

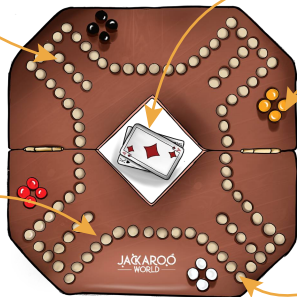
# Jackaroo Board Description

## Safety Zone

There are 4 safety spots for each play. When the right cards are played, the marble is placed in the safety spot. It can't jump over another marble in the safety zone. Safety spots are filled from the top down.

## Track zone

There is one shared track for all players. Marbles move in the clockwise direction.



## Fire Pit

The fire pit is in the middle of the board where cards are thrown in after use or being discarded.

## Outside Zone

Each player has 4 spots in the outside zone where the marbles are placed at the start of the game or when a marble is eaten.

## Base Hole

The base hole is spot on the track where marbles are first placed when they become in play by 1 or R.

# Dealing

The dealer is chosen randomly at the start of the game. The game begins with the player sitting to the left of the dealer, then the turn moves clockwise direction with every round. The dealer deals 4 cards for 2 rounds then deals 5 cards on every 3rd round for each player. When all the cards are dealt, the cards must be collected and shuffled well with a new dealer taking over. New dealers move in the clockwise direction as well.

# Objectives

The game starts with each player selecting the color of their marbles. Partners are sat across from each other. Cards are discarded in the fire pit after being used. Marbles are placed at the outside zone at the start of the game until a 1 or R is played. Marbles are moved in clockwise direction along the track zone until they reach the safety zone. Marbles placed on top of other marbles would remove it from play and place it back at the outside zone. Marbles cannot skip over marbles of their own color unless with R. Marbles placed on the base hole cannot be passed, removed, or exchanged. If a player cannot make a move, they must discard a card. For marbles to enter the safety zone, the cards must be sufficient to enter. Having a number more than the steps needed will not allow you to enter.

Marbles can be placed anywhere in the safety zone, but the first marble entered must be moved on top to allow all 4 marbles to enter.

Once a player has all 4 marbles in the safety zone then they can play for their partner.  
Once a team has all 8 marbles in the safety zone then they are the winners of the game.



**Ace card (1):** Places a marble from the outside zone to base whole. Can move a marble 1 or 11 step depending on the player's choice.



**King card (R):** Places a marble from the outside zone to the base whole / Moves 13 steps removing all marbles along the way even their own marble.



**Queen card (D):** Red queens discard card from the next player, picking one from the cards without being revealed. Black queens move 12.



**Jack card (V):** Exchanges a player's marble with any other color marble in play. Can't exchange with marbles that are on the base hole.



**10 cards:** Forces the next player to discard a card / Moves 10.



**7 cards:** Moves a total of 7, can be split into 2 of the player's own marbles.



**5 cards:** Moves 5 for any marble in play that isn't in the base hole.



**4 cards:** Moves 4 in the backwards. Can be used from the base hole as a shortcut to safety zone.

**\* Remaining cards: Moves according to the number of the card \***