



## Playing Rules

### Goal

To attain the most points by collecting matching pairs of cards.

### Players

2 to 4 players

### Equipment

4 sets of colored jacks (3 jacks in each set)  
1 six-sided die  
26 cards (13 identical pairs)

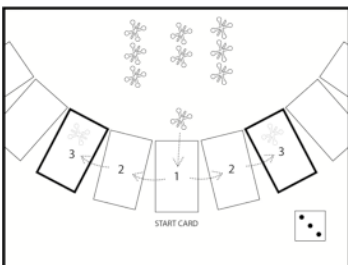
### The Card System

There are 4 kinds of pairs of cards, all of which can be picked up:

- 5 pairs are colored and plain. Each of these pairs is worth one point.
- 3 pairs are instruction cards: “Loose a Turn”, “Only Move Clockwise Off This Card,” and “Only Move Counter Clockwise Off This Card.” Each of these pairs is worth one point. Also, players must follow the instruction on the cards. (This is explained further in the “Game Play” section below.)
- 4 pairs are marked with pictures of jacks. These pairs are worth two points if the player of the corresponding jack piece color obtains them.

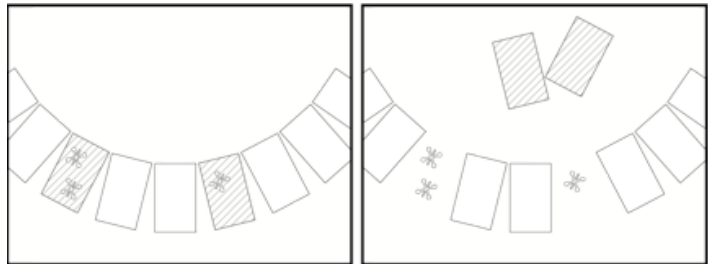
### Initial Set Up

- Shuffle the cards and lay them on the table, face down, in a circle.
  - Each player picks a color of jacks to play as. (Pink, Orange, Yellow or Green). These are his/her playing pieces for the game.
  - Arbitrarily, pick a starting card for the game. This will be the card at which all pieces enter through.
  - Each player should place her/his playing jacks in front of the starting card in a row.
- So, if for example your first roll is a 3...



### Game Play

- The youngest player goes first. Play then proceeds clockwise.
- On each turn, a player rolls the die and must move one of his pieces by the amount shown on the die.
- The player can choose which of his jacks to move and can move it in either direction.
- When a player lands on a card, he flips it over and places his jack on the face of the card. When leaving a card, he must flip it back face down. All players are responsible for making sure the cards are flipped back over after a piece leaves a card.
- Multiple jacks can land on the same card.
- A player scores points by collecting matching pairs of cards. To collect a pair – a player must have one of his jacks on each card.
- Jacks on top of cards being removed stay in place and do not inhabit a cardspace until moved again.



- Once the cards are removed from the circle, the space where the cards once were are no longer valid spaces for a piece to move to. Instead pieces skip over that space and move to the next adjacent card.
- If a player lands on an instruction card, he must follow the directions unless he already has another piece on the matching instruction card, in which case he picks up that pair and ignores the instructions.
- At the end of the game, add up points to see who won!

### Credits:

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