SETUP

BUILD A BOARD

A curious thing in this game: the board is never the same. Every time you start to play, you will have to find your way. The board pieces form the realm where royal cards have their homes. You may choose to go ahead and START A BOARD of your own,

or build the sample instead,

which may be simpler to roam.

START A BOARD

Starting tile

First, you place the greenest hex. Leave the odd black tile aside. Group and shuffle all the rest by the number of their sides.

> DISTRIBUTE THE TILES Each participant will take

the same number of each kind. Since there're 12 of every shape, should be easy to divide.

PLACE THE TILES

You may take turns placing tiles or agree to go freestyle. There's little room for mistakes, and simple rules not to break.

SAMPLE BOARD

Queen of Diamonds'



of Diamonds'

Jack of Diamonds'

Match them by their fields and roads.

To start islands on the board, place a new hex disconnected.

The black tile with caves is odd; so you may never connect it.

Lenino's **JACK RABBITS**

> The board game for playing cards on a quest through wonderlands.



INTRODUCTION

Dear messengers,

As loyal members of the Order of Messenger Rabbits of the Central Citadel, you are hereby given the most special order a rabbit of this

- 1. Go out to visit the royals. 2. Procure 3 of their cards.
- 3. Bring them to the citadel.
- In that order.

I don't mean "order" as in the Order of the Messenger Rabbits.

Also, not as in the order given by the quest in this letter. I meant the "order" in which you must do the things...

You don't have to pay to move

along a continuous path

In mountains, one tunnels through,

the other's an overpass.

Take your rabbit on a road

from its current hexagon

through the tiles that it traverses.

At the end of every trek,

you should reach another hex.

Wait a turn to cross the hexes.

where PAYING WITH CARDS applies.

Look for markings on the ground

to see what suits pay THE PRICE.

See THE PRICE.

SWITCHING ROADS

Rivers, mountains and the woods,

featured in the tiles below,

all have a shortcut on foot,

a trek between their two roads.

To take it, you'll pay with suits:

in this case: hearts, spades or clubs.

Just go already.

The White Herald

OBJECTIVE

Go through the realm, turn by turn, making stops at royal lands. Be the first one to return with 3 royal cards in hand.



Getting a royal requires at least 10 points of their suit, you may need to wait a while until you have enough loot. You must journey hex to hex. Never linger on the roads. You may go through caves and treks,

But, you must end every turn on the hexes of the board. And, if you get stuck somewhere, you may go off overboard.

even ride a boat or horse.

ENDING THE GAME

To win the game, come back to the castle where you started, while holding $oldsymbol{3}$ royal cards of any color, suit or title.

ADVANCED OPTIONS Once you had becomed an expert, and want to challenge yourselves, propose any of these changes. But, at first, just i

ADVANCED ENDINGS Choose how the story must end: Simple Court (3 royal cards) MONARCHY (J, Q and K) Hardcore **TRIBE** (the suits must match)

> PATRIARCHY Have unequal value levels, from 14 down to 11,

for Aces, Kings, Queens & Jacks.

4TH THE STIPEND

END YOUR TURN on a hex tile, or you may go overboard

Get a new card from the pile,

if your rabbit's on the board.

At the **Cliadal**; simle.

When you're there, you get 1 more.

If you have more than 8 cards,

choose what you want to discard.

If the pile runs out of cards

grab all the ones spent before,

except for the royal ones,

and reshuffle them once more.

CAVES & UNDERGROUND

Pay to travel in and out

between two triangle caves.

But if you don't wanna pay,

take your rabbit "underground".

End you turn in the black place,

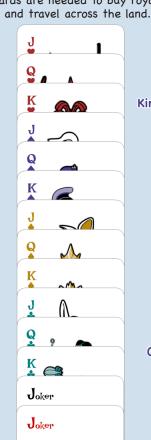
and on your next turn, get out.

OFF

DEAL THE CARDS First, remove face cards and Jokers, and display them in a line.

Then, you'll shuffle all the others

to form a facedown pile. Each player will draw 3 cards; this will be their starting hand. Cards are needed to buy royals







START THE TURNS

Each player will put a rabbit on the central offadel, and will hold their matching carrots; there are 3 for each of them.

The way you choose the first player and the order of the turns, could be random or creative, but is none of my concern.

seen in the following pages:

means 1 suit is off the game.

All the actions on the way will be given the same price. The minimum ammount to pay is the total on your dice. You're allowed to overpay, and the suits may be combined.

PAYING WITH CARDS

You must display what you spend, or in other words, "discard" A royal card is worth 10; and the Aces count as 1.* If you use royals to pay, take your carrots off their lands

*ADVANCED ACES Your first Ace spent is 11 and you don't have to discard. You'll have its +1 forever. It stays in front of your hand.

1ST THE ROLL

START YOUR TURN rolling 2 dice, You will need these numbers shortly, NOT for your moves, but THE PRICE that you may pay on the JOURNEY.

+ THE BONUS

If you can show from your hand a card to match at least one of the numbers that come up, individually on top,

- you get I card from the pile. Make sure these rules are applied: • You do not need to discard;
- only show the lucky card. • Any Ace you have in hand, for the bonus, counts as 1.
- If you have more than 8 cards, choose what you want to discard.

THE PRICE Other options for your travels. can be found along the roads, in rhombuses and triangles featured farther down below. These are ways to get around

2ND THE JOURNEY 3RD THE AUDIENCE

STAGES OF A TURN

Go to another hex tile, To purchase a royal card, you need 10 points of their suit if it advances your goal. and your rabbit on their land. But, it's ok if you decide that you will not move at all. You will need a carrot too, and leave it there as your mark. GOING ON THE ROAD End your turn, and get the loot.

> Others may visit the tile, but not take the card you took. See PAYING WITH CARDS.



ADVANCED CARROTS When you want to cross a hex, you won't have to make a stop, and may go about your way, if your carrot's there on top.

HORSE OR BOAT RIDES

Merchant tiles featured bellow will sell either tipe of ride:

• Reach any place on the board, dashing through connected tiles. • Or reach any seaside road, sailing on the seas outside.

You cannot leave on a boat from merchants with no sea sides.

Jokers

You may buy a Joker card at a tent where they reside. Keep it as part of your hand until you decide to ride.

If you ever get stuck, go "overboard" by the seaside. This means: falling off a road out of the board by its side.

End your turn out of the board. Do not touch the new card pile. And when your turn starts offshore, go to the underground tile.





Up to here is all you need for BASIC GAMES to succeed. For REGULAR GAMES include special actions for each suit.

SPADES (OR SWORDS) Your Might



ATTACK OTHER RABBITS Meet a rabbit and use spades to rob them a random card. unless they use a higher sum. 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. Duelers may get back their cards,

if agree to call it off. But, there could be a reattack, and this time attack with more.

Do discard all dueling cards.

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. The asterisk (*) on the board means that any suit will do. You may also trade with others as long as it involves gold. Make or respond to an offer and meet their rabbit on the board. If any reveal is shorter their rabbit and deal is OFFed.

Don't repay what's overpayed.

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 You may also be her guest, if you're holding that queen's card. The accuser must show their charm with 6 hearts of their own. They'll be OFF'ed and loose those hearts

if their accusation's wrong. But, if you're bluffing _ it is you who get's thrown off.

Show these hearts, do not discard.

CLOVERS (OR CLUBS) Your Wisdom



Show I card before you roll, to attempt a clover flight. If you meet the dice, go to any tower you like. But, if not you may fall

OFF the board, now from the sky. There's a chance to save your flight, if your card is not enough. you may subtract from the dice by discarding something off. Suits from the parting tile

Only discard to save a flight.

are the only ones that work.





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