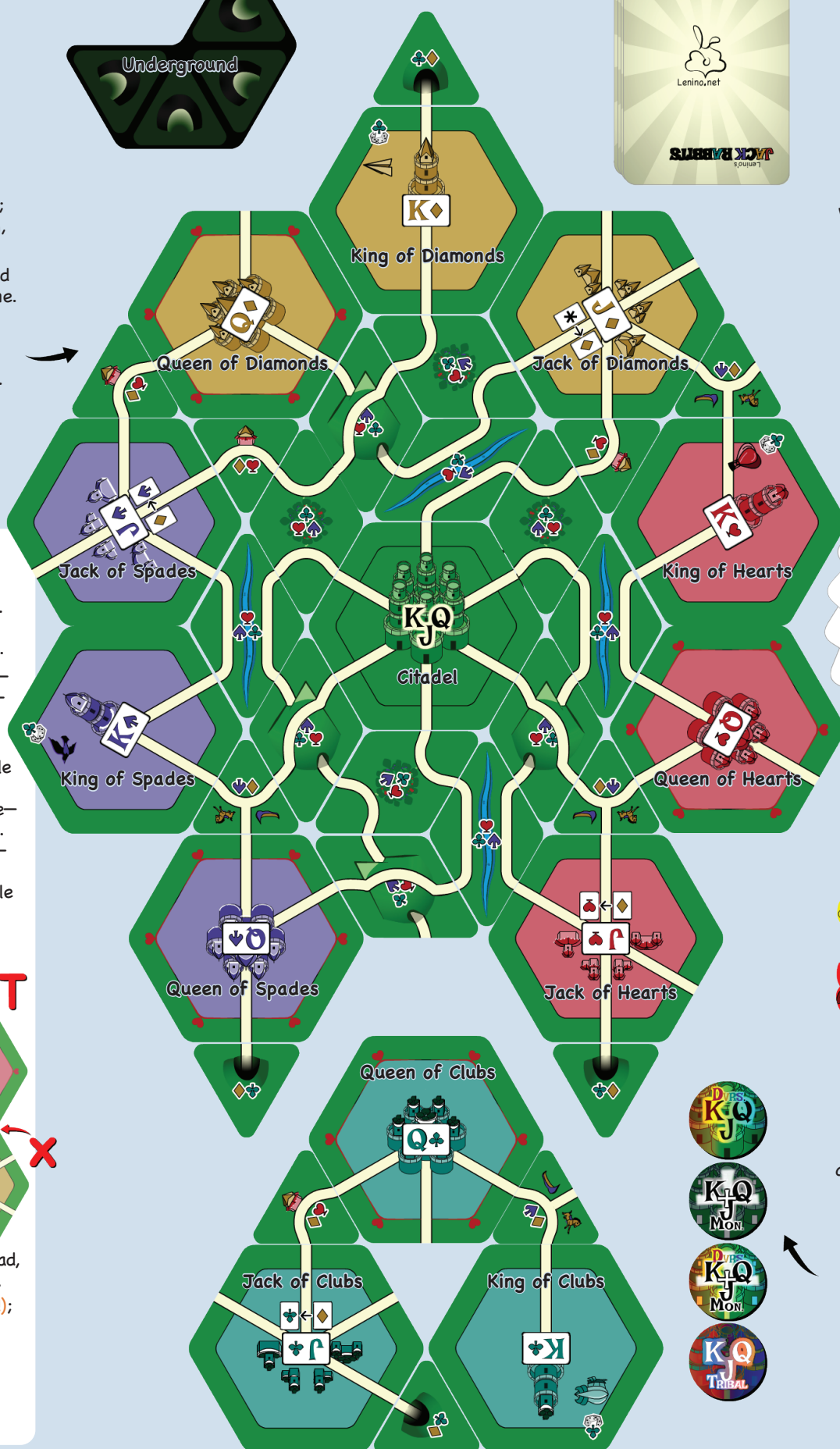
To place them, first choose a style  
between a strict or free pace.

**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:



- ❖ Don't make **dead ends** (T) on the road,  
or join the **roads of two hexes** (X).
- ❖ Keep the **triangles' spread broad** (!);  
it's best if they're not connected.
- ❖ To start an island abroad,  
just place a hex disconnected.
- ❖ The **underground** tile is odd;  
you will not have to connect it.



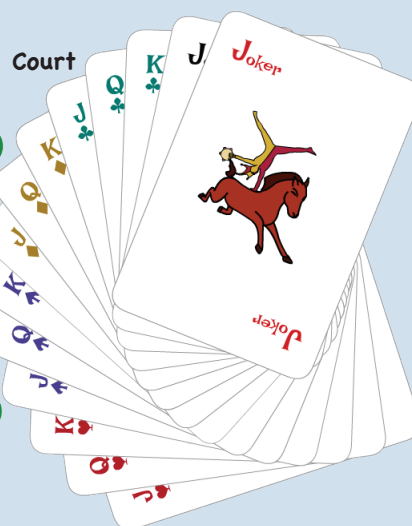
Pile



### 2 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.



### 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 backside pages.



After **SETUP**, see this frame to complete a **BASIC GAME**. Learn this part—make this your aim—before playing the **FULL GAME**.

## THE 4 STAGES IN A TURN

### 1. THE ROLL

Begin by rolling two dice and watch the digits unfold. You'll draw **one** card as a prize if you show **one** card you hold, proving that its number ties to **one** of the dice you rolled.



If you're ever holding ten, discard down to nine again.  
Hold the outcome of the dice; their sum is the **OFF-ROAD PRICE**.



#### OFF-ROAD PRICE

Off-road posts along the way charge 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.

#### PAYING WITH CARDS

Show and leave out what you spend; it's "discarded" once you're done. Royal cards will count as ten; aces are valued as one.

If you spend a royal card, take your carrot off their tile, and in this case, don't discard; it goes back to the court's aisle.

### 2. 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.

#### 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

You're free to explore the roads tracing continuous paths. The **mountains** have two of those, an "over" and "under" pass.

Other ways to get around will demand the **OFF-ROAD PRICE**; use the suits marked on the ground and pay the sum of your dice.

#### 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—in this case, **clubs**, **spades**, or **hearts**.



### 3. THE ACQUISITION

You may buy the royal card of the hex where you've set foot, if you're holding in your hand **ten or more points of their suit**.

If a carrot's on their land, then forget this whole pursuit; but, if you pay the demand, place your carrot—put down roots—, **keep in hand the card you won**, and claim **THE INCREMENT**'s loot.



You may visit residences without cost or consequences.

#### 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.



### 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 ten, discard down to nine again.

After completing this phase, no more actions should take place.

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

#### 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 the dice rules still hold: you may match and claim the prize.

Spend some cards to reach the dice—save your flight and don't fall 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.

#### 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

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.

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.

#### 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.

##### 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.

Lenino's  
**JACK RABBITS**



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#### 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.

One of each road tile



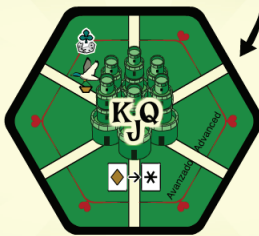
#### SHORT HANDS

This will add an extra layer, a constraint on your pursuit: your hand of cards will be slender, up to six to hold on to.

#### ADDITIONAL OPTIONS

##### ADVANCED CITADEL

**Hearts** are used to grant you access; **Diamonds** buy you any loot; **Clubs** will get you flying passes—yet, to save flights, there's no suit.



##### CARROT TRAILS

**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.

#### FIRST ACES

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.

#### PERMANENT ACES

Get an additional tip after spending your first ace; it counts as one extra pip when needed at any place.

#### 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**.