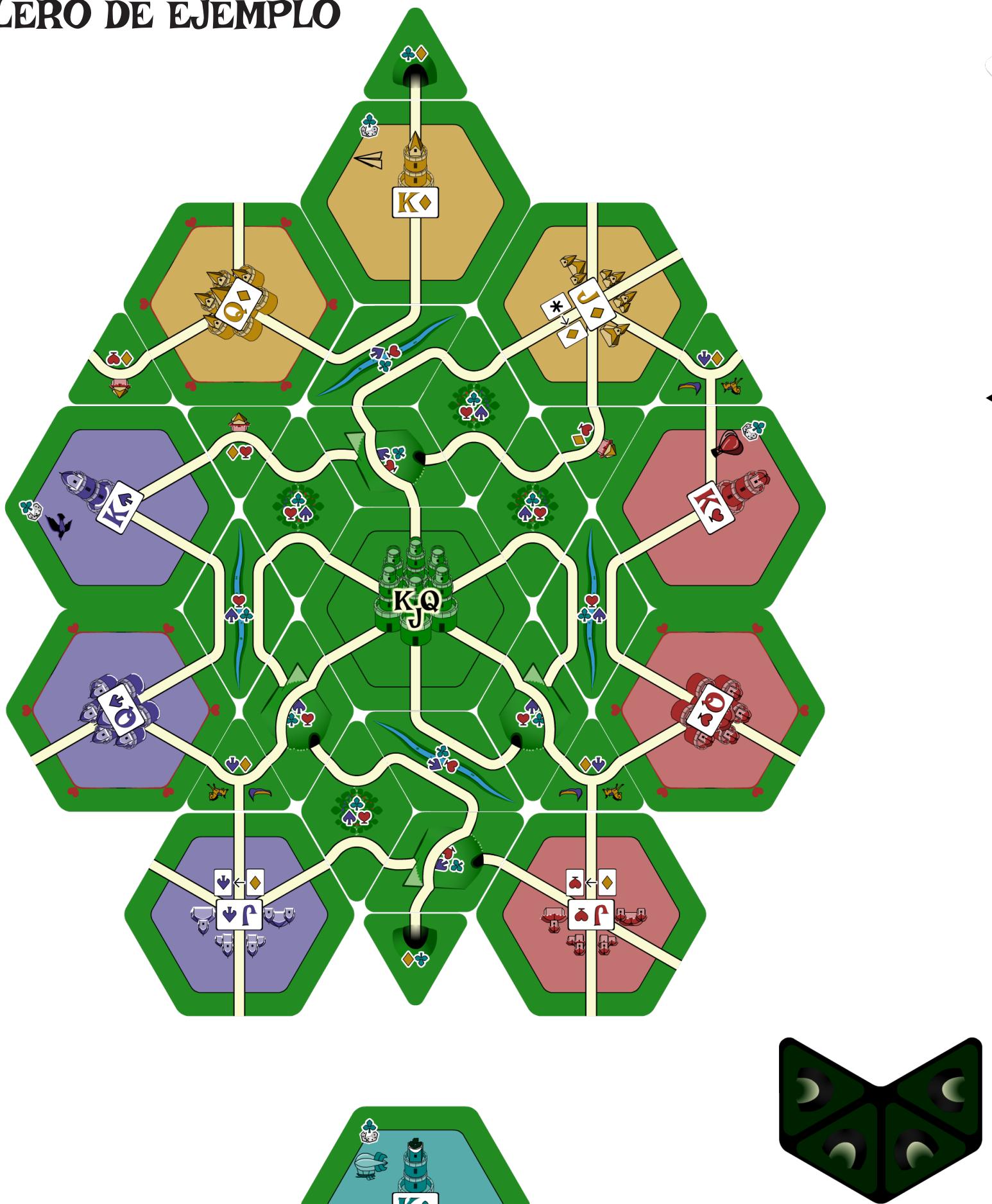


# TABLERO DE EJEMPLO

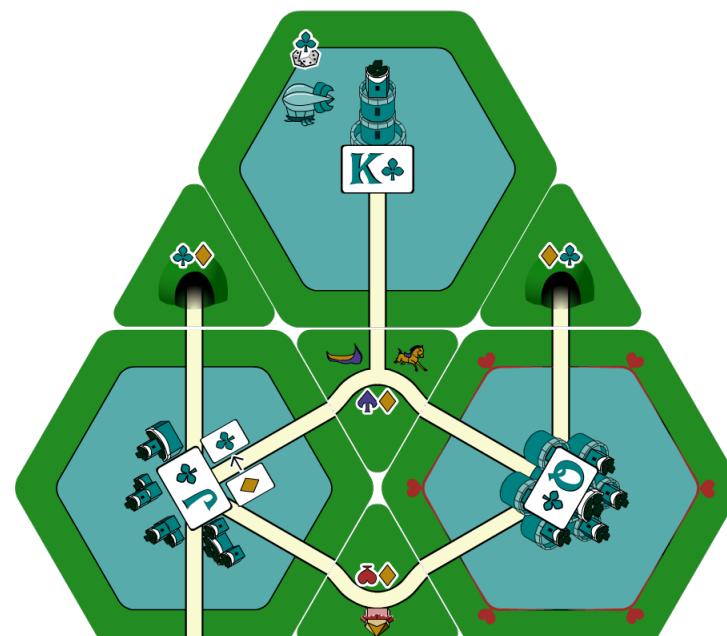


## **ARMAR TABLEROS NUEVOS**

Si tu primer partido ha terminado,  
intenta hacer el reino a tu manera.  
La pieza negra va en un lado aislado.  
La verde grande al centro de la mesa.  
Reparte el resto igual según sus lados,  
y tomen turnos colocando piezas.

Las unes campo a campo y vía a vía,  
mas no las vías entre hexagonales.  
También podrás crear algunas islas,  
si empiezas colocando las reales.  
La pieza negra no podrás unirla;  
termina sola por los laterales.

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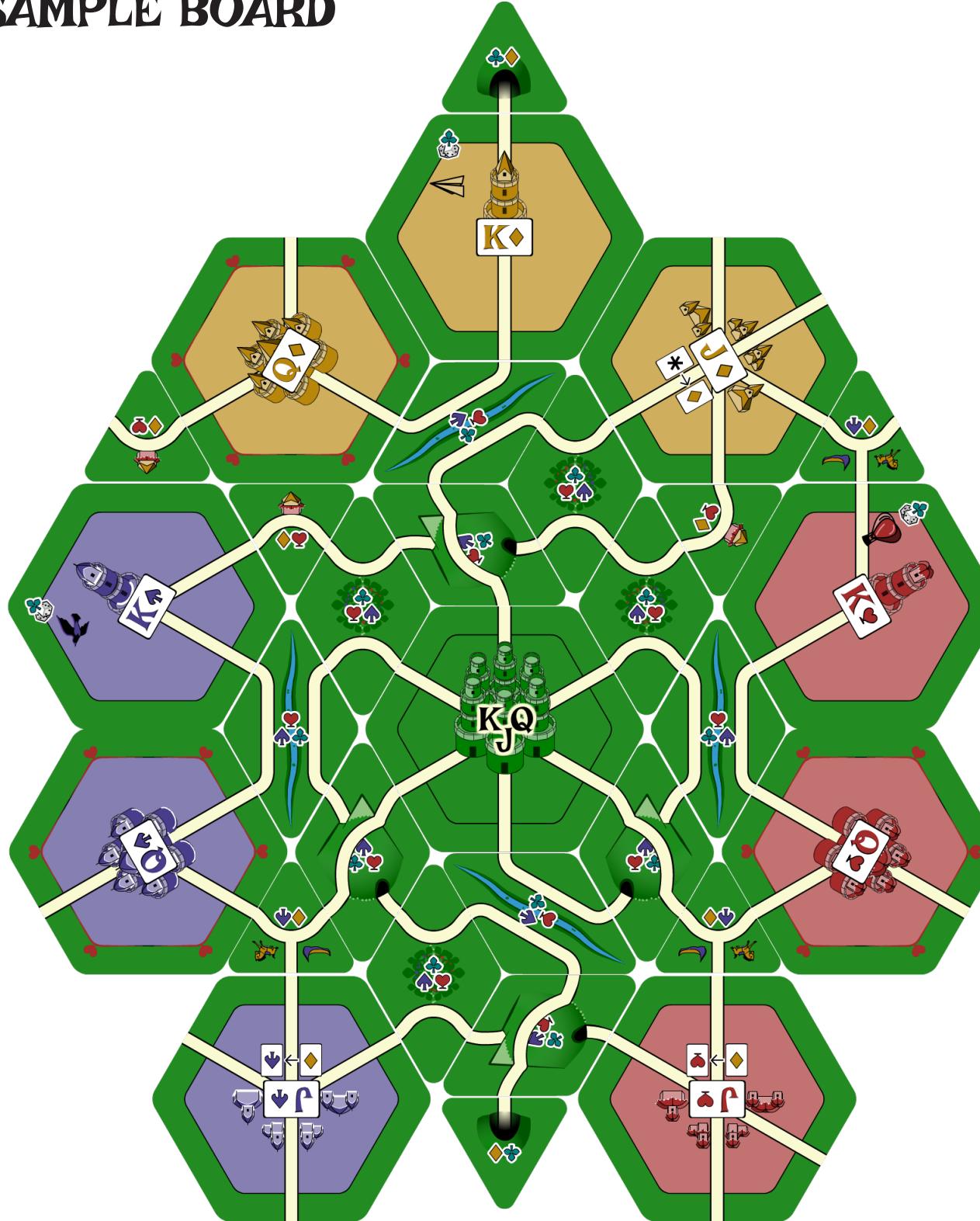


 Lepino

The image shows a comprehensive rulebook for the board game 'Lenino's JACK RABBITS'. The layout is organized into several sections:

- Header:** Features the title 'Lenino's JACK RABBITS' with a cartoon illustration of three rabbits in hats. Below it is the tagline 'Descubre maravillas mientras viajas al reino de conejos y barajas.'
- INSTRUCCIONES (2 a 4 personas):** This section includes:
  - 1. ARMAR UN TABLERO:** Instructions for setting up the board, mentioning noble cards in temples.
  - 2. REPARTIR LAS CARTAS:** How to deal cards, noting the removal of royals and shuffling of numerals and aces.
  - 3. COMIENZAR LOS TURNOS:** Starting the game from the green castle, with rules for combining zanahorias (carrots) and starting the first turn.
- Gameplay Rules:** These are organized into sections corresponding to the four suits:
  - PICAS (O ESPADAS):** Focuses on attacking rabbits (atacar a los conejos), with illustrations of rabbits and a note about discarding swords.
  - DIAMANTES (U OROS):** Focuses on trading in plazas (canjear en las plazas), with illustrations of plazas and a note about discarding diamonds.
  - CORAZONES (O COPAS):** Focuses on impressing nobles (agradar en los palacios), with illustrations of nobles and a note about discarding hearts.
  - TRÉBOLES (O BASTOS):** Focuses on flying over towers (volar en las torres), with illustrations of towers and a note about discarding clubs.
- Advanced Rules and Variants:** Includes:
  - NIVEL DE DIFICULTAD:** Options for simple, royal, or tribal endings.
  - ASES AVANZADOS:** Advanced ways to play aces.
  - ZANAHORIAS AVANZADAS:** Advanced carrot rules.
  - VALORES PATRIARCIALES:** Patriarchal value rules.
  - CASTILLO AVANZADO:** Advanced castle rules.
  - PIEZAS JUSTAS:** Fair piece rules.
  - ACCIONES ESPECIALES AVANZADAS:** Advanced special actions.
- General Game Mechanics:** Includes:
  - EN TU TURNO:** Player turn rules.
  - MOVER TU CONEJO:** Moving the rabbit rules.
  - USAR CARTAS:** Using card rules.
  - FIN DE TURNO:** End of turn rules.
  - FIN DEL JUEGO:** Game end rules.
  - CABALGAR Y NAVEGAR:** Riding and sailing rules.
  - CRUZAR EL SUBSUELO:** Crossing the subsurface rules.
  - IRSE FUERA:** Going outside rules.
- Final Notes:** A section at the bottom right encourages players to propose advanced rules and features a diagram of a complex castle setup.

## SAMPLE BOARD



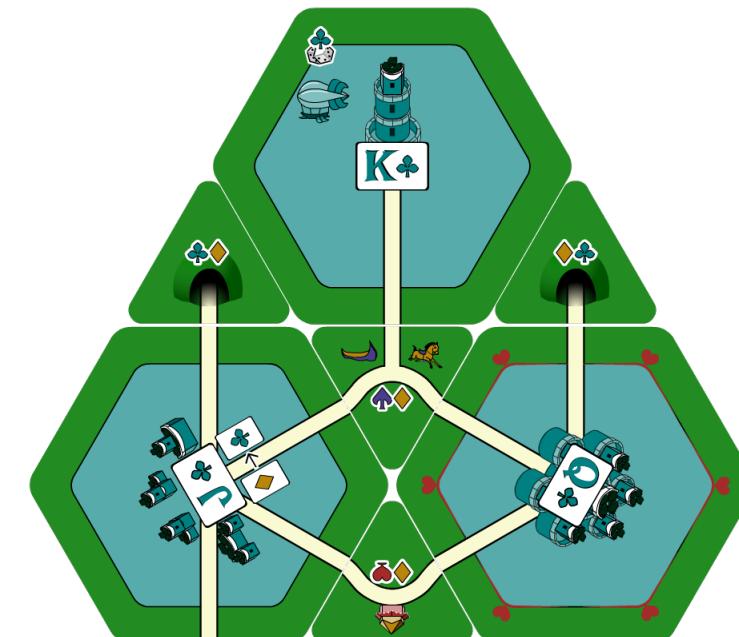
### BUILDING NEW BOARDS

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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Lenino

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.

**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.

**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.

**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.

**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.

**ABOUT ROADS**

**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.

**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.

**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.

**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.

**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.

**SPADES (OR SWORDS)**

Your Might

**ATTACK OTHER RABBITS**

Meet a rabbit and draw spades to rob them a random card, unless they draw higher than. 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.

**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.

**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.

**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.

**Do discard all dueling cards.**

**Don't repay what's overpaid.**

**Show these hearts, do not discard.**

**ADVANCED GAMES**

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

**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 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**.

**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**.

**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.

**ANNOUNCE AN AMOUNT OF GOLD**

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.

**BEFORE FALLING OFF THE SKY**

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.