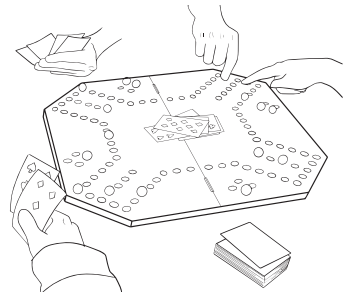# JACKAROO
RULEBOOK

Age: 8 years and up
Number of Players: 2 to 4 players
Duration of Play: 20 to 30 minutes

CONTENTS
• Game Board
• Jute Bag
• 16 Marbles (4 in each colour)
• Deck of Cards (Bicycle)
• Rulebook

OBJECT OF THE GAME
Jackaroo is a dynamic racing game where you and your partner must be the first to get each of your 4 marbles from your **Home**, around the track, to your **Safe Zone**.

SETUP

1. Colour: each player chooses a set of 4 matching marbles and places them in their chosen **Home**.

2. Team Up: each player picks a partner, forming a team of 2. These players sit on opposite sides of the board.

3. Starting Player: the youngest player is designated as the '*Dealer*' (Starting Player).

4. The Deck: start by removing the 2 Joker cards from the deck. Then, shuffle and deal 4 cards to each player.

GAMEPLAY

1. Play Order: the game is played in clockwise order, starting with the person to the left of the *Dealer.*

2. Movement: all marbles move in a clockwise direction around the track then turn right when reaching the entrance to your **Safe Zone**.

3. Rounds: Jackaroo is played in reoccurring sets of 3 rounds.

4. Cards Dealt: as mentioned in the *Setup* above, at the start of the first 2 rounds, 4 cards are dealt to each player. At the start of the 3rd round, 5 cards are dealt to each player. All 52 cards in the deck must be dealt out over each 3 rounds of play.

5. Deck Reset: at the end of the 3rd round, the position of *Dealer* is given to the next player in clockwise order. The deck of played cards is shuffled and play proceeds until the **Game End** condition is met (see *Game End*).

NOTE: *as soon as your 4 marbles have reached your Safe Zone, you can continue to assist your partner by playing cards to move their marbles as if they were your own to their Safe Zone, scoring you both a win!*

DEFINITIONS

• **Protected Zones:** all marbles in your **Home**, and **Safe Zone** are considered to be 'protected'. Other players are not allowed to move, switch or land-on those marbles.

Your Home

Your Safe Zone

• **Foreign Marble:** is any marble on the board that is not your own; including those of your opponents' or your teammates'.

Your marble

Foreign marbles

• **Landing-on:** if any of your marbles land-on a foreign marble, the foreign marble is returned to its owner's **Home**.
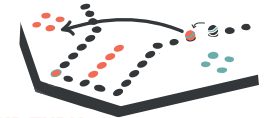
ON YOUR TURN

• **Play a Card:** you must play a single card on your turn. If you do not have a playable card, you must choose and discard a card, taking no other action this turn.

NOTE: *once a card from your hand is played or discarded, it cannot be taken back or exchanged.*

• **No Free Marbles:** at the start of the game or if you do not have free marbles on the track, you must play a card to move one marble from your **Home** to your **Starting Position**.

ADDITIONAL RULES

• **One Time Around the Track:** any marble cannot complete more than a single turn around the track. Once it leaves your **Home**, its goal is to reach your **Safe Zone**, and must never pass your **Safe Stop**.

• **Landing-on Your Marble:** it is prohibited to land-on a space occupied by any of your own marbles.

• **Skipping Over Your Marbles:** your marbles are not allowed to pass over one another on the track. However, you are allowed to pass over any foreign marble.

• **Starting Position Occupied:** if a foreign marble is blocking your **Starting Position**, you may land-on it by freeing a marble from your **Home**.

• **Blockage of Safe Stop:** if a foreign marble is blocking your **Safe Stop**, none of your marbles may enter your **Safe Zone**.

• **Card Movement Value:** you must always move the full value of any card being played. In particular, when entering your **Safe Zone**, you must play a card corresponding to the exact number of movement steps required. If the card's movement steps are greater (leading your marble to overpass your **Safe Zone**), that card cannot be played.

CARDS

For cards with multiple abilities, only one ability may be chosen each time such a card is played.

Ace	- Free and move one of your marbles from your **Home** to your **Starting Position**. - Move one of your marbles 1-step forward. - Move one of your marbles 11-steps forward.
Two	Move one of your marbles 2-steps forward.
Three	Move one of your marbles 3-steps forward.

Four	Move one of your marbles 4-steps back. **Note:** *it is possible to move your marble backwards from your Safe Stop, passing your Safe Zone entrance, positioning it strategically to enter your Safe Zone on a future turn.*
Five	- Move any marble 5-steps forward. - Free and move a partner's marble that is located in their **Home**, 5-steps forward from their **Starting Position**.
Six	Move one of your marbles 6-steps forward.
Seven	- Move one of your marbles 7-steps forward. - Divide a 7-step forward movement between up to 2 of your own marbles (the combined movement must be exactly equal to 7-steps).
Eight	Move one of your marbles 8-steps forward.
Nine	Move one of your marbles 9-steps forward.
Ten	- Move one of your marbles 10-steps forward. - Force the next player to discard a card of their choice; they lose their next turn.
J	- Switch one of your marbles with any other marble on the track. **Note:** *Any marble that is in its Home or its Safe Zone cannot be switched.*
Q	Move one of your marbles 12-steps forward.
K	- Free and move one of your marbles from your **Home** to your **Starting Position**. - Move one of your marbles 13-steps forward. All other marbles this marble passes over must be returned to their Players' corresponding **Home**. **Note:** *marbles located in their appropriate Starting Position, are not affected.*

GAME END

The team that has successfully moved all their 8 marbles (4 marbles per player) from their **Homes** to their appropriate **Safe Zones** first, wins!
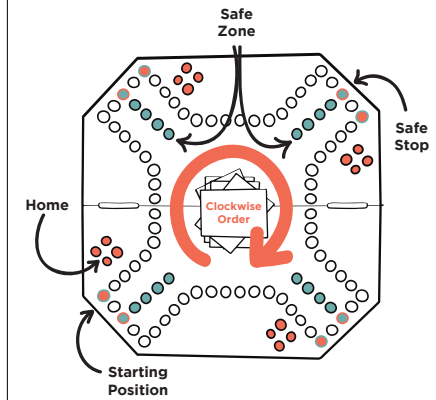
Safe Zone

Safe Stop

Home

Clockwise Order

Starting Position

DISCLAIMER
Since Jackaroo is an open-source game, it is played in numerous countries using an array of different rules. We have gathered the most common elements of play, from various sources in the GCC region, creating a comprehensive ruleset. If desired, please feel free to play this version of Jackaroo with your own house rules.

GAME ON!