



## Lenino's JACK RABBITS

The board game for playing cards on a quest through wonderlands



Video tutorial

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### THE SAMPLE BOARD

Ideally, on each game before the journey begins, the layout is not the same, and the best explorer wins.

The tiles can form many fields where each royal has a home. Yet, this version only yields the sample board as is shown.

To get the physical version visit us at this location.

[jackrabbits.lenino.net](http://jackrabbits.lenino.net)

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### DEAL THE CARDS

You will find **face cards** and Jokers, placed already in an aisle, while the **Ases** and the numbers are forming the facedown pile.

Each player will draw **3** cards to hold as their starting **hand**. They are needed afterwards for the journey through the land.

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### START 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.



### BASIC GAME: 4 STAGES IN A TURN

You will learn on this green frame how to play a basic game. Try this first 'till you can claim to be fit for the **FULL GAME**.

#### 1<sup>ST</sup> 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 1<sup>ST</sup> ACE** won't match a die—it's worth **11**; that's why.



Hold the outcome of the dice, you will need these numbers shortly; their sum determines **THE PRICE** for the actions on **THE JOURNEY**.

#### 2<sup>ND</sup> THE JOURNEY

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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. Go with your rabbit along the road that you have selected 'till you reach a hexagon—wait a turn to cross the hexes.

#### 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.

#### SHORTCUTS

The **mountains**, **rivers**, 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**.



#### 3<sup>RD</sup> 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.

#### 4<sup>TH</sup> 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, compile and shuffle the lot once more.

If you're ever holding **10**, discard down to **9** again.



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

**CARROT TRAIL OPTION**  
You may visit and don't stop when your carrot's there on top.

#### MERCHANTS

You may buy **2** types of rides on tiles where the road is 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.

#### INNS

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.



#### CAVES

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.

#### OFF-BOARD

#### Cave

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 **4<sup>TH</sup>**; go to **THE INCREMENT** part and swap carrots—nothing more.



#### 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**.



#### HEARTS

Cups

#### ENCHANT AT QUEENS' PALACES

To visit any queen's hex, show **6** hearts within your cards, or don't if no one requests you to show them when you land.

You are also the queen's guest if her card is in your hand.

To request to see your hearts, they must show **6** of their own. They're kicked **OFF** and lose those cards after your **6** hearts are shown. But if bluffing, you'll depart.

**OFF** you go! Your cover's blown. Any rabbits off the board may not nag guests at the door.



#### 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, either way, once you've rolled, you're allowed to win 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 the suit of that same tower to pay the amount that's owed.

The clubs' tower has a power: you may spend the card you showed.

### 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, 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 **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 to cross any hex tile. And, unless you've gone off-board, get a new card from the pile—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.