

START

2 to 4 players

1

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 pieces will form a realm
where each royal has a home.
If you're ready, go ahead:
BUILD A NEW BOARD of your own.
Or consider this instead,
build the SAMPLE shown below.

BUILD A NEW BOARD

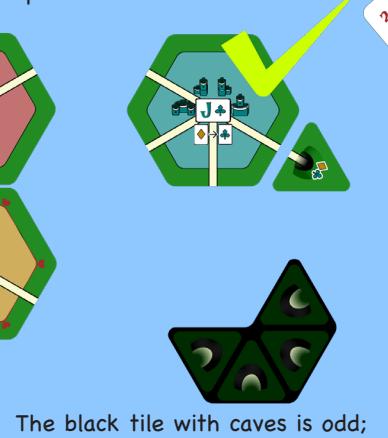
I. SEPARATE THE TILES

First place the **Citadel** hex. Leave the odd black tile aside. Group and shuffle all the rest by the number of their sides. Facing them down works best, so they're placed as a surprise.

Match the tiles by fields and roads, but not roads between two hexes.



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



II. DISTRIBUTE THE TILES

Each participant will take the same number of each kind. There are 12 of every shape, so it's easy to divide.

III. PLACE THE TILES

Take your turns placing the tiles, but don't be stern, allow freestyle. There's little room for mistakes, and simple rules not to break.

It is better to avoid putting triangles together.

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

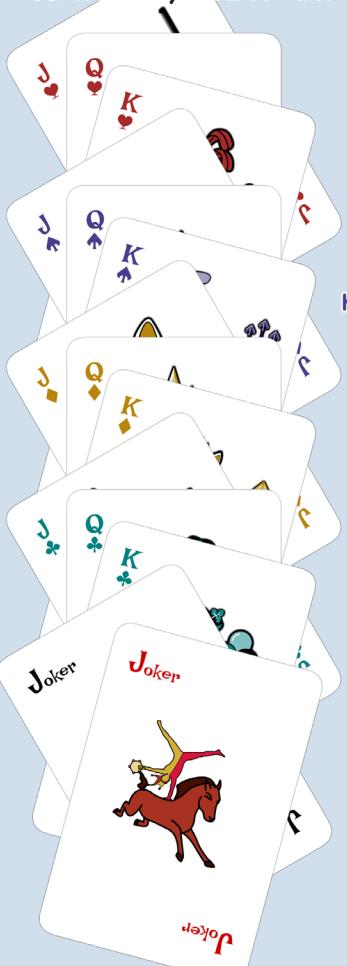
2

DEAL THE CARDS

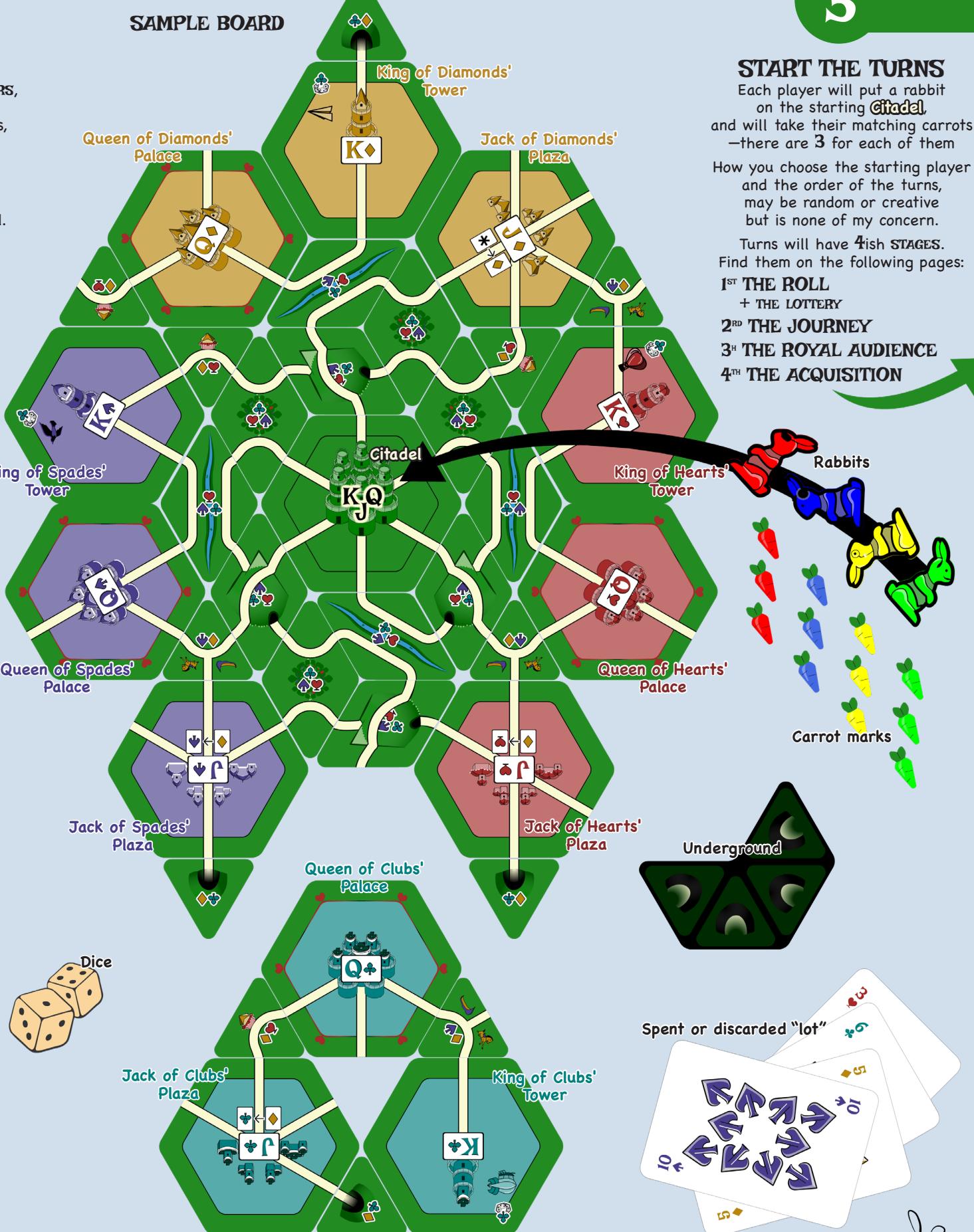
First remove face cards and **JOKERS**, and display them in a line. Then you'll shuffle all the others, and will form a facedown pile.

Each player will get 3 cards; this will be their starting hand. Cards are needed for the task and to journey through the land.

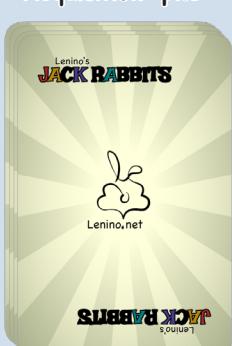
Jokers & royal cards' "line"



SAMPLE BOARD



Acquisition "pile"



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3

START THE TURNS

Each player will put a rabbit on the starting **Citadel**, and will take their 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 is none of my concern.

Turns will have 4ish STAGES. Find them on the following pages:
1ST THE ROLL
+ THE LOTTERY
2ND THE JOURNEY
3RD THE ROYAL AUDIENCE
4TH THE ACQUISITION

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 show a card-in-hand that's a match for at least one of the numbers that come up, individually on top, you win 1 card from the pile.

If you now are holding 10, discard down to 9 again. Your first Ace won't match the die; read FIRST ACES to see why.

THE PRICE

Every action on the way will be given the same price. So the minimum to pay is the total on the dice.

You're allowed to overpay; and the suits may be combined.

PAYING WITH CARDS

Show and leave out what you spend, the same way you would discard. Royal cards will count as 10; Aces, II or I.*

When a royal card is spent it will go back to the line where it can be sold again; take the carrot off their land.

FIRST ACES

Your first ace is worth II; all others you get are ones. After you use it and spend it, it stays in front of your hand.

ROAD TILES

Your rabbit is free to move along a continuous path. In mountains, it tunnels through or goes on an overpass.

Other ways to get around require that you pay a price. Look for markings on the ground to see what suits may apply.

SEE THE PRICE & PAYING WITH CARDS.

TREK BEWTEEN 2 ROADS

Mountains, rivers and woods, featured in the tiles below, may be crossed off-road afoot, so to switch between the roads.

To do this, you pay with suits, either hearts, spades and/or clubs.



A COMPLETE GAME will include these unique traits of each suit.

SPADES (OR SWORDS)



ATTACK OTHER RABBITS

Meet a rabbit, and play swords to rob them a random card. If they won't defend with more, they must offer up their hand. Either defeated or robbed, the loser goes OFF the land.

You may both get your spades back if you agree to withdraw. But the thief may re-attack with more spade cards than before.

When you steal a royal card, discard 1 if you have 4. Also, swap the carrot marks. Take no actions furthermore but THE ACQUISITION part.

DIAMONDS (OR GOLD)



EXCHANGE IN JACKS' PLAZAS

All discarded cards are sold at J hexes of their suit. What you take 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 gets a reboot, all the towns run out of loot. You may also trade with others as long as it involves gold.

You can make or take an offer, and go meet them on the board. If the deal made is not honored, break the deal and throw them OFF.

HEARTS (OR CUPS)



ENCHANT AT QUEENS' PALACES

To visit any queen's hex, show 6 heart marks in your hand. Or sneak in if none requests you reveal them beforehand. And of course you'd be a guest if you're holding that queen's card.

To request another's hearts, first you show 6 of your own. You'll be OFFed and lose those cards if your accusation's wrong.

But if they don't show their marks, you make sure they get thrown OFF. Any rabbits off the board may not nag guests at the door.

CLOVERS (OR CLUBS)



FLY BETWEEN KINGS' TOWERS

Show 1 card before THE ROLL to attempt a clover flight. If you meet the dice, that's all, reach a tower you may like. But if you fall short, you fall OFF the board down from the sky.

There's a way to save your flight if your card is not enough: a subtraction from the dice by discarding something off. The suit of the parting tile is the one to pull this off.

You may, at the tower of clubs, save flights with the card you show.

GREETINGS

Dear messengers,

As the most loyal members of the Order of Messenger Rabbits of the Citadel, you have hereby been given the highest order a rabbit of this order can get:

- Seek audiences with the royals
- Procure 3 of their cards (K, Q, or J).
- Bring them to me at the citadel.

In that order.

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

Hoppity hop! I have a reception to plan.

The White Herald

GOAL & OVERVIEW

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

A ROYAL AUDIENCE requires 10 or more points of their suit. You may need to wait a while until you have enough loot.



Make THE JOURNEY hex to hex, never rest up on the roads. Get a new card when you rest, as THE ACQUISITION goes. You may go through caves or treks, ride the horses and the boats, but you must end every turn on a hex stop on the board. If you're stuck and can't return, you may hop OFF overboard.

ENDING THE GAME

The winner must make it back to the castle where they started, while holding 3 royal cards, each of any suit or title.

ADVANCED OPTIONS

Once you have become an expert, and before you sit in boredom, consider to make these changes; in the meantime, just ignore'em.

3 DIFFICULTY LEVELS

Choose how the story must end:

- SIMPLE COURT (3 royal cards)
- MONARCHY (J, Q & K)
- TRIBAL CLAN (their suit must match)

PATRIARCHY

Have unequal value levels, from I⁴ down to II, for Aces, Kings, Queens & Jacks.