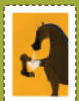


## About the Game

In this game, each player takes on the role of a pirate who is trying to claim the most treasure. In each round of the game, you will land at a new island where you will use your Action Cards to try and reach the treasure before your opponents do. After 10 islands have been visited, the pirates head to the tavern to tally up their gold. Whoever has the most coins, wins!

## Contents

- 40 Island cards, each containing a mini-challenge in logic and bluffing.
- 60 Action cards, with which pirates explore the islands:
  - 31 cards with arrows – maps to guide pirates to their destination.
  - 3 cards with Man Friday, your jolly aboriginal guide
  - 4 Weapon cards (a true pirate knows their worth!)
  - 6 Wild Horse cards.



4 red and 4 blue Flag cards.



4 Doubling cards.



4 Rum cards (the game owes its 16+ rating to them, so please don't munch on them during the game).



● First player token.



● 37 coins.



● The rulebook, which you are reading right now.

## Gameplay Overview

In each round of the game, players will use some or all of their Action cards to plan the movement of their pirate across the island in an attempt to get as much treasure as they can.

Action cards are placed face down on the table in a row from left to right, and when all players are ready, the cards are revealed, and everyone sees what actually happens. Sometimes a jolly fight breaks out, other times one pirate leaves with the treasure and the rest chase after him until sundown. Stranger things have happened.

All pirates then sail to the next island and repeat the process. The one with the most gold coins at the end of the game wins!

## Setting up the game

1. Shuffle the Island cards and choose 10 of them at random, placing them face down to form the Island deck.  
Note: For your first game, we suggest using only 4 islands, just to learn the rules.
2. Shuffle the Action cards and place them face down to form the Action deck.
3. Each player draws 5 Action cards from the Action deck and puts them into his or her hand. Players can look at their own cards, but they should be kept secret from the other players.
4. Appoint a Quartermaster – the most honest of the pirates, preferably one-legged so they don't make off with the treasure! If none of the players have peg-legs, choose the most responsible player. The Quartermaster is responsible for handing out coins and exchanging them for cards. No player starts the game with any gold. Come to think of it, that's what made them pirates in the first place!
5. The youngest player takes the First player token.

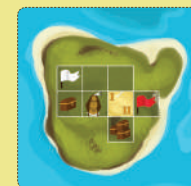
## How to Play

Each round is divided into 5 Phases

- Phase 1: Choose Island
- Phase 2: Play Action cards
- Phase 3: See what happens
- Phase 4: Get treasure
- Phase 5: New cards

### Phase 1: Choose Island

At the start of the round, take the top Island card from the Island deck and place it face up in the middle of the table. Let's take a closer look at an Island card, it is divided into a number of spaces.



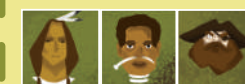
The white flag indicates the landing spot for most of the pirates.



Red and blue flags indicate alternative landing spots for pirates who are cunning and know secret routes.



These spaces are difficult terrain, it takes longer to travel through them.



You can overcome a bandit only if you have a Weapon.



This is a small treasure, worth only 1 coin. It's usually easy to collect, but it's certainly not the jackpot on the Island.



Treasure worth 2 coins.



Treasure worth 3 coins. The mother lode!

### Phase 2: Play Action cards

Once you have studied the Island card, you need to think about where you want your pirate to move to in order to get the treasure. You do this by choosing any number of cards from your hand and playing them face down in front of you in a row. You must play at least 1 card. The order of the cards is important, as your pirate will follow the instructions on the cards one at a time, from left to right.

Some cards will move your pirate, others will have different effects. A full description of the Action cards and what they do can be found later in this rulebook. Note that some Action cards are only played after all players have revealed their cards.

### Phase 3: See what happens

Once all players have played their Action cards, they are all revealed. Be careful not to change the order of the cards when turning them over.

Starting with the First player and going clockwise around the table, each player takes a turn and resolves each of their cards, one by one, from left to right. If a card gives you a choice of movement, you decide exactly where to move when resolving the card, so you may change your original plans of where you wanted to go once you have seen the other players' cards.

When your pirate arrives at a space with treasure, they stop moving and start digging. All other Action cards you played this round are ignored.

Difficult terrain and bandits are described later in this rulebook.

It is allowed to play cards that will not get you to a treasure space. This can be useful if you do not want to use more than one card (you are required to play at least 1 card per round). You earn no gold but you will draw 1 new card at the end of the round.

### Phase 4: Get treasure

It's now time to work out how much gold each pirate collects. If only one pirate reaches a treasure space, they get the full amount of gold (either 1, 2, or 3). If several pirates reach a treasure space, you need to work out who got there first.

Count the number of steps it took each pirate to reach the treasure (one card = one step). If several players took the same number of steps to reach the treasure, break ties starting with the First player and going clockwise.

The one that gets there first gets the amount of gold according to the treasure space (1, 2, or 3). The second pirate to arrive takes 1 coin less, and the third takes another 1 coin less. Therefore, if 3 pirates all get to a 3-coin treasure space, the first would gain 3 coins, the second gains 2 coins, and the third, just 1 coin. Just don't ask how these pirates managed to get six coins from a hoard of three. That's pirate accounting for you!

### Phase 5: New cards

All cards played that round are discarded to a discard pile. Then, each player draws 1 card from the Action deck into their hand. Also, no pirate gets to the next island with fewer than four

cards, so if any player has fewer than 4 cards in hand, they keep drawing until they have 4. If the Action deck runs out, shuffle the discarded cards together to form a new deck.

Finally, the player with the First player token passes it to the person on their left.

## Visiting Tortuga

After Phase 1 of each round, each player has the option of visiting Tortuga instead of sailing to the next island. You can do this after looking at the new Island card, if you realize that you do not have enough Action cards to achieve anything.

You can pay 1 coin to draw 2 Action cards, 2 coins will buy 3 cards, and 3 coins buy 5 cards. You cannot buy more than 5 cards on each visit to Tortuga. You will skip the rest of this round as you are too busy having fun. You will not be dealt another card at the end of this round.

## End of the Game

Once the Island deck is empty, play until the end of that round, and then, count up the coins. The pirate with the most coins wins. There may be several winners – as we mentioned earlier, stranger things have happened.

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## Dangerous Places



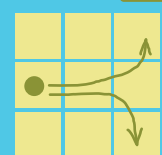
Difficult terrain slows you down. When counting how many steps you have taken, count each difficult terrain space as 2 steps. Exception: Man Friday (see below).



If you enter a space with a bandit and you do not have a Weapon (see below), your turn ends immediately. Ignore any other Action cards you played this round.



The Wild Horse card allows you to move in an L-shape, like the knight's move in chess.



The Wild Horse can leap over water and also over spaces on the map where spaces would be.



The Doubling card copies the arrow or Wild Horse card that it is attached to, allowing you to perform the action of that card again.



Man Friday: Attach this card to a movement card when you enter difficult terrain. You take a short cut, and ignore the effects of the difficult terrain.

## Action Cards

The following text describes the different Action cards and how they are played.



Move your pirate diagonally as shown.



Move your pirate either left or right



Move your pirate either up or down.



Move your pirate to ANY diagonally adjacent space.



Move your pirate either left, right, up, or down.



Flags must be played at the start of any Action sequence. If you play a Flag, your pirate will start on the flag space of the corresponding color. The flag card does not count as a step of movement, it just determines your starting position. If you play a Flag card of a color which is not on the island, your turn immediately ends.



## Special Action Cards

The following cards are not placed face down in front of you during Phase 2. Instead, they are played during Phase 3 when you are moving your pirate. You play the card from your hand and "attach it" to one of your other cards, placing it just above the card it is attaching to.



To fight off a bandit and be able to continue with your turn, you must attach a Weapon card to the movement Action card. If multiple pirates enter a bandit space during a round, each one must fight it individually. Any Weapon works against any bandit.



Rum is a very special card: You play it at the start of another player's turn. This forces their pirate to take a snooze before embarking on their journey. This counts as 1 step of movement, hopefully making them arrive later at the treasure.

## Example of Play

Victor, Susan, and Paul are playing Jackal. Victor is currently the First player.



The cards are then revealed.

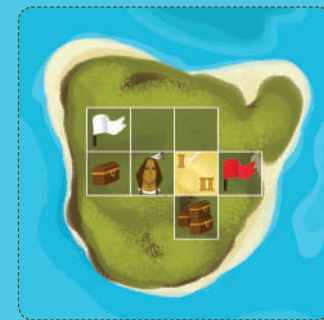


Victor goes first as he is the start player. His first card moves him to the right, and the second card moves him diagonally to the left. He reaches the small treasure space and ends his turn. He arrived there in 2 moves.

Susan takes her turn next.. Her own first card is a Red flag, so she starts there. This card does not count as movement. Her next card moves her onto the difficult terrain, and her last card moves her down to the 3-coin treasure space. She arrived on that space on move 3 (0 for the Flag, 2 for the difficult terrain, 1 for the last move)

Paul takes his turn next but before he starts his turn, Victor plays a Rum card on him, which is placed to the left of his cards. This counts as 1 step of movement as he stays on board his ship drinking rum. His own first card moves him diagonally to the bandit space. He plays a weapon from his hand to fight off the bandit. His last card moves his onto the treasure. He arrives there having spent 3 moves.

Victor gains 1 coin for being the only one on the small treasure. Paul and Susan arrived at the large treasure after 3 moves. However, Susan played first, so she gets 3 coins, and Paul gets 2.



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## The Rules of the Game

2-4 players 16 years & up 30 minutes to play

# THE CARD GAME JACKAL

