

START

2 to 4 players

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BUILD A BOARD

Build a new board for each game; so that, when the race begins, the layout is not the same, and the best explorer wins. The board tiles will form a realm where each royal has a home. If you're ready, read ahead; BUILD A NEW BOARD of your own. Or consider this instead, build the sample as is shown.

BUILD A NEW BOARD

I. SEPARATE THE TILES
Place the **citadel** hex first. Leave aside the **underground**. Then you'll gather all the rest, and shuffle them facing down.

II. DISTRIBUTE THE TILES
Each participant will take the same number of each kind; since there's **12** of every shape, this division will be fine.

III. PLACE THE TILES
Take your turns placing the tiles. You'll hardly make a mistake. This part is very freestyle. Here are the rules not to break:



Match the tiles expanding roads, as long as it's not two hexes. To start islands on the board, place a hex as independent.

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The black tile with caves is odd; you will not have to connect it.

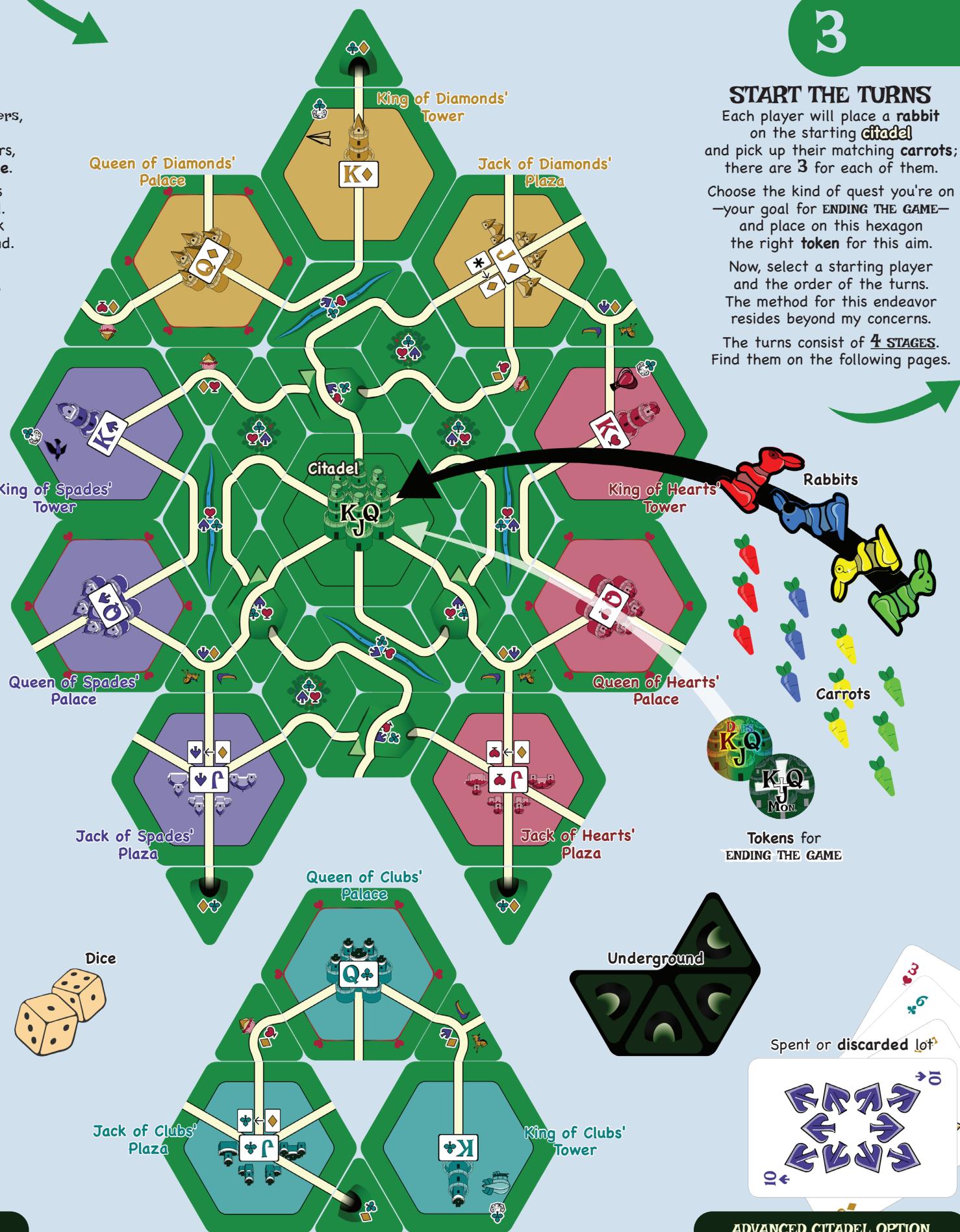
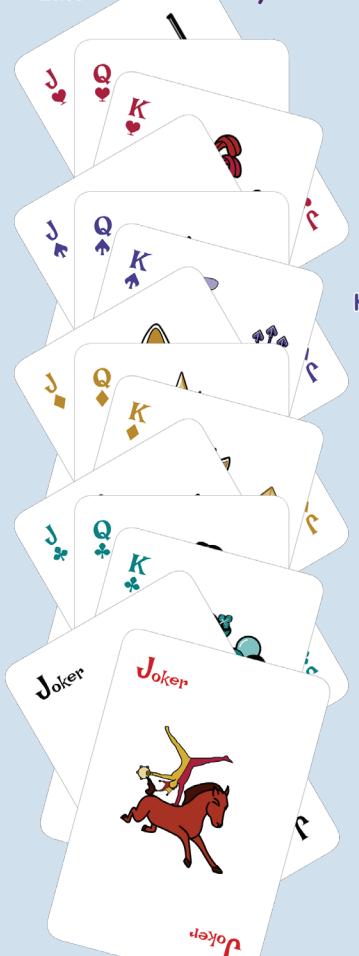
2

DEAL THE CARDS

Remove the face cards and Jokers, and line them up in an aisle. Then you'll shuffle all the others, which will form a facedown pile.

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

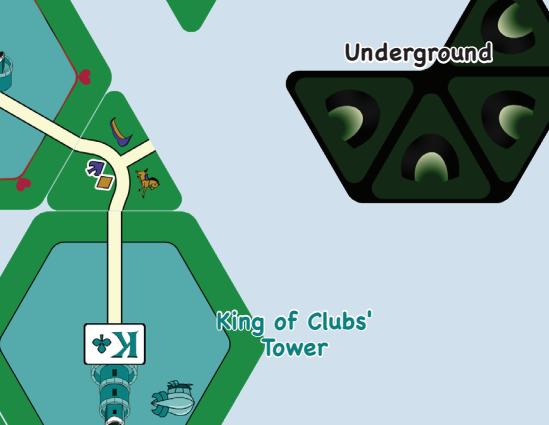
Line of Jokers & royal cards



TIGHT SUITS OPTION
Include one suit for each player and one set of **road tiles** too. For instance, with 3 contenders, you'll be removing 1 suit.



Dice



ADVANCED CITADEL OPTION
This place sells all suits for **gold** and offers flights using **leaves**, but expects **hearts** at the door when you're back after you leave.

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START THE TURNS

Each player will place a rabbit on the starting **Citadel** and pick up their matching carrots; there are **3** for each of them. Choose the kind of quest you're on—your goal for **ENDING THE GAME** and place on this hexagon the right **token** for this aim. Now, select a starting player and the order of the turns. The method for this endeavor resides beyond my concerns. The turns consist of **4 STAGES**. Find them on the following pages.

Rabbits

Tokens for ENDING THE GAME

1ST THE ROLL

Start your turn rolling **2** dice; you will need these numbers shortly, not for moves but for **THE PRICE** of the actions on **THE JOURNEY**.



THE PRIZE

If you prove **one** of the dice matches **one** card that you hold, you'll draw **one** card as a prize right after the dice are rolled.

If you're ever holding **10**, discard down to **9** again. Your first **Ace** won't match a die. Read **THE ACE*** and you'll see why.

THE PRICE

SPECIAL TRAVELS on the way costs 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 **10**; aces*, **II** or **I**.

If you spend a royal card, take your carrot off their shrine. And, in this case, don't discard, put it back into the line.

***THE ACE**
Your first **Ace** is worth **II**; the others you get are ones. As a record that you spent it, keep it in front of your hands.

ROAD TILES

Your rabbit is free to move along the continuous paths. In the **mountains**, you'll 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.

TREKKING BETWEEN 2 ROADS
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, either **spades**, **clubs**, and/or **hearts**.



A **COMPLETING GAME** will include these unique traits of each suit.

SPADES (OR SWORDS)

ATTACK OTHER RABBITS
You can steal a random card and kick someone **OFF** the board if you meet them where they stand and play 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.

The cards you use will be spent. **Do not reply with a draw**. Only you may steal from them if you beat them in the brawl.

When you steal a royal card, discard one if it's your fourth, do **THE COMPENSATION** part, and swap carrots, nothing more.

DIAMONDS (OR GOLD)

EXCHANGE AT JACKS' PLAZAS
All spent cards are being sold at **J** hexes of each suit.

What you buy, replace with gold like the icons tell you to. But the star* that's on the board means that any suit will do.

When the pile needs to reload, these markets run out of loot.

TRADE WITH OTHER RABBITS
Players who meet on the board can agree with one another to trade any suit for gold.

without showing what's being offered. Deceivers are thrown **OFF-BOARD** when they're exposed by the other.

HEARTS (OR 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 reveal 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'll be **OFFed** 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 (OR 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, eitherway, 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 FROM THE CITADEL

Hear ye, glorious messengers. As the most loyal members of the Order of Messenger Rabbits of the Citadel, an auspicious quest is in order. This one is the highest order a rabbit of this order can get:

Seek audiences with the royals, procure 3 of their royal cards, and bring them to the citadel, in that order:

When I mention "order" here, I don't mean there's another order like our Order of Messengers that you need to find elsewhere. Furthermore, I don't mean the order given as a request in this letter, but the order in which these events shall take place.

So, hoppy hop! Please do this in order to restore order to the realm.

The White Herald



Video tutorial

OVERVIEW
Go through the realm, turn by turn, making stops on royal land. You will win if 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; never stop while on the roads. Get a new card when you rest, as **THE COMPENSATION** shows.

You may go through caves or treks, ride the horses, row the boats; but make sure to end your turns on a hex stop on the board. If you're stuck and can't return, you may choose to hop **OFF-BOARD**.

ENDING THE GAME
Return to the **citadel** with **3 royal cards** in hand. In this race, you must excel to be the champ of the land. Select, before the game starts, a desired 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
If you like the wretched thing, have **THE ACE** be worth **14** and the Jack, the Queen & King: **II, II & III**.

4TH THE COMPENSATION
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. When the cards run out, 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.

CAVES
Underground
Pay to travel between caves; select one and hop on out. But if you don't want to pay, take your rabbit underground. Your turn will end at that place. Hop on out in the next round.

GOING OFF-BOARD
If you're stuck, you may hop off 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 COMPENSATION**'s denied.

When your turn begins offshore, **THE JOURNEY** goes underground, **THE COMPENSATION**'s assured but you must wait to hop out.

ROAD TILES
Underground
Pay to travel between roads; select one and hop on out. But if you don't want to pay, take your rabbit underground. Your turn will end at that place. Hop on out in the next round.

MERCHANTS
These tiles—where the road is forked—will sell you two types of rides. Reach any place on the board galloping over the tiles, or find a road from this port by rowing the seas outside.

You must move to your next post as soon as you pay the price. Landlocked merchants won't have boats, since they're not by the seaside.

INNS
You may buy a Joker's card at the inns where they reside, and these you keep in your hand until you decide to ride.

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