

## QUESTIONS?

We are here to help! Below are 3 convenient ways to get your questions answered:

518-308-4396 (phone)

support@GameNightMedia.com (email)

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CARDJACKED™

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# HOW TO PLAY CARDJACKED™



AGES 8+

3-10 PLAYERS

20+ MINUTES

CARDJACKED

CARDJACKED

## CONTENTS

75 game cards, 30 life cards, 2 game reference cards, 1 action die, and 1 dealer button

## OBJECTIVE

In CARDJACKED, the object of the game is to not get stuck holding the lowest value card at the end of each round.

## WHAT DOES "JACK" MEAN?

**jack**

verb [ jak ]

informal: steal or rob

"He can jack the card from the player to his left."



## ACTION DIE KEY

-  Jack Anyone
-  Jack Left
-  Jack Right
-  Draw 2
-  Lose Turn
-  Wild



## GAME REFERENCE CARD INCLUDED!

IN THE BOX, YOU WILL FIND 2 COPIES OF A QUICK GAME REFERENCE CARD THAT YOU CAN USE DURING THE GAME.



## GAME CARDS



Cards are numbered from 1 to 14 with 1 being the lowest value and 14 being the highest value. Each card has a gem. In the case of a tie-breaker, the player with the higher value gem wins that round.

### GEM ORDER OF VALUE FOR TIE-BREAKERS



**Diamond**



**Ruby**



**Emerald**



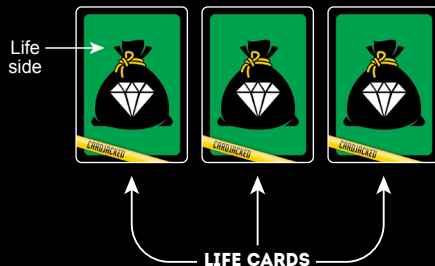
**Sapphire**



**Onyx**

## GAME SETUP

Each player begins the game with three life cards. Keep these cards life side up.



To determine the order of play, shuffle the deck and have each player draw a game card. The player with the highest card becomes the first dealer. Place the dealer button in front of that person.

**DEALER**

The dealer then reshuffles the cards and deals one card, face down, to each player. Players may look at their own cards. The dealer then places the remaining deck of cards in the middle which will serve as the draw pile.

**CARDJACKED**

# HOW TO PLAY



SAFE CARD

In CARDJACKED, if a player has the safe card, they should immediately flip it over. Once the safe card is exposed, that player is safe and no other player can jack that card. If a player forgets to turn over their safe card, they are still in jeopardy of being jacked.



ACTION DIE

The game begins with the player left of the dealer. The first player rolls the action die. The player can then either use the action indicated on the die or draw a card from the draw pile. If a player draws a card, they must then choose one of their cards to discard face up in the discard pile.



At the end of each player's turn, the player should only have one card remaining in his hand.

Play then proceeds clockwise with each player having the opportunity to roll the action die and perform an action or draw a card. Once the dealer takes their turn all players turn over their cards. The player with the lowest value card loses a life and then has to flip one of their life cards to signal a loss of life. The round is then over.



**IF YOU HAVE THE LOWEST VALUE CARD AT THE COMPLETION OF A ROUND, FLIP ONE OF YOUR LIFE CARDS OVER!**

The dealer position and dealer button then rotates clockwise. Cards may not need to be reshuffled. If there are enough cards left in the draw pile, deal each remaining player 1 card and play continues.

Once a player loses all 3 of their lives, they are out of the game. The last player alive wins CARDJACKED.



CARDJACKED