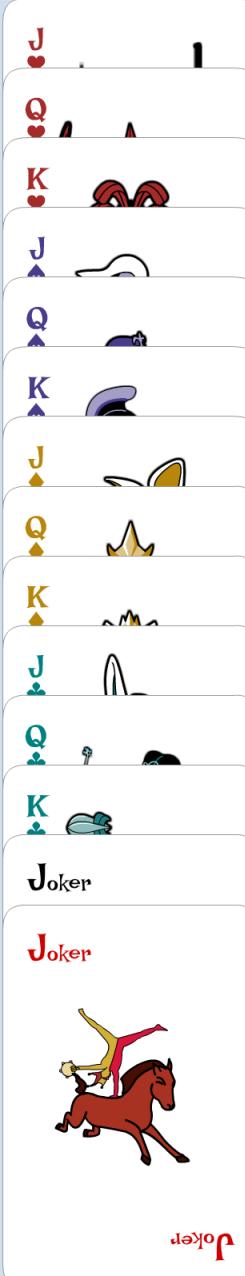


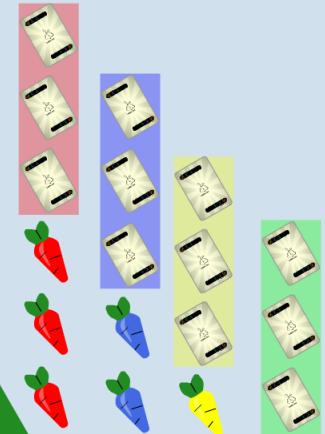


**BUILD A BOARD**  
The pieces will form a realm where royal cards have their homes. If you are new to the game, let's build out this sample board. In the future, you may learn to **BUILD NEW BOARDS** of your own.



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**START THE TURNS**  
Each player will choose a rabbit and put it on the green hex. They must also take their carrots; there are **3** for each of them. Lastly, choose who will be starting and the order of the turns.



The board game for playing cards on a quest through wonderlands



Video tutorial

### 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.



**IN YOUR TURN** you may do these:  

- Move to another hex tile
- Buy the royal card you see
- Get a new card from the pile

Unfold to see the **SETUP**.

This section is all you need for **BASIC GAMES** to succeed.

**MOVING YOUR RABBIT**  
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.

Since **GETTING ROYALS** requires spending **10** points of their suit, you may need to wait a while until you get enough loot.

You may visit any tile as a pit stop on your route, or you may simply decide for your rabbit to stay put.

If you use royals to pay, take your carrots off their land.

**GETTING ROYALS**

To obtain a royal card, pay with **10** points of their suit while you're visiting their land. You must have a carrot too and leave it there as your mark; end your turn and get the loot. Others may visit the tile, but not take the card you took.

**PAYING WITH CARDS**

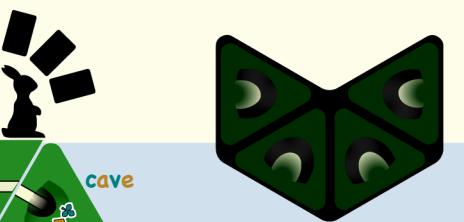
Leave what you spend on display; this is also called "discard".

The players may overpay by using multiple cards. A royal card is worth **10**, and an **Ace** will count as **1**.

If you use royals to pay, take your carrots off their land.

**ENDING YOUR TURN**  
You'll end up on a hex tile or go **OFF** (see **GOING OFF**). Get a new card from the pile, if your rabbit's on the board. When the pile runs out of cards grab all the ones spent before, except any royal ones, and reshuffle them once more.

**ENDING THE GAME**  
To win the game, come back to the castle where you started, while holding **3** royal cards of any color, suit or title.



### 3 MORE WAYS TO MOVE AROUND

**1. SWITCHING BETWEEN TWO ROADS**  
Your rabbit is free to move along a continuous road, yet to switch between the two on the tiles featured below, you will have to pay with suits, either **hearts**, **spades** or **clubs**.



To find out how much to pay, every turn you'll roll the dice, and all actions on the way will be assigned that same price. You may also overpay. And the suits may be combined.



**2. GOING BY HORSE OR BOAT**  
As soon as you pay the price at a **merchant** (see below), you will either dash through tiles any way you wanna cross, or sail on the sea outside to another seaside road. If **merchants** have no sea sides, you may not leave on a boat.

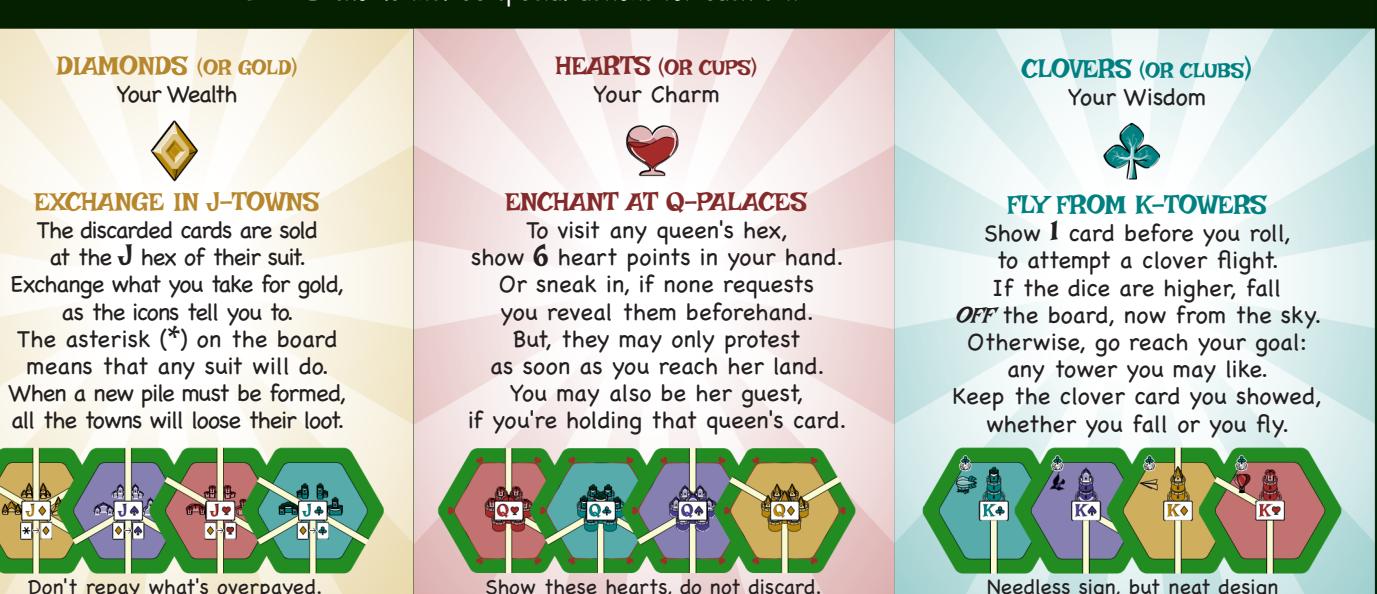
At triangles with a **tent**, you pay to take in your hand any **Joker** card instead. Free it when you claim its ride.

**3. TRAVELING UNDERGROUND**  
Pay to travel in and out between two triangle **caves**. But, if you don't wanna pay, take your rabbit "**UNDERGROUND**". This means, wait on the black hex, and on your next turn, get out.

**GOING OFF**  
If you get stuck, go on a road and fall off the board outside. End that turn there, overboard, and don't collect from the pile. On your next turn you will go **UNDERGROUND**; but get a card.



### REGULAR GAMES



#### SPADES (OR SWORDS)

Your Might



**ATTACK OTHER RABBITS**  
Meet a rabbit and draw spades to rob them a random card, unless they draw higher than; 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.



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. The asterisk (\*) on the board means that any suit will do. When a new pile must be formed, all the towns will loose their loot.



Don't repay what's overpaid.

#### 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. But, they may only protest as soon as you reach her land. You may also be her guest, if you're holding that queen's card.



Show these hearts, do not discard.

#### CLOVERS (OR CLUBS)

Your Wisdom



**FLY FROM K-TOWERS**  
Show **1** card before you roll, to attempt a clover flight. If the dice are higher, fall **OFF** the board, now from the sky. Otherwise, go reach your goal: any tower you may like. Keep the clover card you showed, whether you fall or you fly.



Needless sign, but neat design

### IF YOU WANT TO RAISE THE STAKES, ADD SOME RULES FOR ADVANCED GAMES.

**DIFFICULTY LEVELS**  
Choose how the story must end: a **Court** of three royal cards, a **Monarchy** (**J**, **Q**, **K**), or a **Tribe** with suits that match.

**A. ADVANCED ACES**  
Your first **Ace** is worth **11** and you don't need to discard. You'll have that **+1** forever. Keep it in front of your hand.

**TIGHT SUITS**  
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.

**ADVANCED CARROTS**  
You won't have to make a stop, if your carrot's on that spot.

**PATRIARCHY**  
Have unequal value levels, from **14** down to **11**, for **Aces**, **Kings**, **Queens** & **Jacks**.

#### ADVANCED SUITS

Duelers may get back their cards, if agree to call it off. Plus, instead of using might to beat robbers **OFF** the board, you may beat them with your hearts and no one will be thrown **OFF**.

**B. ADVANCED RABBITS**  
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.

Now, when you ask to see hearts, those who bluff will get thrown **OFF**. But first, you must show your charm, while your rabbit's on the board. You'll be **OFFed** and lose these card if your accusation's wrong.

**C. ADVANCED CLOVER**  
Before falling **OFF** the sky when your card is not enough, you may subtract form the dice by discarding something off: suits from where you took flight, next to the **K** on the floor.