

Lenino's JACK RABBITS

The King is dead. Now the kingdom may be claimed by any of 4 suitable successors. RABBITS are on a quest to find their new rulers. They must get a KING from a tower, a QUEEN from a palace, and a JACK from a town, to officiate the royal wedding back at the CASTLE.

CONTENTS

- 38 tiles (14 hexes, 12 diamonds and 12 triangles)
- 4 color RABBITS to represent each player
- 12 CARROT TOKENS (3 for each rabbit)
- 2 casino dice and 1 deck of 54 poker playing cards

OBJECTIVE

Arrive at the CASTLE holding a KING, QUEEN and JACK.

SETUP

1. ASSIGN TURNS

Each player rolls a die. The highest roller will play first. Turns go counterclockwise.

2. BUILD A BOARD

- For your first game, use a TRAINING BOARD and skip this.

Otherwise, place the CASTLE (green hex) in the middle of the table, the UNDERGROUND (black hex) to a side, and distribute remaining tiles evenly and randomly among players. The kingdom will be made of connected tiles; and the areas beyond them are considered water. Based on turns, each player will place a tile, connecting their side(s) to those already on the board, until all tiles are placed.

- Connect roads to roads, and fields to fields.
- Do not connect HEXES directly by their roads, although their fields may be connected.
- You may place HEXES disconnected from all other tiles, to start islands that grow independently.
- The UNDERGROUND remains unconnected.

3. DEAL THE CARDS

Place all ROYAL and JOKER cards in an area of the table designated for unclaimed cards. Shuffle the rest, and give each player 6 at random. Pile remaining cards facedown.

- Each player chooses a RABBIT to put on the CASTLE, and start PLAYING TURNS.

PLAYING TURNS

From the tile your RABBIT is on, you may travel along a road through as many tiles as this road goes through. You want to reach another HEX, where you may get its ROYAL card. To claim a royal, discard 10 or more pips of its same suit once on their hex. Your turn ends on every hex you reach.

- Sometimes you may need to roll the dice and discard along the roads. See BASIC RULES.

ENDING TURNS

Your turn may end on a HEX, in the WOODS, or OFF THE BOARD. You may take a new card from the facedown pile upon ending your turn, unless you are off the board.

- If there are no cards left on the pile, shuffle all discarded cards and create a new pile before taking one.

WINNING

The first player to return to the CASTLE holding a KING, QUEEN and JACK in their hand wins the game.

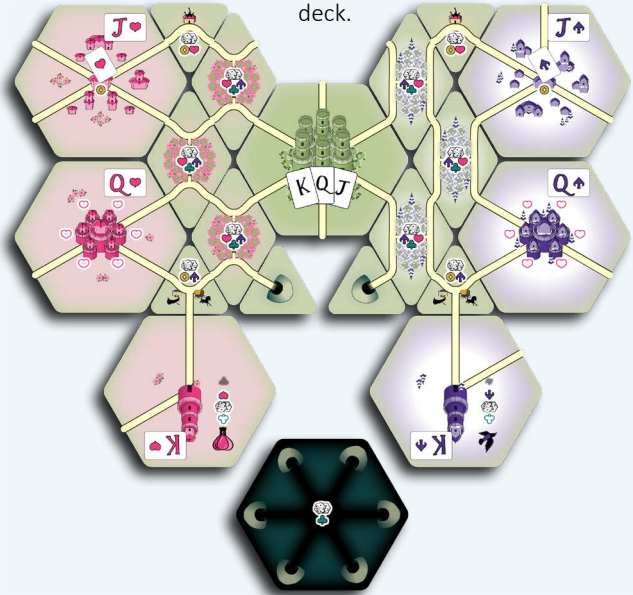
- ROYALS may be obtained in any order and may have different suits to win.

TRAINING BOARDS

Beginners should build these boards and play on them using only BASIC RULES.

BOARD 1: HEART & ARROW LAND

For 2 players. Remove all JOKERS, ♠ and ♣ cards from the deck.

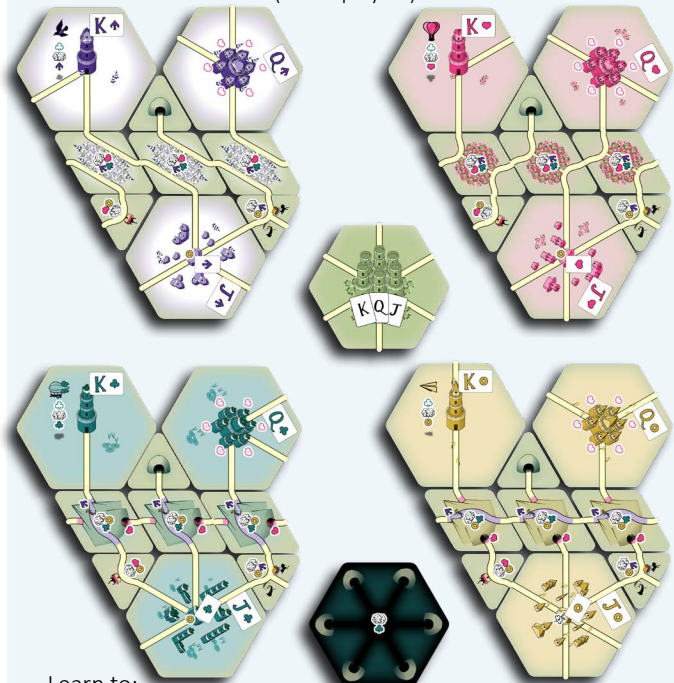


Learn to:

- Move along a road in your TURN.
- Go to HEXES and claim their ROYAL CARDS.
- Cut through the WOODS to reach other roads.

BOARD 2: SUITED ISLANDS

(2 to 4 players)



Learn to:

- Go OFF THE BOARD and UNDERGROUND
- Cross MOUNTAINS.
- Take HORSE & BOAT RIDES.

BASIC RULES

CARDS

The different suits represent resources you possess and may discard to obtain ROYALS at HEXES, cross WOODS & MOUNTAINS, ride BOATS & HORSES, and perform SUITED ACTIONS.

- **♠ SPADES OR ARROWS REPRESENT WEAPONS TO FIGHT WITH.**
- **♦ DIAMONDS OR GOLD REPRESENT MONEY TO TRADE WITH.**
- **♥ HEARTS OR CUPS REPRESENT CHARM TO GAIN ACCESS.**
- **♣ CLUBS OR CLOVERS REPRESENT KNOWLEDGE TO TRAVEL.**

PIPS (2-10)

When discarded, these cards are placed faceup on a designated area of the table, and should be grouped by suit.

ACES

These are normally worth 1 pip. But you are allowed to discard one ace as an 11 per game, which will remain in front of you as a permanent marker for the rest of the game.

ROYALS (J, Q & K's)

These are worth 10 pips, and may be used and discarded for that value. When discarded, they become unclaimed/available at their HEX again, and the CARRROT is removed from it.

HEXES

When you enter one of these tiles, your turn will end on it. You may obtain the ROYAL card there, if it is unclaimed. For this, discard 10 or more pips of this hex's suit, place a CARRROT token of your color on the hex, and end your turn. Players may enter hexes with other player's carrots on it, but may not claim the royal, since it is not available.

- **You may only hold up to 3 royal cards at any time.**

CASTLE (Green hex)

Start the game here. The game ends when a player holding a K, Q and J re-enters the CASTLE and wins.

- **You may re-enter the castle at any time during the game.**

TOWNS, PALACES & TOWERS (4 of each)

Each royal has a particular hex where they are claimed.

- **Discard 10 or more pips of their suit to get the ROYAL.**

UNDERGROUND (Black hex)

You may enter and exit it through any triangle tile CAVE.

- **You may roll the dice and discard enough ♣ pips to exit the underground in the same turn you enter. Otherwise end your turn there, and leave freely on your next turn.**

WOODS

You are free to travel along the roads of these diamond tiles. But, if you want to go from one road to the other cutting through the woods, place your rabbit in the center, and roll the dice. Discard enough ♠, ♥ and/or ♣ pips to meet or beat the dice. If you do not discard, end your turn there, and exit freely on your next turn via either road.

MOUNTAINS

Do not enter these diamond tiles. Instead, roll the dice before them. Only once you discard enough ♦ and/or ♣ pips to meet or beat the dice, you may go to the tile straight across the bridge or tunnel from where you are. You may also use ♠ pips to cross bridges, but not tunnels. And you may use ♥ pips to cross tunnels, but not bridges.

- **If you get stuck between mountains, go OFF THE BOARD.**

OFF THE BOARD

You may go off the board voluntarily from any road during your turn. Players off the board will enter the UNDERGROUND on their next turn; where they may roll and discard ♣ to exit right away, or wait a turn there to exit freely.

- **Players off the board do not get new cards from the pile.**

COMPLETE RULES

BOATS & HORSES

You may get rides at MERCHANT triangle tiles, or by discarding JOKER cards obtained at FAIR triangle tiles. HORSES take you to any HEX on the same island you are; and BOATS take you from one road to another across the water.



MERCHANTS

You may roll the dice as you pass these tiles, and may discard enough ♦ and/or ♠ pips to take an immediate boat or horse ride.

- **BOATS are only available if a road leads directly to water.**



FAIRS

You may roll the dice as you pass these tiles, and may discard enough ♦ and/or ♥ pips to get any available JOKER card and keep it in your hand.

- **Discard the JOKER to take a ride on any turn. Once discarded, it becomes available at FAIRS again.**

SUITED ACTIONS

ATTACK OTHER PLAYERS

In your turn, you may discard any amount of ♠ pips to attack another player on the same tile where you are. Your victim may defend themselves discarding an equal or higher amount of ♠ to kick you off the board. If they fail to do so, steal a random card from their hand and kick them off the board.

- **If you steal a ROYAL, replace its hex's carrot with yours.**
- **If you already have 3 ROYALS, decide which to keep and which to discard.**

TRADE IN TOWNS

At any Town hex in your turn, you may discard any amount of ♦ pips to trade for discarded cards of equal or lesser added value. Each Town only sells cards of their suit.

- **At the ♦ town, you may trade any suit to obtain ♦ cards.**
- **You may trade multiple times in a turn, and trade before leaving a TOWN.**

CHARM AT PALACES

To enter PALACE hexes where QUEENS reside, you are expected to hold at least 6 ♥ pips in your hand; but you may bluff and not show them. However, any player may accuse you of not being charming enough; they must show at least 6 ♥ pips themselves in order to accuse. If you do not show your accuser at least 6 ♥ pips, you are kicked off the board. If you do show them, they are kicked off and discard the cards shown to accuse you.

- **Players OFF THE BOARD may not accuse others.**
- **Avoid being attacked at PALACES by accusing incomers.**

FLY OFF TOWERS

TOWER hexes have flying devices that may be used to reach other towers. Unlock them by showing any amount of ♣ pips before leaving a tower. Roll the dice, and discount the amount of ♣ pips shown before. Discard enough pips of the tower's suit to meet or beat the dice, and fly to any other tower. You do not discard the cards shown before rolling the dice. And you may even fly for free.

- **You may not fly off towers without showing ♣ pips first.**
- **The ♣ TOWER allows you to discard the same cards shown for a discount in order to complete the flight.**



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