



Rules

THE BOARDGAME

JACKAL



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Historical reference

Piracy

Piracy is robbery using a ship at sea. A pirate will face court and will get his punishment in any country he gets captured. The poor conditions and pitiful payment at naval service drives sailors to piracy as it gives a better chance to roll in more money and splendor. A pirate will surrender himself to the authorities only when in great danger or having treasured up good capital. However, as soon as the threat is over or his treasure vanishes, the pirate will be back to his old ways.

Life as a pirate

The head of pirate crew is a captain. He is always a powerful and cruel man since a lack of discipline on a ship sooner or later causes lots of trouble. A pirate lives by the 'Ship Code'. Each member of the crew with his hand on his cutlass swears to follow the Code.

Treasure Island

'Treasure Island' is an island in the Caribbean Sea. People say that the menace of pirate the brotherhood, Captain Jackal, known for his extreme cruelty and exceptional slyness, buried his many treasures on this island. He tore the map to the treasures into shreds and handed out the pieces to the members of his crew. However, this was of no use, for no man that ever got onto the island has returned. If you do not believe this, try it for yourself. Risk your own guts to find Captain Jackal's treasure!

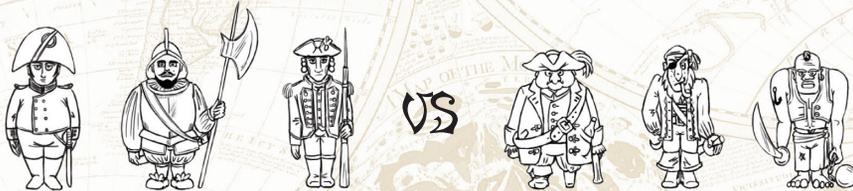
Historical reference

Filibusters

Filibusters are sea raiders, mainly acting against Spanish ships in the Caribbean Sea and along the coasts of Central and South America. Apart from that, they launch vigorous shore raids. They act at their own risk and they never mind some easy catch. Most filibusters are French, English, Portuguese and Dutchmen. While ashore, the pirates of the Caribbean Sea form very special disciplined communities named 'coast brotherhoods'.

Conquistadors

Conquistadors are Spanish soldiers and adventurers, royally appointed lovers of fortune — otherwise pirates. A conquistador craves for gold and only gold. His main aim is to find new lands and treasures in distant worlds. Most often a conquistador is an impoverished hidalgo or caballero. Being far away from Spain and Europe, he is free from both royal and church authorities. The main advantage of a conquistador is the possession of firearms.



About game

Jackal is a strategy board game with its own unique playing mechanism. The secret of Jackal lies in the tiles. Tiles are laid out randomly each time so no one game is the same!

The game does not use dice, so the outcome depends mainly on your ability to think logically and strategically, not on luck. This makes Jackal an interesting and captivating game. You will want to play again and again! The game is intended for two or four players. It is recommended for adults and children of eight years and older. The duration of one game is approximately 60–120 minutes.

Game contents

Playing field — 117 tiles with different patterns on one side but with the same pattern throughout on the back.

Ships — 4 square tiles with ship patterns.

Sailors — 3 sailors of each colour: red, yellow, black and white.

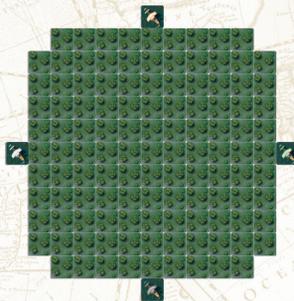
Coins — 37 coins of equal value.

Rules — the precious paper you are currently reading.

Getting ready to play

Turn the tiles upside down, shuffle them and lay them out on the playing field face down to obtain an authentic treasure island. According to reliable sources, it will make a 11x11 square with no corners. In the middle of each side place the ship tiles with three sailors of the same colour on the board. Once the ships' crews have been completed, the game can start.

For a game with two people you will need 4 ships; one player will operate two teams beginning on opposite sides of the island. A game with three people needs 3 ships. In a game with four people it is possible to play pair on pair (opposite players will be allies) or play everyone for himself.



The object of the game

The object of the game is clear. Find and drag onto your ship as many golden coins hidden on the island as you can. Whoever brings the most coins onto their ship wins.

Rules of treasure hunting

How to move

White goes first. After that all players take turns clockwise. Each move gives you a possibility to do one of the following:

- a) A ship, with at least one pirate aboard, moves to the next tile along the coast. A ship can only drift along its side of the island. It cannot turn round the corner.
- b) A pirate can go ashore from the ship only to the tile directly in front of the ship.
- c) A pirate with or without booty (gold) can only return aboard from a tile directly in front of the ship or from a tile diagonal to the ship. To return aboard you can use other tiles from the field - arrows, balloon, the 'knight tile' etc. (see **Meaning of playing field tiles**).

A pirate can only board his own ship or ally ship (see **Playing in pairs**). If he comes in contact with an enemy ship the pirate will die.

d) When on land a pirate can move one tile up, down, sideways or diagonally. If a tile is closed (laid with its back up) a player flips/opens it and does as the patterns directs (see **Meaning of playing field tiles**). A tile should be opened with no peeking. All actions are random, for example, do not turn an arrow because it is more convenient! A pirate can only discover unknown land empty handed (without a coin). He can also move along open tiles by following the directions of the tile patterns.



Rules of treasure hunting

(e) Pirates can swim and go aboard a ship directly from water. One move carries a pirate through one tile along the coast. When he comes into contact with an enemy ship the pirate dies (see **Die pirate, die!**). A pirate cannot jump into the sea from land nor can he get out from the sea to the land. Instead he can swim around the island.

(f) In one turn only one pirate or ship can be played.

(g) You cannot miss a turn.

(h) Several pirates of the same crew or pirates of friendly crews can be on the same tile at the same time (when playing in pairs).



Rules of treasure hunting

How to gain gold

According to the verified information there are 16 treasures of different values hidden on this godforsaken island. If after you have opened a tile you discover a chest with treasure, you should put on the tile as many coins as it says (in Roman numerals). Although, do not get excited too soon! The gold only becomes yours if you are lucky enough to get it onto your ship. That is when the coins are taken from the field and added to your piggy bank.

- a) Each self-respecting pirate can drag only one coin.
- b) When carrying a coin you can only move along the open tiles.
- c) You cannot attack an enemy with booty in your hands. Although, if you have itchy hands you can leave the gold on your tile and chase the enemy!
- d) If an enemy hits you when you are carrying a coin you fly back to the ship but the gold is left behind on the same spot.
- e) A pirate cannot swim with a coin in his hands. If a pirate gets into water with gold, it sinks and the coin is out of the game. Fortunately, the pirate stays on the surface, safe to exploit the island once more!



Rules of treasure hunting

How to beat enemies

Yo-ho-ho! It is quite simple actually. All you have to do is move to the tile where the enemy stands.

a) When you hit the tile with the enemy he flies back to his ship leaving behind his belongings (if he had any) and you continue to play from there. If there were several enemies they all get beaten and fly back to their ship.

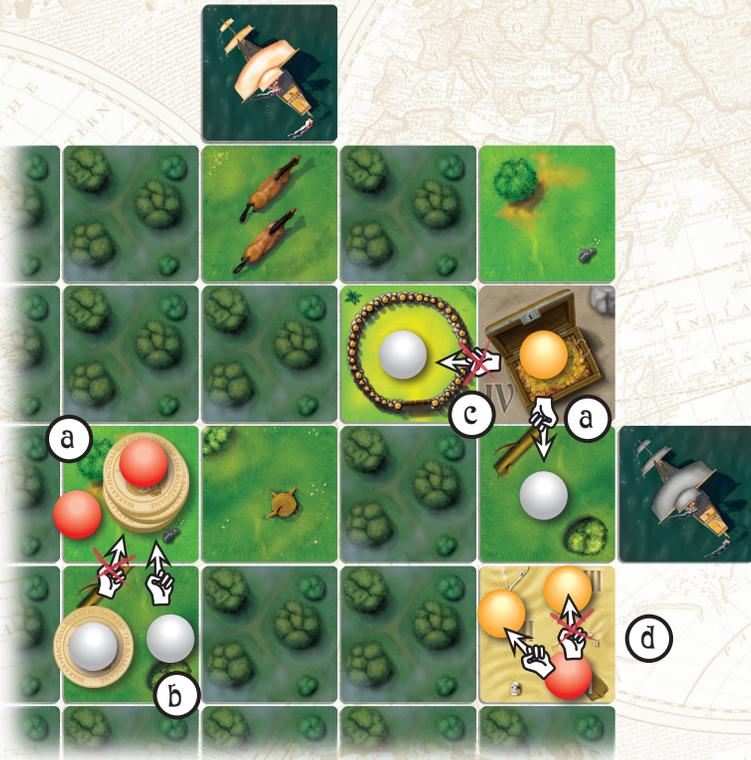
b) You can only beat an enemy empty-handed. If you have a coin you can leave it on your tile and easily hit the unsuspecting enemy.

c) If the enemy finds himself a warm place in a fortress you cannot beat him. That is what a fortress is for!

d) If the enemy stands on a 'spinning' tile (jungle, desert, swamp, hills) you can hit him only if you are one move behind him. For example, he is at III and you are at II.

A 'spinning tile' is the only type of tile where pirates of opposing crews can stand together.

Rules of treasure hunting



Rules of treasure hunting

Die pirate, die!

A pirate dies and is out of the game in any of the following situations:

- a) When the pirate bumps into an enemy ship (when the pirate and the ship meet on the same tile).
- b) When the pirate gets hit by an enemy in the sea (when both meet on the same tile).
- c) When the pirate gets into Ogre's clutches.
- d) When the pirates gets into cycle.
- e) You can revive a dead matey by entering a fortress with a cute she-aborigine. Reviving one pirate takes one turn. A newly born pirate starts moving straight from the fortress. Naturally there cannot be more than three pirates of each colour in the field.

If a pirate gets hit by an enemy he flies back to the ship and continues the game from there.

Rules of treasure hunting

Winning

Whoever loads their ship with the most gold wins the board battle. Human losses do not count. Arghhhh! Should an argument arise, solve the matter on the spot by the means of daggers and pistols — do not fall into a primitive fistfight!

Playing in pairs (or against each other)

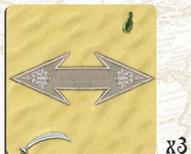
When playing in pairs or against each other, pirates from the ships anchored on the opposite sides team up and raid together i.e. black and white against red and yellow. The pirates of such brotherhoods can easily stand together on the same tile. They can use friendly ships for any purpose as well as to stock fairly stolen gold. However, should an enemy hit such a pirate he returns right to his own ship.

The order of turns should always observed! At the end of the game you count the gold gained together with your fellow crew members.

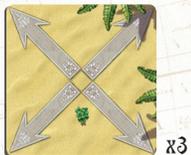
Meaning of playing field tiles



Empty tiles.



(Without a word of objection follow the directions given. If the arrow points on water, the pirate should go for a swim.)



Make a knight's move, just the way a knight moves in chess! Only that tile, on which the pirate gets, opens.

Meaning of playing field tiles

“Spinning” tiles – they can only be passed in several moves:



x5

Passing the bloody jungle will not take less than two moves.



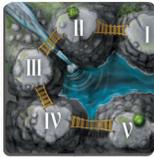
x4

Desert... The head cracks from this hellish heat. One can cross the desert only with tree stops.



x2

Shiver me timbers! You got yourself stuck! This damned swamp can be passed only by jumping from hummock to hummock, which takes four moves.



x1

Thunderbird! These hills will keep you busy for five moves.

Meaning of playing field tiles



x6

Ice? What the hell is ice doing on a tropical island? This tile means you have to immediately repeat the previous move. For example, if you came to this tile from the left — move again to the right. If you made a knight's move — do it again. If you came to the tile by following an arrow — move in the same direction once again. Savvy?



x3

If you get caught in a trap wait for your fellow to come to the tile and to your aid. Only then can you leave. By the way, this does not mean that your shipmates have to rush and rescue you right away. Surely you can wait while your fellows carry out the bloody duty of robbery and battle.

When playing in pairs a sailor from a friendly team can also rescue his fellow.



x2

The pirate's urge to find out what is hidden in the depths of a cannon barrel is truly inexplicable. And the cost of curiosity is high! The pirate flies to the sea as pointed by the cannon barrel, only his own or ally ship can rescue him. The gold, as everyone should know, sinks in the water and is out of the game. Should he get under the enemy ship the pirate dies (see **Die pirate, die!**).



x2

Devil's own luck! A fortress! While you are here you are safe. No one can beat a pirate in a fortress. It is just a pity that you cannot enter the fortress with gold. In a fortress there can be as many pirates as possible from the same or friendly crew.

Meaning of playing field tiles



x1

Count your blessings! You came across a fortress with a cute she-aborigine. You can revive your dead mates one at a time. Mind you, they will be reborn in the fortress. No enemy dares to poke his nose into the fortress while you are in there. Just one minor inconvenience — no entry with gold in your hands!

When playing in pairs a pirate can revive only a pirate of his own colour. *Alas!* Your beloved she-aborigine cannot revive pirates if you already have three pirates or more.



x4

This pirate has got fortune stuck under his belt! He found a full untapped barrel of rum. Lucky lubber! He misses a turn, enjoying the fruits of his discovery, but you can play another pirate from your crew meanwhile.



x4

Sink me! Better not get into crocodile's jaws. Move back to where you came from, that is — to the previous tile.



x1

What a foolish death for a pirate — to become dinner for a tropical ogre. The sailor dies and waits till his fellows can revive him (see **Die pirate, die!**).

Meaning of playing field tiles



x2

A balloon always will take you (and a coin if you were lucky to gain one) to your ship. When playing in pairs, the balloon will only take the pirate to his own ship, not to the friendly ship. You cannot stay on this tile.



x1

What is this wreck? Well it is a plane! How it got to the island we do not know but it can take any pirate with all his belongings to any tile immediately — so you do not have to wait for another turn. You can use a plane only once during the game after which it becomes inoperable. If you wish to fly at a later time, stay on the tile and wait for the right moment. Leaving the tile means the same as using the plane. Beware, an enemy can use this miracle of engineering himself by beating you out to the ship.



x5



x5



x3

Money! Money! Money! Piastres and squids! Turn the tile upside-down and put the shown quantity of coins (in Roman numerals) from the bank on top of the tile and start dragging them one by one, what are you waiting for?



x2



x1

Here are all of the rules. Savvy? Fair winds and godspeed to you!



Frequently asked questions about the rules of Jackal

- **If I got on the ice from my horse, what should I do?**

You should take one more turn with the horse. With the direction of letter "L" the second turn is free. You are not obliged to repeat the same direction of the previous turn with the horse.

- **If I fly on the ice on my plane, what's next?**

One again, any place of the island.

- **One last pirate is caught in a trap and all the others are dead, what can be done?**

You can panic! Only the enemy can set your pirate free and at the same time kill him. In general, note the following tactics — If you have one pirate left, try not to run on closed tiles without cause. Leave the honourable duty to discover the island for your enemies and you are free to steal anything that is not watched.

- **All enemy pirates are on one tile. My brave pirate attacks them. What happens next?**

- Then he attacks all enemies on the tile where he is.

- **Can an empty ship move?**

No, it is necessary to have your own pirate or your enemy's pirate to steer it.

- **A ship that holds pirates of two colours can sail for both, yes?**

Yes, a pirate of the ally team can steer the ship. This becomes necessary when you need to move the ship very quickly. Enemy pirates cannot get onto your ship.



Frequently asked questions about the rules

- **Can a pirate swim to a ship and can a ship sail to a pirate?**
Both are possible.
- **A single arrow points to the crocodile, is this the end?**
Almost, this is a cycle, so the cycle is the end.
- **I am at the third step of the rotator, the enemy is at the second step, can I beat him?**
No, only forwards. It is better is not to stop, he can catch up and beat the opponent.
- **The enemy is at the first tile of the rotator. Can I beat him from the neighbouring tile?**
Yes, of course!
- **If the pirate from the friendly team sets free another pirate, are they both free?**
Yes.
- **Does the trap function all of the time?**
Yes.
- **Is it true that a new pirate is born in the she-aborigine's fortress during the whole turn?**
It is true. A difficult birth, with pirate sabre at once!
- **Is it possible to have a drinking bout again on the rum tile?**
Yes it is possible. The main thing is to return.
- **I have passed the rotator-labyrinth and met a crocodile. Have I got caught again?**
Yes. He was especially waiting for you there.

Frequently asked questions about the rules

- **On the plane tile, is it possible to wait for a suitable moment?**

Yes, it is. It is even possible to not leave the tile, but ask for the second pirate and carry him.

This is why all the figures of the pirates are the same in the game. From the point of view of the rules, the situation can be as the following — pirate №1 opens the plane and stays on it. Pirate №2 with a coin comes onto the tile. Pirate №1 can take the coin and fly with it to where he wants. Pirate №2 stays on the tile. Because pirates are identical, it does not matter what tile you use for the turn.

Advice — do not wait for the plane because this pirate is out of use.

- **Does an ogre eat a pirate together with a coin?**

Yes it does. This is also why it has regular heartburn.

- **I beat the enemy on the tile with the plane. Can I fly with it?**

If the enemy has just opened the tile and has not left it before he gets hit in the head, you can.

- **Can I carry five coins by plane?**

No, only one.

- **Can I get onto the ship with the help of the cannon?**

Yes, experienced pirates use this way to throw over coins onto the ship with them. They surely they cry out for joy during the flight!

- **What will happen if the enemy steps on the trap with my pirate?**

The enemy will get caught and your pirate will be beaten and find himself on the ship.

- **Is it possible to kill my pirate with the enemy's ship especially?**

Yes, if you want.



Frequently asked questions about the rules

- **Can I leave a coin on the ice, arrow, horse, balloon and other such tiles?**

No, you can only leave coins on the tiles where you can stop.

- **I have a coin, go onto the ice and run to the harbour where the enemy sits. What happens?**

It is all up to the pirate, he has done an inadmissible operation and will be closed. Any impossible actions will lead to the death of the pirate. The coin stays in the same place where the pirate started a turn.

- **Can a pirate jump into the sea at will and sink all the coins from the land or over an arrow?**

From the land – no. Over an arrow – yes.

- **How can three people play together?**

You should put three ships with three sailors of every colour and play with ordinary rules.

- **Can a pirate using the plane, move to a tile where an enemy stands with a coin? What will happen there?**

It is possible to jump from the plane to any tile, with some exceptions. For example, it is prohibited to come down on an occupied fortress.

- **When one is on the “knight’s move” tile, must he move only like “L” (with the right turn)? What is the direction?**

Moving is possible to any direction with the turn to any side. It is almost identical to the movement of the horse in chess.

- **Can a pirate revive a friendly pirate if the second one died?**

Yes.

Extras

During the game the following words
and expressions prove to be very useful:

Thunder bird!

Anchor up your throat!

Jellyfish up your liver!

Mast up your arse!

A pile of clams to the cabin!

Ye'll clank anchors for bloody eternity!

Ye'll scrub the deck all yar pitiful life!

Sink me!

What kind of landlubbers dragged here, shiver me timbers!

See ye to Davy Jones!

All of the sharks up your throat!

A scalded cat up your heel!

Fore topgallant rigging up me left ear!

Grapnel and castor oil!

Slimy bilge rat, son of a cuttlefish!

Earthworm!

Arghhhhhhhhh!

Bowsprit in yar compass!

Plastres!!!

I'll shake out another reef and daddle 'em again!

The pluck of a weevil in a biscuit!

Deck scallywag!

Son of a biscuit eater!

Yo-ho-ho, left rudder!

Take all you can and give back nothing! Arghhhhh!

Rum! A drain of rum and I'm out of here!



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