



Lenino's JACK RABBITS

The board game for playing cards
on a quest through wonderlands

INSTRUCTIONS

(2 to 4 players)

1. BUILD A BOARD

The pieces will form the grounds
where royal cards have their homes.
On your first game, let's build out
this map called the **SAMPLE BOARD**,
and don't stress learning about
BUILDING NEW BOARDS of your own.

2. DEAL THE CARDS

Remove all face cards and jokers;
the rest, shuffle to a pile.
Cards are dealt in clockwise order:
three cards to the first in line,
four, five, and six to the others,
incrementing one by one.

3. START THE TURNS

Each player will put a rabbit
on the green hex to play turns.
They will also hold their carrots;
there are three for each of them.
Now, let's play until somebody
gets three royals and returns.

This green section's all you need for your **FIRST GAME** to succeed.

ON YOUR TURN

You want to get royal cards.
Visit their home and discard
at least **10** points of their suit.
You must have carrots at hand
to leave one there as your mark,
end your turn, and get the loot.
Others may visit the land,
but won't get the royal too.

You may need to wait around
before starting the pursuit,
or go visit any grounds
as a pit stop on your route.
When your turn ends, every round,
a new card you will accrue.



About **ROADS** and their actions

ROLL THE DICE TO KNOW THE PRICE

When you see suits on a tile,
it means there's an action there.
Roll (once per turn) on the dice;
that's the price you'd have to pay.
The suits there may be combined.
You'll loose what you overpay.

TREKKING

Every tile is free to cross
along a continuous path;
in mountains, these go across
the tunnel or overpass.
But, to switch between **two** roads,
you'll need to **discard** to pass.



MOVING YOUR RABBIT

From the hexagon it's on,
take your rabbit on a road
through all the tiles it traverses.
As the rabbit hops and treks,
it will reach another hex.
Wait a turn to cross the hexes.

USING CARDS

At royal castles and **ROADS**
you will use your cards to pay:
discard them close to the board
in a place set out for them.
Aces are worth **1**, no more.
And a royal is worth **10**.
If you let a royal go,
take your carrot off their den.



RIDING **BOATS** & **HORSES**

Some triangles let you buy
one ride to go off the roads.
Sail across waters outside
between unconnected ports.
Or dash through connected tiles
any way you wanna cross.

THERE'RE **IMMEDIATE** & **JOKER** RIDES

Buy a joker at the **curve**.
The boat is black; the horse, red.
Discard the card when you ride.
At **forks**, you ride when you pay.
You may only sail away
from an unconnected side.



ENDING YOUR TURN

You'll end up on a hex tile
or go **OFF** (see **GOING OFF**).
Get a new card from the pile,
if your rabbit's on the board.
When the pile is done, compile
all cards discarded before.

ENDING THE GAME

The first player to come back
to the castle hex (in green),
while they're holding in their hand
any three royal cards, wins.
Suits and letters on these cards
are not a relevant thing.



CROSSING THE UNDERGROUND

Triangle tiles with a **cave**
are gates to the **underground**.
This tile is an odd black hex,
so you must wait to get out.
Yet, if you pay at its gate,
you'll skip it and get right out.

GOING **OFF**

You may want to leave the land
through an unconnected road.
You won't collect a new card
as your rabbit has gone **OFF**;
but it will go **UNDERGROUND**
when your turn begins offshore.



Your **FUTURE GAMES** should include special actions for each suit.

SPADES (OR SWORDS)

Your Might



ATTACK OTHER RABBITS

Meet a rabbit and draw spades to rob them a random card, unless they draw higher then. The loser goes **OFF** the land. Observe the rules, if you take a royal card from their hand: swap the carrots; end your turn; if you have four, discard one.



Do discard all dueling cards.

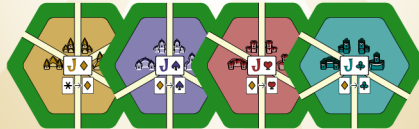
DIAMONDS (OR GOLD)

Your Wealth



EXCHANGE IN J-TOWNS

The discarded cards are sold at the **J** hex of their suit. Exchange what you take for gold, as the icons tell you to. An asterisk (*) on the board means that any suit will do. When a new pile must be formed, all the towns will loose their loot.



Don't repay what's overpaid.

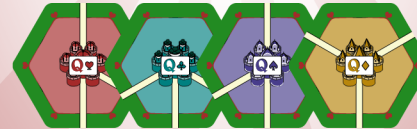
HEARTS (OR CUPS)

Your Charm



ENCHANT AT Q-PALACES

To visit any queen's hex, show **6** heart points in your hand. Or sneak in, if none requests you reveal them beforehand. Others may only protest as soon as you reach her land. You may also be her guest, if you're holding that queen's card.



Show these hearts, do not discard.

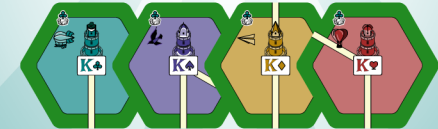
CLOVERS (OR CLUBS)

Your Wisdom



FLY FROM K-TOWERS

Show one card before you roll, to attempt a clover flight. If the dice is higher, fall **OFF** the board, now from the sky. Otherwise, you reach your goal: any tower you may like. Keep the clover card you showed, whether you fall or you fly.



Needless sign for neat design

If you want to raise the stakes, add some rules for **ADVANCED GAMES**.



ADVANCED CASTLE

You may buy all suits for gold and go on flights using leaves, also need hearts at the door to come in after you leave.

TIGHT SUITS

There should be one suit per player, and a set of roads with them. For example, 3 contenders means 1 suit is off the game.



DIFFICULTY LEVELS

Choose how the story must end: a **Court** of three royal cards, a **Monarchy** (J, Q, K), or a **Tribe** with suits that match.



ADVANCED ACES

Your first ace is worth **11** and you don't need to discard. It counts as **+1** forever. Keep it in front of your hand.



ADVANCED CARROTS

You don't have to make a stop, when you carrot's on that spot.

PATRIARCHY

Have unequal value levels, from **14** down to **11**, for **Aces**, **Kings**, **Queens** & **Jacks**.

ADVANCED SUIT ACTIONS



Duelers may get back their cards, if agree to call it off. Plus, instead of using might to beat robbers **OFF** the board, you may beat them with your hearts and no one will be thrown **OFF**.



Announce an amount of gold you'd like to trade for a suit. Meet a seller on the board to reveal each other's loot. If someone's short, they're thrown **OFF**; and the deal is off to boot.

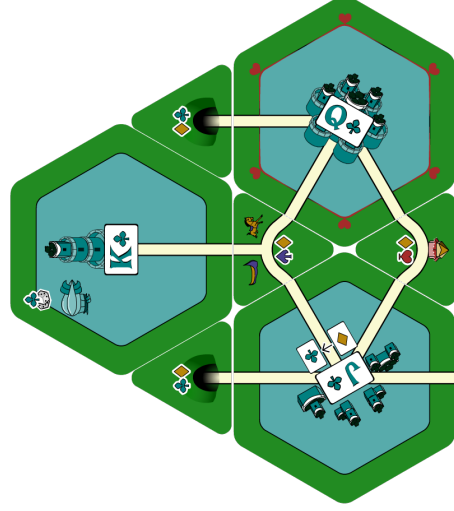
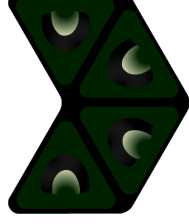
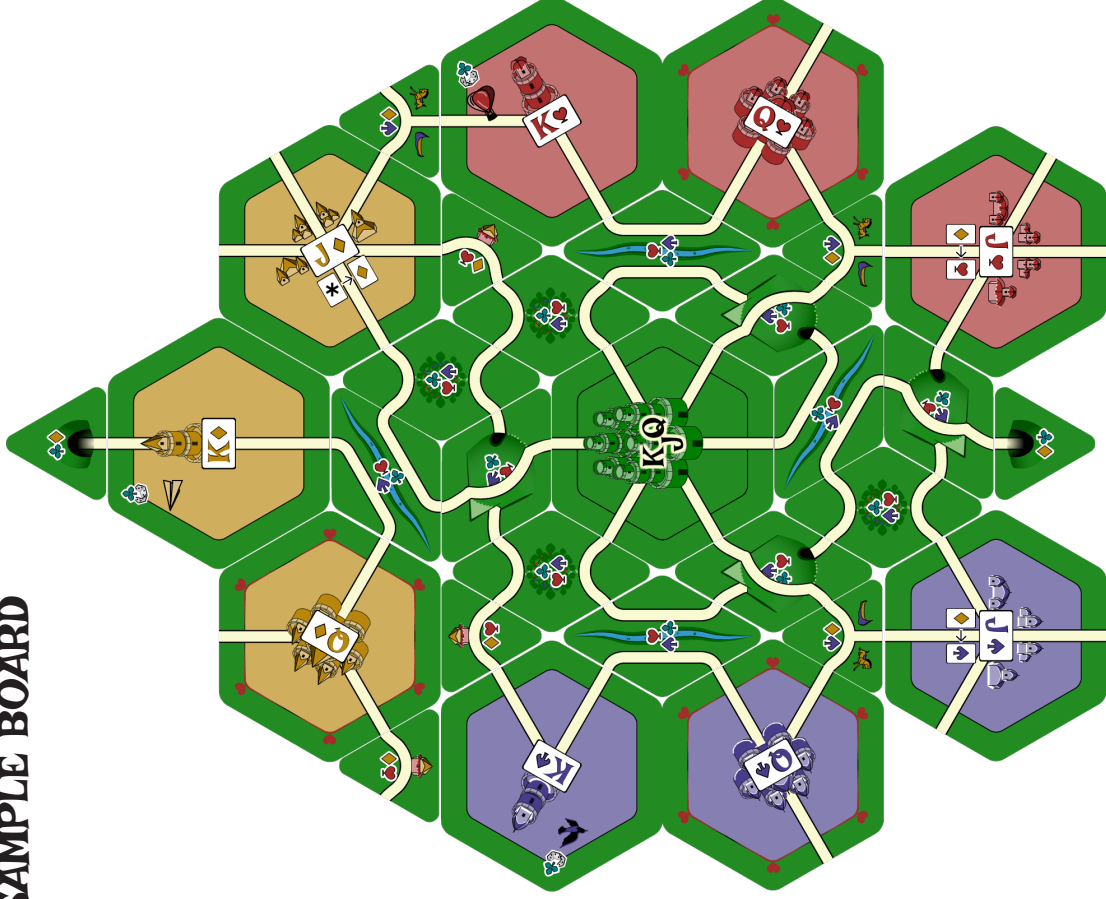


Now, when you ask to see hearts, those who bluff will get thrown **OFF**. Yet, you must first show your charm, while your rabbit's on the board. You'll be **OFF**ed and loose these card if the accusation's wrong.



Before falling **OFF** the sky when your card is not enough, you may subtract form the dice by discarding something off: the suit from where you took flight, next to the **K** on the floor.

SAMPLE BOARD



BUILDING NEW BOARDS

For the game after your first try to build a brand new land. Start by placing the green hex, and leave the black one aside. Distribute to all the rest and take turns placing the tiles. Match the tiles by fields and roads, but not roads between two hexes. To add islands to the board, place a hex as independent. The black underground is odd and will remain unconnected.



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