



# 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](http://jackrabbits.lenino.net)

## 2

**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**.  
This rabbits 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 4ish 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 any **one** of the dice  
matches a card that you hold,  
draw **one** new 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.



#### 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

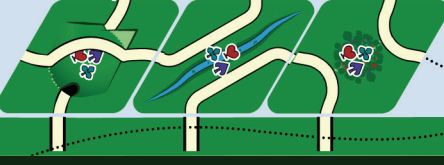
Your rabbit is free to move  
along the continuous paths.  
In the **mountains**, you'll go through  
an "under" or "over" pass.

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 BEWTWEEN 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**.



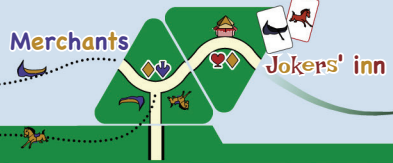
#### HORSE & BOAT RIDES

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's** card  
at the **inns** where they reside,  
and these you keep in your hand  
until you decide to ride.



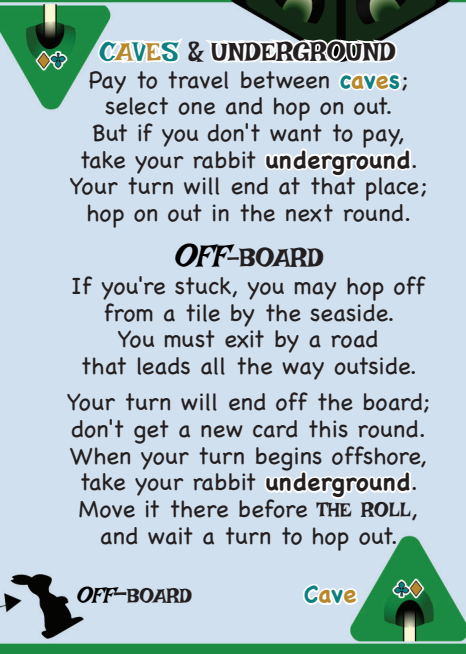
#### CAVES & UNDERGROUND

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.