



Lenino's
JACK RABBITS

The board game for playing cards
on a quest through wonderlands



Video tutorial

GREETINGS

*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 cards (K, Q, or J) 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.*

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

Most attentively,

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.

ROYAL AUDIENCES require
10 points of the 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 ACQUISITION** 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 hop **OFF** overboard.

ENDING THE GAME

Return to the **Citadel**
with three 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 COURT: **3** royal cards of any sort
DIVERSE COURT: **3** royals of different suits
MONARCHY: a **K**, a **Q** & a **J** of any suit
DIVERSE MONARCHY: a **K**, a **Q** & a **J** of
three different suits
TRIBAL CLAN: royals of the same suit

PATRIARCHY OPTION
Your First **Ace** is worth **14**,
and the **Jack**, the **Queen** & **King:**
11, **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

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DEAL THE CARDS

You will find **face cards** and **Jokers**
placed already in an aisle,
while the **Aces** 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 put a rabbit
on the starting **Citadel**.
Observe they have matching **carrots**
—there are **3** for each of them.

How you choose the starting player,
and the order of the turns,
may be random or creative
but it's none of my concern.

The turns have **4-ish** STAGES.
Find them on the following pages.




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**.



+ THE LOTTERY

If you prove **one** of the dice
matches a 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 **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

3RD THE ROYAL 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**.

After meeting these conditions,
take the royal card in hand,
go straight to **THE ACQUISITION**,
and end your turn on their land.

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

4TH THE ACQUISITION

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.



THE PRICE

Each transaction 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, **11*** or **1**.

When a royal card is spent,
take your carrot off their shrine.
This card will be freed again;
put it back into the line.

***FIRST ACES**

Your first **Ace** is worth **11**;
the others you get are ones.
As a record that you spent it,
keep it in front of your hands.

ROAD TILES

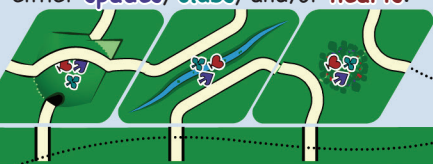
Your rabbit is free to move
along the continuous paths.
In the **mountains**, you'll go through
an "under" or "over" pass.

Other ways to get around
will demand you pay a price.
Look for markings on the ground
for every suit that applies.

See **THE PRICE & PAYING WITH CARDS**.

TREK BEWTEEN 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**.



HORSE & BOAT RIDES

The **merchants** featured below
will sell you one of these rides:
reach any place on the board
galloping over the tiles,
or enter another road
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.

JOKERS' INNS

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



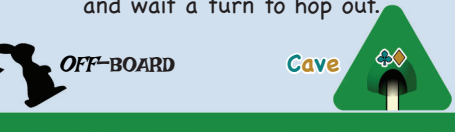
CAVES & UNDERGROUND

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.

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,
take your rabbit **underground**.
Move it there before **THE ROLL**,
and wait a turn to hop out.



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 ACQUISITION** 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.

You may also trade with others,
as long as it is with gold.

You can make or take an offer,
and go meet them on the board.

If the deal made is not honored,
have their rabbit thrown **OFF-BOARD**.

 **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**,
and you will attempt to fly.
Pick a tower as your goal
if you beat the dice (or tie).
But if you fall short, you fall
—**OFF** the board, down from the sky.

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.

THE LOTTERY is allowed,
whether you fly or fall out.