



Lenino's JACK RABBITS

The board game for playing cards on a land of wooden shards



Video tutorial & translations

GREETINGS

Hear ye, glorious messengers,

An auspicious quest is in order: the Order of Messenger Rabbits of the Citadel hereby orders a race to procure royals for the ordinance of a Council of Thirds—the highest order ever issued to a rabbit of this Order.

Visit the noble houses, acquire the cards of three royals, and bring them to the citadel, in that order.

Note that I wrote “that order” not in reference to any other order of messenger rabbits, nor the order that drives this letter, but the order of the steps you must take in order to fully restore the realm's order.

So, hoppity hop, in orderly fashion. Our rabbits don't evade rules.

The White Herald

OVERVIEW

Visit houses turn by turn, bringing numbered cards in hand. Claim their royals, then return, holding three to rule the land.

To fulfill THE ACQUISITION, gather ten points in their suit. On your turns along the mission, you'll be scoring cards as loot.



Make THE JOURNEY hex to hex—Every road is free to course. Pay to hike off-road treks, or to ride a boat or horse.

Rest upon a hex-shaped tile, if you're standing on the board. Draw the card atop the pile—That's THE INCREMENT you scored.

ENDING THE GAME

Reach this place where you begin, with three royal cards in hand. Be the first, and you shall win—hailed as champion of the land.



But before the quest may start, choose a challenge for the mission; use the circle as a mark to display the win condition:

- **SIMPLE**: get three royal cards of any title (letter) or *suit* (symbol).
- **DIVERSE**: get three royal cards of any title, but with three different suits.
- **MONARCHIC**: get a **K+Q+J** of any suits.
- **DIVERSE+MONARCHIC**: get a **K+Q+J** of three different suits.
- **TRIBAL**: get three royals of the same suit.

1. THE BOARD

Ideally, for a match, you must first complete a board—Map it randomly from scratch, or revisit one explored.

Tiles will form all kinds of fields for the royals of each throne, yet this version only yields this example as it's shown.

2. THE CARDS

You fill find face cards and jokers placed face up in the *court's* aisle, while the aces and the numbers form the facedown drawing *pile*.

Every player draws three cards as their *hand* to start the chase: the resources each regards for THE JOURNEY they will face, and to pay for the rewards in THE ACQUISITION phase.

3. THE TOKENS

Players choose their token rabbits, set them on the *citadel*, and collect their matching carrots—They get three of these as well.

See what fits **ENDING THE GAME**, and select the quest you're on—if a circle marks this aim, set it on the hexagon.

As for choosing the first player and the order of the turns, what you do for this endeavor has no place in my concerns.



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SETUP must precede this frame, which explains the **INTRO GAME**. Learn each phase's role and name, then attempt the **STANDARD GAME**.

THE 4 PHASES of each turn

1ST THE LOTTERY

Start your turns rolling two dice, so that two results unfold. You may draw a one-card prize if you show a card you hold, and it matches, value-wise, either number you just rolled.



If you're ever caught with ten, then discard to nine again.*

Hold the outcome of the dice—transfers use it as THE PRICE.

2ND THE JOURNEY

You may choose a path to exit from the current hex you're on. Move along the road selected—let your rabbit venture on. Cross small tiles but never hexes—reach the nearest hexagon.



You may move towards your goal, or perhaps not move at all.

For more transportation modes, see THE TRANSFERS off the roads.

3RD THE ACQUISITION

It's your goal to claim the card of the hex where you set foot. Only there you may discard ten or more points of its suit—place a carrot as your mark, and remove it from pursuit.



You may always be a guest—make no claim but stop to rest.

Keep the royals in your hands—Get THE INCREMENT at once.

4TH THE INCREMENT

End your turns on a hex tile—though you may end up ashore.** Get a new card from the pile, and your turn will be no more. If you need to first repile, shuffle what was spent before.



*You may hold more than nine cards—anyone who's caught discards.

Don't collect this turn's reward, if you ever end **OFF-BOARD

THE PRICE

Transfer posts along the way charge the total on the dice.

It's OK to overpay—you don't have to be precise. You may mix the suits you play—any marked there fits the price.

Show and leave out what you spend—it's *discarded* once you're done.

You may spend royals as **10**, and the aces are worth **1**.

If you spend a royal card, it returns to the court's aisle. And you must remove your mark—take your carrot off their tile.

THE TRANSFERS

Venture all along a path to move freely on your round—even through an underpass (see the mountains farther down). Other movements have a **PRICE**, paid in suits marked on the ground—Use the total on your dice as the minimum amount.

TRANSFER VIA SHORTCUTS

Mountains, rivers and the woods have two roads not far apart. You may switch between these two if you hike the center part. Pay with cards of proper suits—**Club** or **Spade** or even **Heart**.

TRANSFER VIA MERCHANTS

Outposts where the road is forked lend a horse or boat to ride: reach a hex across the board dashing over tiles in stride, or select a road to port as you row the seas outside. You'll proceed to your next post once you pay what has been priced—Landlocked merchants won't have boats since they're not by the seaside.

TRANSFER VIA JOKERS

When you pass by any tavern, you may buy a joker card. Keep it till you'd like to travel, and release it afterward.

TRANSFER VIA RABBIT HOLES

Pay to travel cave to cave—use this trick to hop around. Or you may prefer to save while you visit *underground*. Wait in there to earn a waive—hop on out in the next round.

OFF-BOARD

If you venture off the board, on a road that leads outbound, end your JOURNEY overboard, where no INCREMENT is found. Once your LOTTERY's off-board, take your JOURNEY underground—where your INCREMENT's restored, and you'll wait another round.

There are four sets of **ROAD TILES**.



Now the challenge is afoot—Add these strategies per suit. Yet this **STANDARD GAME**'s pursued once the **INTRO**'s understood.



CLOVERS (Clubs)

FLY AMONG KING TOWERS

Show one card before you roll; if it beats the dice or ties, pick a tower as a goal for THE JOURNEY through the skies. Or you'll meet an off-board fall—keep the card shown anyway. And whatever may befall, play THE LOTTERY likewise.

You'll still fly and won't fall off if you pay to meet the dice. Verify how much you're off—pay this shortfall to suffice. Use the suits from the takeoff—where you board the flight device. You may trade the shown card off where the clubs fulfill the price.



SPADES (Swords)

FIGHT PLAYERS FOR CARDS

You may steal one card at random and send someone else off-board, if you meet to claim their item and attack them with a sword. You'll go back and forth in tandem, adding spades to beat what's scored. When the battle stops, you sum them, and the loser's kicked off-board.

Note that tying scores is barred. Please discard the spades outpoured.

If your victim wins the war, they can't steal the cards you hoard.

If you steal a royal card, discard one if it's your fourth—take THE INCREMENT's reward, and match carrots in accord.



HEARTS (Cups)

JUDGE AT QUEEN PALACES

As you visit a queen's hex, any player may intone: “Verify that you possess the queen's card that marks this throne, or show six points to the rest, adding hearts from cards you own.” Off-board players can't request—they're not fit to cast a stone.

Yet those asking for your cards must first show cards of their own—even resting far apart—prove they're welcome in this zone.

If you fail to show them hearts, off the board you're swiftly thrown! But succeed and they're disbarred: thrown off losing what they'd shown.



DIAMONDS (Gold)

TRADE AT JACK PLAZAS

All spent cards are being sold—every Jack will sell its suit. Check the lot their houses hold—which their guests may trade for loot. Match or overpay with gold—see the markings underfoot. Note the asterisk in bold—any suit at all will suit.

If agreed when the game starts, add **CONSENSUAL TRADES**⁺ to boot: buy in turn with diamond cards—meet to trade or to dispute.

Never show your hands' rewards—strike a deal for your pursuit. If cards traded prove a farce, swindlers get the off-board boot.