

# GALACTIC JAXX™

A CLASSIC GAME  
WITH A GALACTIC  
NEW TWIST!



**⚠ WARNING:**  
CHOKING HAZARD - Toy  
contains small balls and small parts.  
Not for children under 3 years.

**⚠ ATTENTION :**  
DANGER D'ÉTOUFFEMENT - Le jouet  
contient des petites boules et des petits éléments.  
Ne convient pas aux enfants de moins de 3 ans.

## RULEBOOK



SCAN FOR GAMEPLAY!

  
6+

  
20'

  
2-4

**JAKKS  
WILD  
GAMES™**

# GALACTIC JAXX™

## COMPONENTS:



30 Jaxx



1 Drop Zone



1 Space Ball



12 Tokens

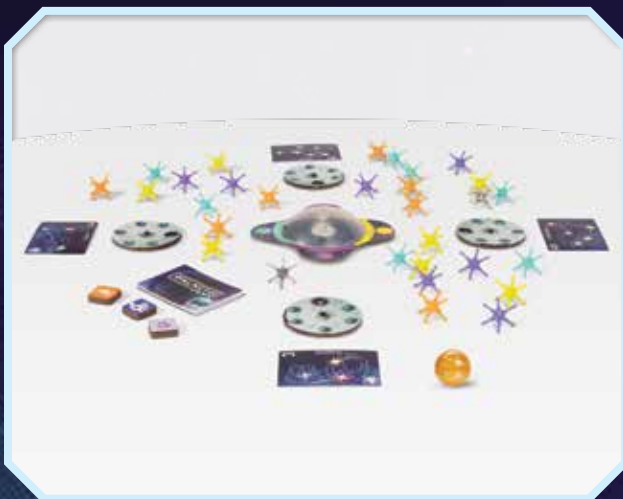


4 Star Gear Trackers



17 Constellation Cards

## OBJECT OF THE GAME:



## GETTING STARTED:

- Shuffle the constellation cards into a deck, and deal 1 card to each player
- Each player takes 1 Star Gear Tracker, and sets it to "1"
- Place the Drop Zone Spinner in the middle of the playing area
- Drop all the Galactic Jaxx onto the Drop Zone Spinner from about 6-8" above it, this will spread the Jaxx all over the table
- Randomly decide who goes first and give them the Space Ball



# TURN ORDER:

## 1. FIRE UP!

If you have a Star Gear of 2 or more, spin the Drop Zone Spinner to see what your special color is for this turn. If your Star Gear tracker is set to 1, you do not need to spin this turn or grab a special color.

## 2. GRAB!

Hold the Space Ball in one hand at any height you wish. Drop the ball and with the SAME HAND try to grab a number of Jaxx exactly equal to the number on your Star Gear Tracker.

Remember, if you have to grab 2 or more, you must also grab at least 1 of the special color you spun at the start of the turn.

### YOUR GRAB IS UNSUCCESSFUL IF:

- You grab the wrong number of Jaxx
- You didn't get your special color
- You don't catch the Space Ball before it hits the table the second time

If your grab is unsuccessful, your turn is over, drop any Jaxx you grabbed back on the drop zone, move your Star Gear Tracker back to 1.



## 3. IF YOUR GRAB WAS SUCCESSFUL

Constellation Cards have color requirements to complete them. After a successful grab, place any Jaxx that match the color of an empty space on the card. Once you place a Jaxx, you can't move it later

If you have Jaxx you can't place because you don't have empty star spaces of the right color, drop those back on the drop zone.

## 4. FINISH CONSTELLATION CHECK

If you have filled all star spaces on your constellation card, you completed it - well done! Drop all the Jaxx on the card onto the drop zone.

Turn the card vertically and place it next to you to track your points. If the card you just scored has an ability symbol on it, get one token of the matching symbol (see Card Abilities). Draw a new constellation card, and place it horizontally in front of you.

## 5. GEAR UP AND END TURN

On a successful grab: move your star gear tracker UP one.  
On an unsuccessful grab: set your star gear tracker TO 1.  
Give the Space Ball to the next player - your turn is over.



# WILD JAXX:



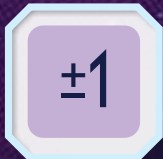
These color Jaxx are wild, they may be put on any empty undiscovered star space on your constellation card. These can also be used for the special color you must grab that turn.



This space on a constellation card is a "WILD" space. You can place any color Jaxx onto this space. You DO NOT need to place a wild on this space.

## CARD ABILITIES:

A few of the constellation cards have special abilities on them. You can choose to use the abilities during your turn when appropriate. Once you use them, discard the ability token.



### OFF BY ONE:

If you grab one fewer or one more Jaxx than the number on your Star Gear Tracker, you may use this ability to turn an unsuccessful grab into a successful grab. You still must grab one of your special color.



### REGRAB:

Any time you fail a grab, you may use this ability to drop any Jaxx you did grab onto the drop zone and try again.



### STAR GEAR OVERRIDE:

You may use this ability BEFORE you grab. For this grab choose and say a number from 1 to 6. That is how many Jaxx you MUST grab this turn. This does NOT change the number on your star gear tracker.

## WINNING THE GAME:

The first player to have 15 or more star points wins!



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Colors & decoration may vary. Retain packaging/instructions for reference. / Les couleurs et le décoration peuvent varier par rapport aux illustrations. Conserver l'emballage/instructions pour toute référence.

Remove all packaging before giving toy to child. / Enlever le jouet de l'emballage avant de le donner à un enfant.

WARNING! Small Parts and Small Balls. Choking Hazard. / ATTENTION! Petits éléments et petites boules. Danger d'étouffement. / ¡ADVERTENCIA! Contiene piezas y bolas pequeñas. Riesgo de asfixia.

## Credits:

### GAME DESIGN:

- Erich Weidetz
- Caroline Klimek
- Luke Peterschmidt
- Mike Mullins

### ILLUSTRATIONS:

- Chito Arellano
- Aleasha Acevedo
- John Rauschelbach

### PACKAGE DESIGN :

- Joey Garcia

