



Lenino's JACK RABBITS

The board game for playing cards on a quest through wonderlands



Video tutorial

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

The White Herald

GOAL & 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 AUDIENCES will require

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, 12 & 13.

1

THE SAMPLE BOARD

Ideally, on each game before the journey begins, the layout is not the same, and the best explorer wins.

The tiles can form many fields where each royal has a home. Yet, this version only yields the sample board as is shown.

To get the physical version visit us at this location.

jackrabbits.lenino.net

2

DEAL THE CARDS

You will find **face cards** and Jokers, placed already in an aisle, while the **Ases** and the numbers are forming the 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.

3

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 round **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 4 STAGES IN A TURN

This section has all you need for basic games to succeed. Have a basic go at first 'til you're ready for the rest.

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**.



WINNING THE JACKPOT

If you prove **one** of the dice matches a card that you hold, you'll draw **one** card as a prize at **any** stage once you've rolled.

If you're ever holding 10, discard down to 9 again.

Your first Ace won't match a die read **FIRST ACES** to see why.

2ND THE JOURNEY

Move to another **hex stop**, if it's closer to your goal. Or choose to simply rest up; you don't have to move at all.



GOING ON A ROAD

Take your rabbit on a road, from the hexagon you're on, through the **ROAD TILES** it traverses.

At the end of every trek, you should reach another hex; wait a turn to cross the hexes.

ROAD TILES

Your rabbit is free to move along the continuous paths. In 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**.



3RD THE AUDIENCE

When you're on a royal's land and have 10 points of their suit, you may buy the **royal card** if you leave a **carrot** too; their tile must carry your mark to succeed in this pursuit.

Royal card



Carrot mark

See **PAYING WITH CARDS**.

If you meet these expectations, take the royal card in hand, go straight to **THE COMPENSATION**, and end your turn on their land.

You may visit any hex even if it's just to rest.

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.



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.



CAVES

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.

Your turn will end off the board; don't get a new card this round. When your turn begins offshore, **THE JOURNEY** goes underground, go there right after **THE ROLL** and wait a turn to hope out.



OFF-BOARD



A **COMPLETE 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. Expose and throw them **OFF-BOARD** if you're deceived 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 can **WIN THE JACKPOT** 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.