



JACKED VER.2.9

The object of the game is to get all four pegs from your Jail to your Home. All Players start with all their colored pegs in the Jail. Play consists of getting your pegs into play and moving them clockwise around the board to your Home.

The game may be played with 2, 3 or 4 players. With 2 players, each person plays with two colors of pegs diagonally across the board from each other. With 3 players, one set of pegs is unused. 4 player games may be played where all players have their own colored pegs and play individually. Or, they may team up as two sets of partners. Partners may move each others pegs as they would their own.

Players decide in any manner agreed upon, who deals first. The dealer then deals 1 hand at a time and remains the dealer until all Hands are dealt for the round and the deck is gone. The deal then passes to the left and so on. The number of cards dealt per hand depends on the number of players (see the next page for details).

The player to the left of the dealer starts and must have an Out card, either an Ace, King or a Joker when they are used. If they have an Out card, a peg can be freed from Jail, moved to the colored Out space and may proceed clockwise around the board according to the next cards played by them or their partner. If a 6 card is played a peg can only be moved 6 spaces backwards. (see card values on the back page). If a player cannot move any of their pegs or their partners pegs, they must forfeit their card until the next hand of cards is dealt by the dealer. The forfeited cards are placed face up so other players can verify that no move could be made, then discarded. All cards must be played if any move is possible.

Each time a peg is moved out of Jail, it becomes a Blocker and as long as it remains in the colored Out space, no pegs can pass or kill it with the exception of a 7, 10 and a 6. Once the Blocker is moved, it is no longer a Blocker. The colored corner Out space is only blocked when a new peg is first moved from the Jail.

A peg can jump over any other peg around the perimeter of the board. If you land on another peg it is killed and returned its Jail. Once a peg is in the Home area they are safe and cannot be killed or jumped over while being advanced in the Home area. Hint: A 7 card can be use to advance pegs in the Home area.

We hope you enjoy this unique Card and Board game combination.

The card values create strategic moves, which keeps the game fast paced and enjoyable.

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Card Movement Values

The 7 card may be divided up among as many pegs as a player can legally move. The final tally must add up to 7 spaces. Remember, a 7 card kills all pegs it lands on or passes over EVEN your own and your partners pegs.

If a Jack is played, the next player to the left gets "JACKED" and must discard a card but cannot move their pegs. No one should remind anyone the a Jack has been played until after the Jacked player has discarded.

If a player has played a Jack and the JACKED player discards a Jack, the player to their left also gets JACKED. If a JACKED player plays a card and moves and no one notices the move, and the next player has played a card. The move cannot be challenged. If a Jacked player plays a card and then gets notified that they've been JACKED, that card has to be discarded. A player cannot change to a different discard after realizing they were Jacked. Players should not be allowed to warn or coach teammates.

No Table Talking!

The players that get all their pegs Home first, are the Winners!!!

Card Counts per Hand:

4- Players: The Dealer deals the first Hand of 5 cards, a Second Hand of 4 cards and a third Hand of 4 cards (Note: If you would like to play a 4 player game with the Jokers. We recommend using 4 Jokers. This would add a card for each player, making the first and second Hands 5 cards and the third hand 4 cards).

3- Player: The dealer deals 3 separate Hands of 6 cards each.

2- Players: The dealer deals the first Hand of 6 cards to each player and then 4 separate Hands of 5 cards each. (With 2 Jokers in play, there will be 2 Hands of 6 cards each and 4 Hands of 5 cards each)

Ace: Moves Out or may move a peg 1 space

King: Moves Out or may move a peg 13 spaces

Queen: Moves a peg 12 spaces

Jack: JACKS the next player and then must Move 11 spaces. The JACKED player must discard but cannot move.

10: Only swaps places with another peg on the board (at least one of the pegs must be your own or your partners)

9 & 8: Moves a peg face values

7: A 7 can be divided among several pegs and must total 7 spaces. Also, a 7 Kills any peg it passes over or lands on (including your own and your partner).

6: May only moves backwards 6 spaces

5, 4, 3 & 2: Moves a peg face values

Jokers: Are optional. When used in play. They can replace any other card in the deck (and can be used as an Out card)

Notes:

If you are not able to move, you must forfeit your remaining cards until the next Hand is dealt.

A 6 card may back over a Blocker but cannot land on it or kill it.

You cannot back into or out of a Home area with a 6 card.

You must be able to move the full card value. If, you cannot move the cards total value it cannot be used. Example: If you play a Jack you must be able to move a peg eleven spaces.