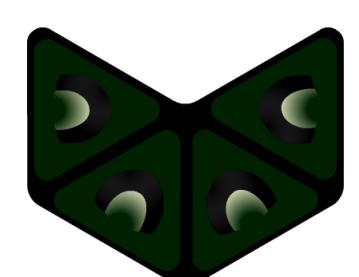
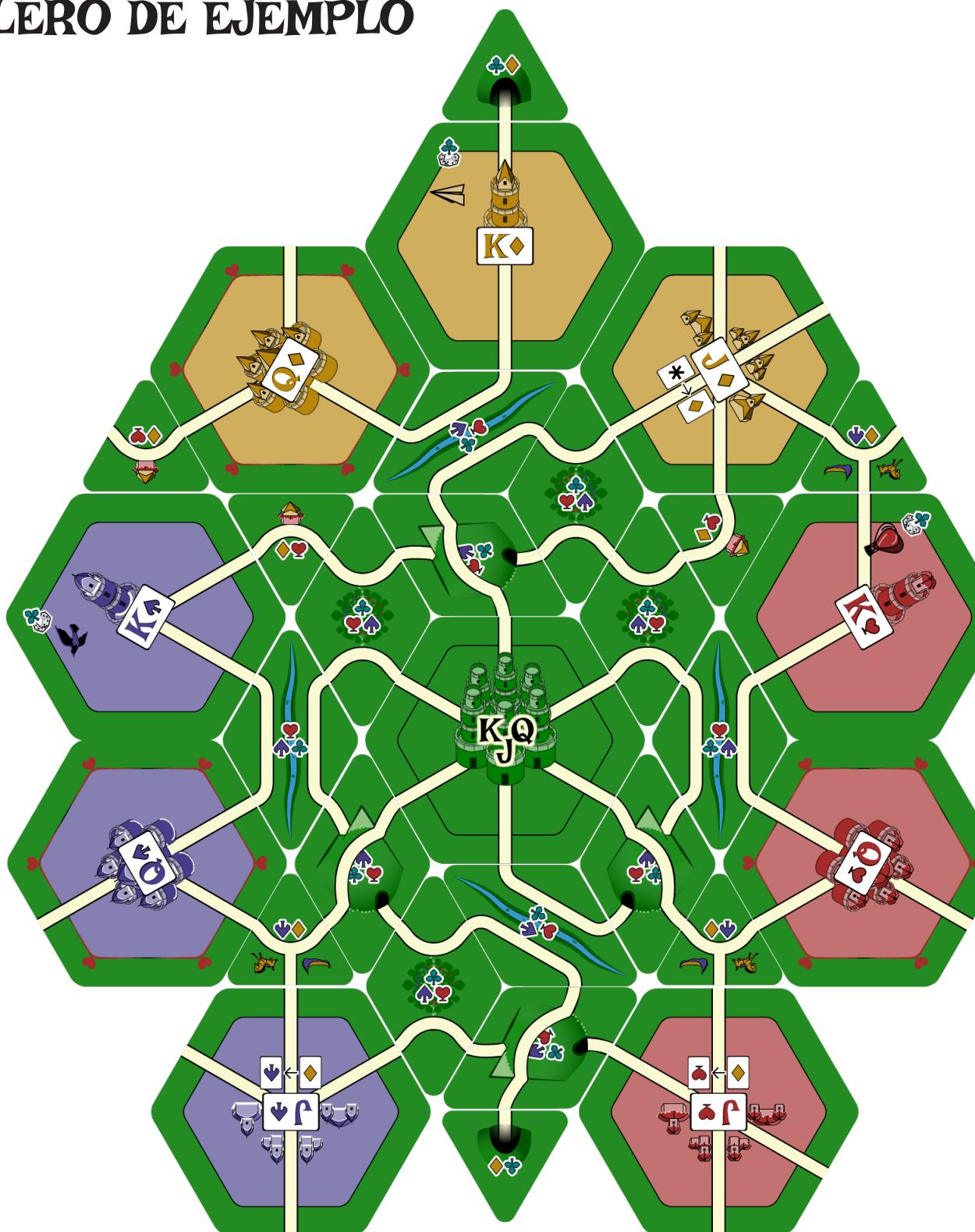


# TABLERO DE EJEMPLO

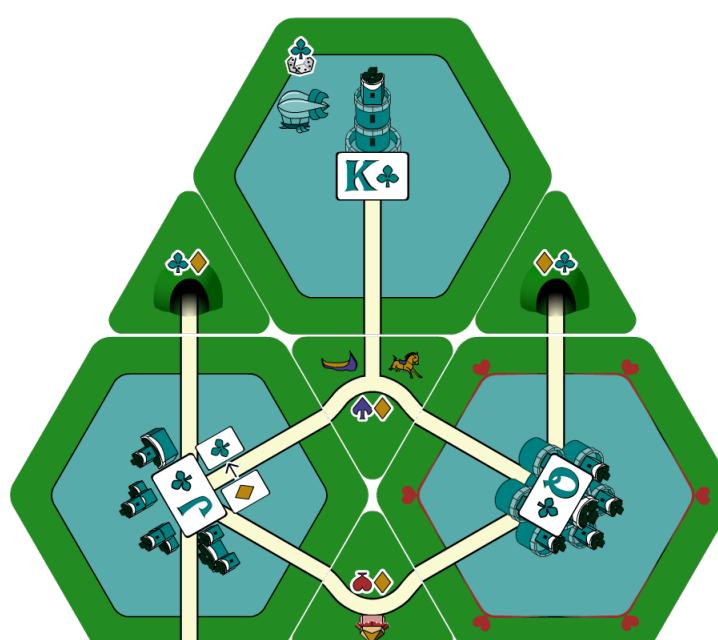


## **ARMAR TABLEROS NUEVOS**

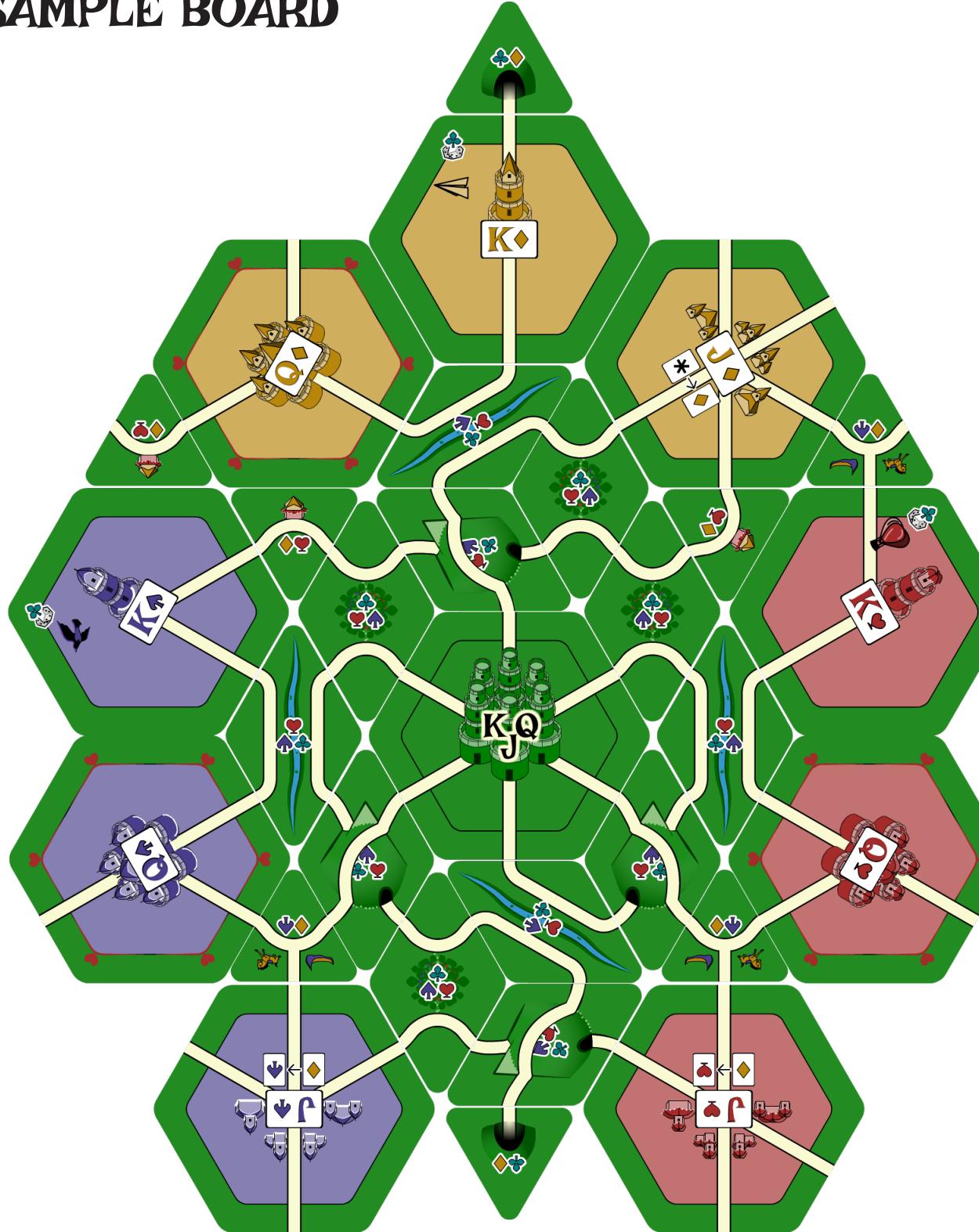
Si tu primer partido ha terminado,  
intenta hacer el reino a tu manera.  
La pieza negra va en un lado aislado.  
La verde grande al centro de la mesa.  
Reparte el resto igual según sus lados,  
y tomen turnos colocando piezas.

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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## SAMPLE BOARD



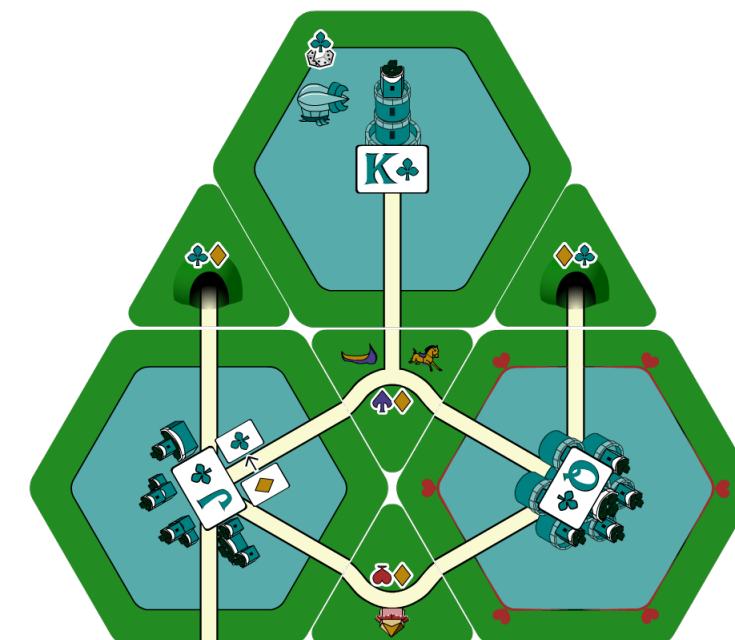
### BUILDING NEW BOARDS

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

**JACK RABBITS**  
The board game for playing cards on a quest through wonderlands

**INSTRUCTIONS**  
(2 to 4 players)

- 1. BUILD A BOARD**  
On your first game, let's build out the included SAMPLE BOARD, and don't stress learning about BUILDING NEW BOARDS of your own. Notice how in this layout every royal has a home.
- 2. DEAL THE CARDS**  
Remove all royals and jokers. The rest, shuffle to a pile. The cards will be dealt in 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. And, they also get their carrots, three of the color they wear. Each will play TURNS 'til somebody gets three royals and returns.

**TO MOVE OR NOT TO MOVE**  
You want to visit the monarchs and bring ten points of their suits. Reach their home or wait for more cards before starting the pursuit. You may visit any homelands as a pit stop on your route.

**GETTING ROYALS**  
To obtain a royal card, 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 as you recruit. Others may visit this land, but no longer get the loot.

**ENDING YOUR TURN**  
You'll end up on a hex tile, or completely OFF THE BOARD. Get a new card from the pile, if your rabbit's still onboard. If there is no pile, 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.

**ROADS**

**ROLLING THE DICE**  
When you see suits on a tile, you may take an action there. Roll once per turn on the dice, that's the price you'd have to pay. The suits here may be combined. You may need to 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.

**IMMEDIATE TRIP VS. JOKER CARD**  
Buy a joker at the **curve**—the boat is black; the horse, red—discard the card when you ride. At **forks**, you'll ride as you pay, and you'll only sail away from an unconnected side.

**CROSSING THE UNDERGROUND**  
Triangle tiles with a **cave** are gates to the underground. This tile is odd, but a hex, so you must wait to get out. Yet, if you pay at the gate, you may skip and get right out.

**GOING OFF THE BOARD**  
You may want to leave the land through an unconnected road. You won't collect a new card if your rabbit's not onboard. But, you'll bring it underground when your turn begins offshore.

Your future games should include **SPECIAL ACTIONS** for each suit.

<b>SPADES (OR SWORDS)</b> Your Strength <p><b>ATTACK OTHER RABBITS</b> Use spades where another rests to rob them a random card, unless they discard more spades; the one who's beat <b>LEAVES</b> the map. Observe the rules, if you take a royal card from their hand: switch the carrots; end your turn; if you have four, discard one.</p> <p>Spades used are discarded.</p>	<b>DIAMONDS (OR GOLD)</b> Your Wealth <p><b>EXCHANGE IN J-TOWNS</b> The discarded cards are sold at the town of their own suit. Pay for what you take with gold. Yet, the gold town buys all loot; the asterisk on the board means that any suit will do. When a new pile must be formed, the market gets a reboot.</p>	<b>HEARTS (OR CUPS)</b> Your Charm <p><b>ENCHANT AT Q-PALACES</b> To visit any queen's hex, show at least 6 heart counts. Or, sneak in, if none requests you reveal them beforehand. Others may only protest as soon as you reach the land. You may also be her guest, if you're holding that queen's card.</p>	<b>CLOVERS (OR CLUBS)</b> Your Wisdom <p><b>FLY FROM K-TOWERS</b> Show one card before you roll, to attempt a clover flight. If the dice is higher, fall OUT of the board from the sky. Otherwise, fly to your goal: any tower you may like. You won't need to pay a toll, whether you fall or you fly.</p>
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If you want to raise the stakes, add some rules for **ADVANCED GAMES**.

<b>DIFFICULTY LEVELS</b> Choose how the story must end: a <b>Court</b> of three royal cards, a <b>Monarchy</b> (J, Q, K), or a <b>Tribe</b> with suits that match.	<b>ADVANCED SUIT ACTIONS</b>
<p><b>ADVANCED CASTLE</b> You may buy all suits for gold and go on flights using leaves, but may need hearts at the door to come in after you leave.</p> <p><b>ADVANCED ACES</b> Your first ace is worth 11 and you don't need to discard. It grants you +1 forever. Keep it in front of your hand.</p> <p><b>TIGHT SUITS</b> 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.</p> <p><b>ADVANCED CARROTS</b> If your carrot's on the hex, you may cross it in a turn.</p> <p><b>PATRIARCHY</b> Have unequal value levels, from 14 down to 11, for Aces, Kings, Queens &amp; Jacks.</p>	 If you won't use spades to fight to send robbers OFF the board, you may beat them with your hearts to save your hand and your spot. Both may also keep your cards, if the duel's called off by both.
 When you demand to see hearts, you'll send bluffers OFF the board. But, first you must prove your charm, and your pawn must be onboard. If they're truthful, you discard what you showed and get 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.