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BUILD A BOARD

A CURIOUS THING IN THIS GAME:
THE BOARD IS NEVER THE SAME
Every time you start to play,
you will have to find your way.

The pieces will form a realm
where the royals have their homes.
If you wish to go ahead,
BUILD A NEW BOARD of your own.
Or consider this instead:
build the SAMPLE BOARD below.

SETUP

BUILD A NEW BOARD

First, place the **Citadel** hex.
Leave the odd black tile aside.
Group and shuffle all the rest
by the number of their sides.

Match them by their fields and roads.
But **NOT**, roads between two hexes.

To start islands on the board,
place a new hex disconnected.

DISTRIBUTE THE TILES

Each participant will take
the same number of each kind.
There are 12 of every shape,
so it's easy to divide.

PLACE THE TILES

Now, take your turns placing tiles,
but make it a bit freestyle.
There's little room for mistakes,
just simple rules not to break.

It's OK, but just avoid
many triangles together.

The black tile with caves is odd;
so you may never connect it.



Hoppity hop, I have a party to plan.

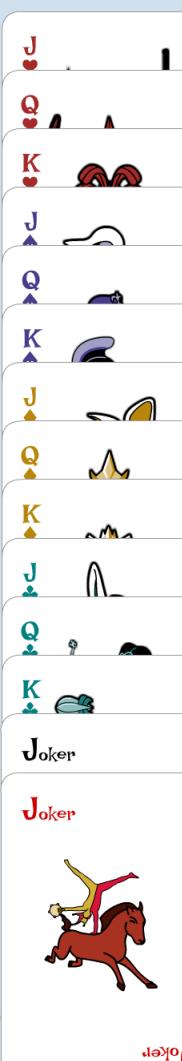
The White Herald

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DEAL THE CARDS

First, remove face cards and Jokers,
and display them in a line.
Then, you'll shuffle all the others,
and you'll form a facedown pile.

Each of you will draw 3 cards;
this will be your starting hand.
Cards are needed for your task
and to journey through the land.



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ADVANCED SETUP

Include just a suit per player,
and a set of roads with them.
For example, 3 contenders
means 1 suit is off the game.



SETUP

Match them by their fields and roads.
But **NOT**, roads between two hexes.



INTRODUCTION

Dear messengers,
As loyal members of the Order of
Messenger Rabbits at the Central Citadel,
you are hereby given the most remarkable
order a rabbit of this order can get:

1. Seek audiences with the royals.
2. Procure 3 of their cards.
3. Bring them to the citadel.

In that order:

When I mention "order" here, I don't
mean there's some other order, like the
Order of the Messenger Rabbits that you
need to seek. And I don't mean the order
given as a request in this letter. I mean
"order", as in the order in which you must
do these things.

Hoppity hop, I have a party to plan.



OBJECTIVE

Go through the realm, turn by turn,
making stops at royal lands.
Be the first one to return
with 3 royal cards in hand.

Getting a royal requires
at least 10 points of their suit.
You may need to wait a while
until you have enough loot.



ENDING

To win the game, come back
to the castle where you started,
while holding 3 royal cards
of any color, suit or title.

ADVANCED OPTIONS

Once you had become an expert,
and want to challenge yourselves,
propose any of these changes.
But, at first, just ignore them.

ADVANCED ENDINGS

Choose how the story must end:
Simple COURT (3 royal cards)
MONARCHY (J, Q and K)
Hardcore TRIBE (the suits must match)

PATRIARCHY

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

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START THE TURNS

Each player will put a rabbit
on the starting **Citadel**,
and will hold their matching carrots;
there are 3 for each of them.

The way you choose the first player
and the order of the turns,
could be random or creative,
but is none of my concern.

Each turn will have 4 STAGES
seen in the following pages:

1ST THE ROLL + THE PRICE

2ND THE JOURNEY

3RD THE ROYAL AUDIENCE

4TH THE STIPEND

1ST THE ROLL

START YOUR TURN rolling 2 dice.
You will need these numbers shortly,
NOT for your moves, but **THE PRICE**
that you may pay on **THE JOURNEY**.



THE PRIZE

If you can show from your hand
a card to match at least one
of the numbers that come up,
individually on top,
you get 1 card from the pile.
Make sure these rules are applied:

- You do not need to discard;
only show the lucky card.
- Any Ace you have in hand,
for the bonus, counts as 1.
- If you have more than 9 cards,
choose what you want to discard.

THE PRICE

All the actions on the way
will be given the same price.
The minimum amount to pay
is the total on your dice.
You're allowed to overpay,
and the suits may be combined.

PAYING WITH CARDS

You must display what you spend,
or in other words, "discard".
A royal card is worth 10;
and the Aces count as 1.
If you use royals to pay,
take your carrots off their lands.

THE ACES

Your first Ace spent is 11,
and you don't have to discard.
You'll have its +1 forever.
It stays in front of your hand.

SEE THE PRICE

Other options for your travels
can be found along **the roads**,
in rhombuses and triangles
featured farther down below.

These are ways to get around
where **PAYING WITH CARDS** applies.
Look for markings on the ground
to see what suits pay **THE PRICE**.

SWITCHING ROADS

Rivers, **mountains** and **woods**,
featured in the tiles below,
all have a shortcut on foot,
a trek between their two roads.
To take it, you'll pay with suits;
in this case: **hearts**, **spades** or **clubs**.

And that is then, all you need, for **BASIC GAMES** to succeed.
Have a basic go at first, til you're ready for the rest.

SPADES (OR SWORDS) Your Might

ATTACK OTHER RABBITS

Meet a rabbit, and play spades
to role them a random card,
unless they play more of them
—the loser goes **OFF** the land.
In case, there is no defense,
they must offer up their hand.
You'd only get the spades back,
if agree to call it off.
But, the robber may re-attack,
and increase the attack enough.
Observe the rules, when you take
a royal card from their hand:
swap the carrots; end your turn;
if you have 4, discard 1.

DIAMONDS (OR GOLD) Your Wealth

EXCHANGE IN JACKS' TOWNS

All discarded cards are sold
at the J hex of their suit.
What you take, replace with gold,
as the icons tell you to.
But, this star (*) that's on the board
means that suit will do.
When the pile gets a reboot,
all the towns run out of goods.
You may also trade with others,
as long as it involves gold.
You will make or take an offer,
and go meet them on the board.
If once there, a deal's not honored,
have the deal and culprit **OFFed**.

HEARTS (OR CUPS) Your Charm

ENCHANT AT QUEENS' PALACES

A COMPLETE GAME

will include the unique traits of each suit.

CLOVERS (OR CLUBS) Your Wisdom

FLY FROM KINGS' TOWERS

Show 1 card before the roll,
to attempt a clover flight.
If you meet the dice, that's all;
reach a tower you may like.
But if you fall short, you fall,
OFF the board down from the sky.
There's a way to save your flight,
if your card is not enough,
a subtraction from the dice,
by discarding something off.
The suits of the parting tile
are the ones to pull it off.
Only discard what you showed,
to save that flight at the clubs.

CAVES & UNDERGROUND

OFF

If you ever get stuck, go
overboard by the seaside.
This means: falling off a road
out of the board by its side.
End your turn out of the board.
Do not touch the new card pile.
And when your turn starts offshore,
go to the **underground** tile.
cave
underground