



**МОСИГРА**

**Российская сеть магазинов настольных игр**

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## Historical reference

### Piracy.

Piracy is robbery effectuated from a ship. A pirate will face court and will get his share of punishment in any country he gets caught. Severe conditions and pitiful payment at naval service drive sailors to piracy as it gives a good chance to roll in money and splendor. The pirate can surrender to the authorities only when in great danger or only having treasured up good capital. But as soon as the threat is over or the treasure vanishes the pirate will be back to his old ways.

### Life as a pirate.

At the head of pirate crew is a captain, always a powerful and cruel man since a lack of discipline on a ship sooner or later causes lots of troubles. A pirate lives to 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 brotherhood, captain Jackal known for his inhuman cruelty and exceptional slyness buried his countless treasures on a desert island in the Caribbean Sea. He tore the map to the treasures into shreds and handed out the pieces to the members of his crew. However all this is just a guess for no man that ever got on the island has come back alive. If you don't believe it you try it yourself risking your own guts.

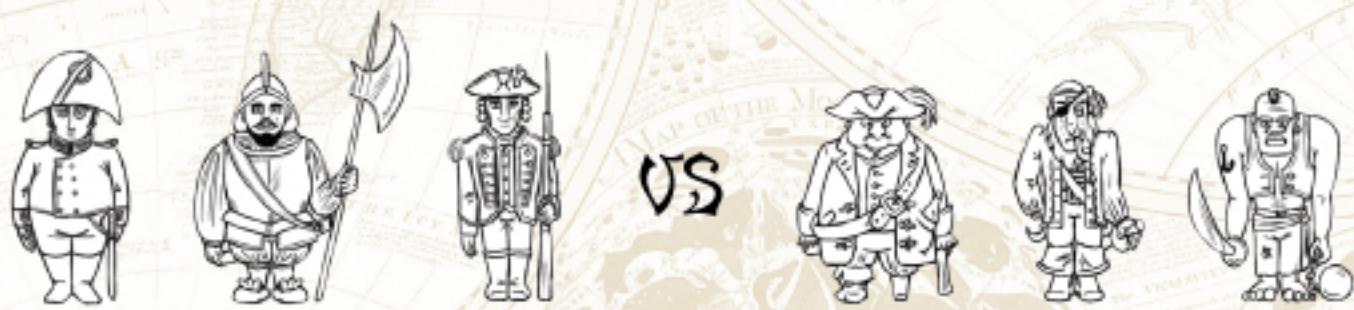
## Historical reference

### Filibusters.

Filibusters are sea raiders, mainly acting against Spanish ships in the Caribbean Sea basin 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, Englishmen, Portuguese and Dutchmen. While ashore the Caribbean Sea pirates form very special disciplined communities, named "coast brotherhoods".

### Conquistadors.

Conquistadors are Spanish soldiers and adventurers, favorites of fortune – pirates otherwise. Conquistador is craving for gold and gold only. His main aim is to find new lands and treasures in unknown world. Most often a conquistador is an impoverished hidalgo or caballero. Being far away from Europe Spanish man is free from both royal and church authorities. The main advantage of a conquistador is possession of fire-arms.



## About game

"Jackal" – is a board strategy game with its own unique playing mechanics. Jackal's secret is in the tiles. The tiles are laid randomly due to which the game is different every time! There are no dice, so the result depends mostly on your ability to think logically and strategically and not on luck. All this makes Jackal an interesting and captivating game making you 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 and with the same back on the other.

Ships – 4 square tiles with ship patterns.

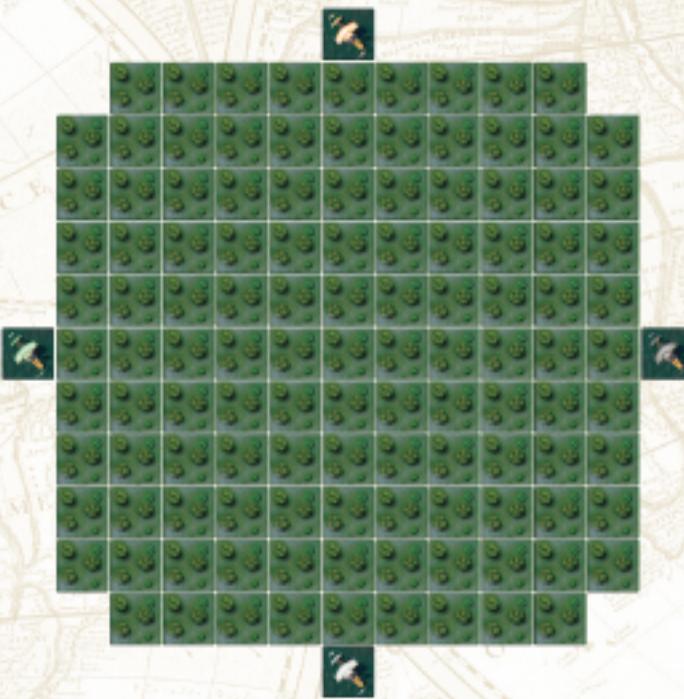
Sailors – three sailors of each color: red, yellow, black and white.

Coins – 37 coins of equal value.

Rules – the precious paper you are reading at the moment.

## Getting ready to play.

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



## The object of the game

The object of the game is crystal clear: to 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 go first. After that all players go in turns clockwise. Each move gives you a precious 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 right in front of the ship.
- c) A pirate with or without catch can return aboard only from a tile right in front of the ship or from the tile bias to the ship. To return aboard you can use other tiles of the field: arrows, balloon, «knight» tile etc. (see Meaning of playing field tiles).  
 A pirate can only come aboard of his own ship or friendly ship (see Playing in pairs). If he comes in contact with an enemy ship the pirate will die.
- d) When on land a pirate moves one tile down, across or cornerwise. If a tile is closed (laid with its back up) a player opens it and does as the patterns directs (see Meaning of playing field tiles). The tile should be opened at random with no peeping under it. A pirate can only discover unknown land empty handed (without a coin). He can also move along the open tiles still following directions of the tile patterns.

## Rules of treasure hunting

e) Pirates can swim and come aboard of the 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.

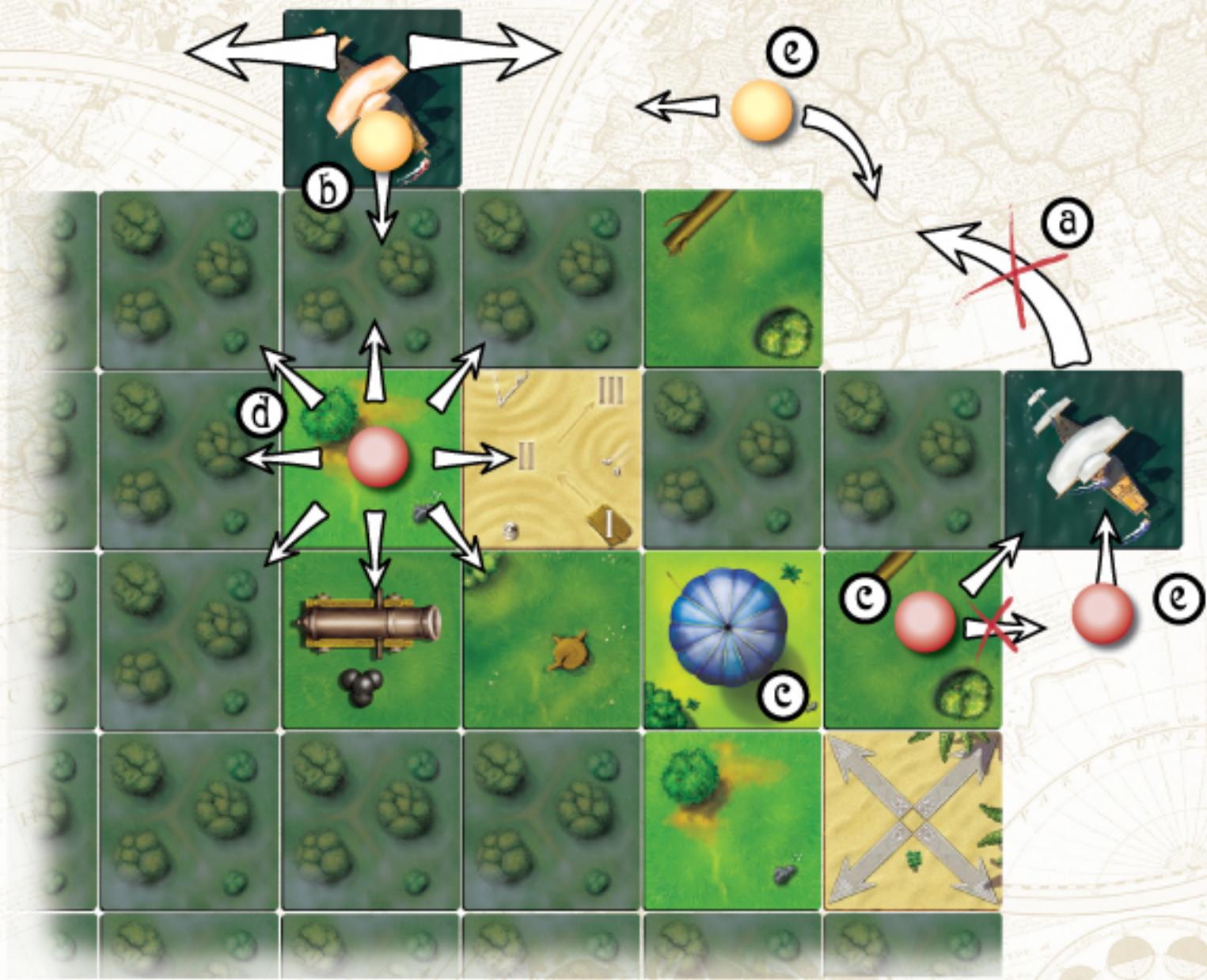


In one turn only one pirate or ship can be played.  
You can't miss a turn.



Several pirates of 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



## Rules of treasure hunting

### How to gain gold.

According to the verified information there are 16 treasures of different value hidden on this god forsaken island. If after you have opened the tile you discover a chest with treasures you should put on the tile as many coins as it says (Roman numeral). But don't get excited too soon. The gold becomes yours only if you are lucky to get it onto your ship (that's when the coin is put away from the field 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 beat an enemy with booty (gold) in your hands. But if you've got itchy hands you can leave the gold on your tile and off you go at the enemy!
- d) If an enemy hits you when you are carrying a coin you fly back to the ship but the gold stays right behind you on the same spot.
- e) A pirate cannot swim with a coin in his hands. If a pirate got into water with gold, it sinks (the coin is out of the game). The pirate however stays on the surface.

# Rules of treasure hunting

## How to gain gold.



## Rules of treasure searching

### How to beat enemies.

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

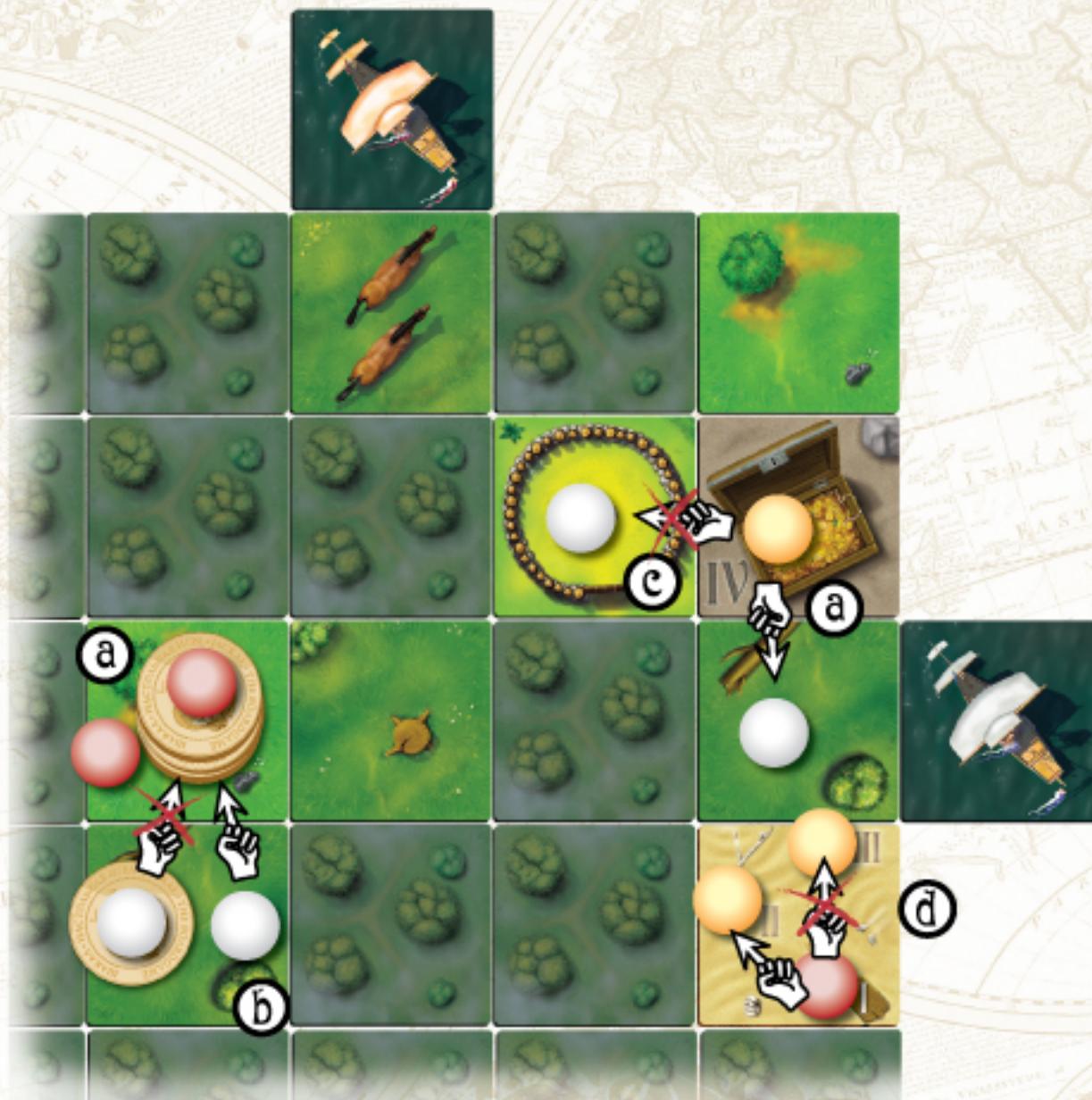
- a) When you hit the tile with the enemy he flies back to his ship leaving behind his belongings (if he had some) and you continue to play from there. If there were several enemies they all get beaten and fly back to their ship.
- b) You can only beat an enemy empty-handed. If you have a coin you can leave it on your tile and easily hit the unaware enemy.
- c) If the enemy found himself a warm place in a fortress you cannot beat him (since that's what the fortresses are 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.



Spinning tile the only tile where at the same time the sailors of warring crews can stand together

# Rules of treasure searching

How to beat enemies.



## Rules of treasure searching

### Die pirate, die!

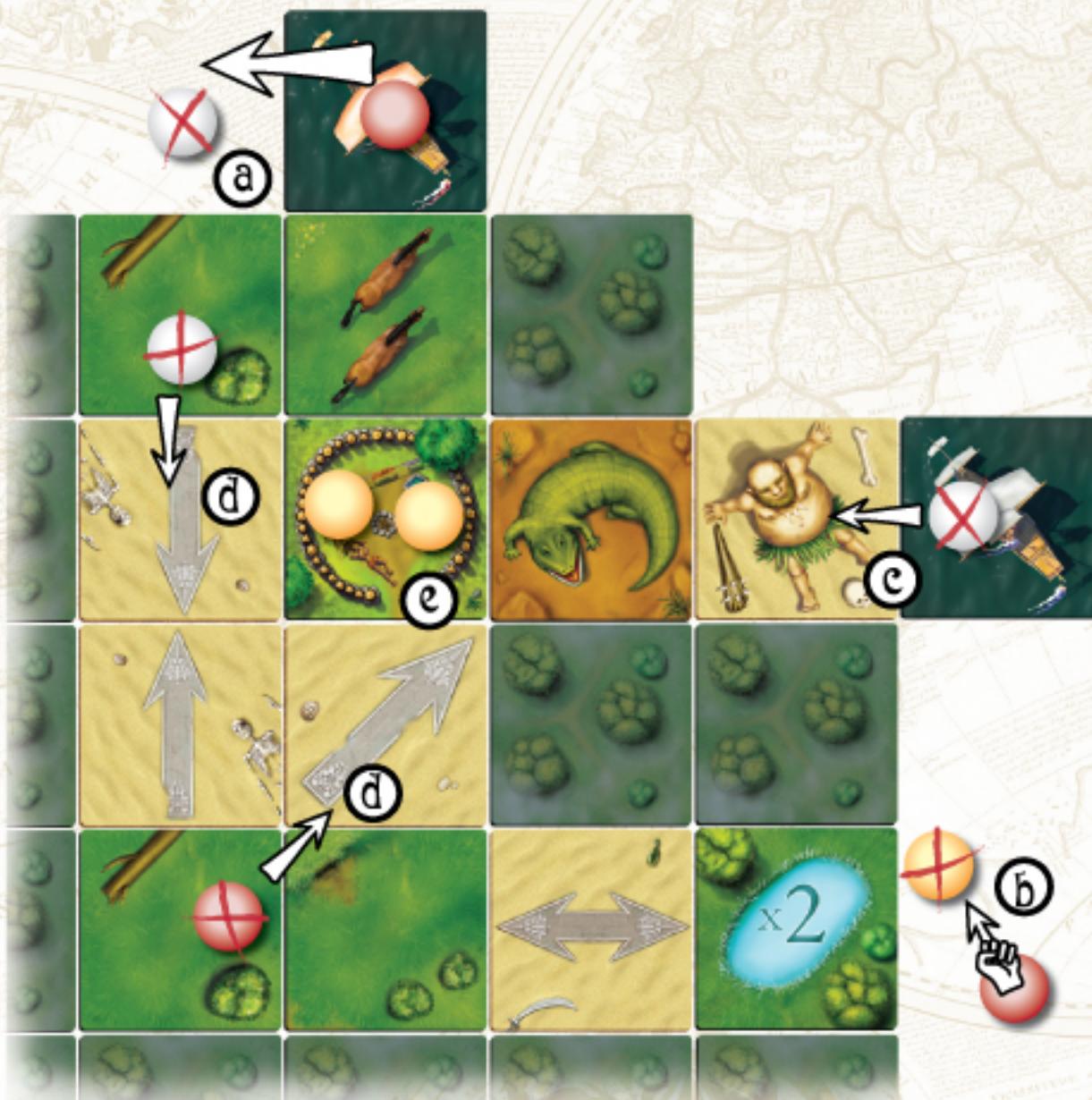
A pirate dies (is out of the game) in any of the following delicate situations:

- 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 a 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 color in the field.



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

## Rules of treasure searching



# Rules

## Winning.

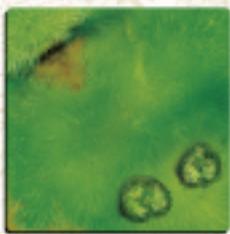
Whoever loads their ship with the most gold wins the board fight. Human losses don't count. Arghhhh! Shall an argument arise solve the matter on the spot by the means of daggers and pistols - don't fall to primitive fistfight.

## 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 (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.

At the same time the turn order is always observed! At the end of the game you count the gold gained together with your fellow crew.

# Meaning of playing field tiles



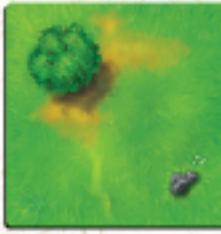
x10



x10



x10



x10

Empty tiles.



x3



x3



x3



x3

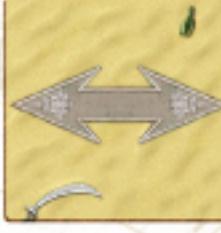


x3

Without a word or objection follow  
any of the directions given.



x3



x3

## Meaning of playing field tiles



x2

Make a knight's move (just the way a knight moves in chess).



x5

«Spinning» tiles — they can only be passed in several moves:  
Passing the bloody jungle will take not less than two moves.



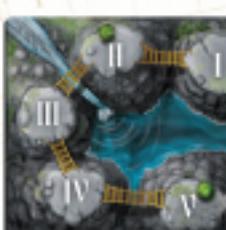
x4

Desert... The head cracks from this hell of a 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 repeat the previous move. For example, if you came to this tile from the left — move forward to the right; if you made a knight's move — do it again; If you came to the tile according to the arrow direction — move in the same direction once again. Savvy?



x3

If you got in a trap wait for your fellow to come to the tile; only then you can leave the tile. By the way it doesn't mean you have to rush and rescue the stray sailor right away. He can wait while his fellows carry out uneasy duty of war and robbery.



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. The cost of curiosity is way too high, the pirate flies to the sea as pointed by the cannon barrel. And only his or friendly ship can rescue him. The gold, as everyone knows, sinks in the water and is out of the game. Should he get under the enemy ship the pirate dies (see **Die pirate, die!**).

## Meaning of playing field tiles



x2

Devil's own luck! A fortress! While you are here you are safe: no one can beat a pirate in a fortress. It's a pity you cannot enter the fortress with gold.



In a fortress there could be as many pirates as possible - from the same or friendly crew.



x1

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



When playing in pairs a pirate can revive only a pirate of his own color. Alas!



x4

This pirate got fortune stock under his belt - he found a full untapped barrel of rum. Lucky lubber, he misses a turn, but you can play another pirate of 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.

## Meaning of playing field tiles



x1

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



x2

A balloon will take you (and a coin if you were lucky to gain one) to your ship. And that is what happens to everyone who bumps into this magic tile. **When playing in pairs the balloon will take the pirate only to his own, and not to the friendly ship.**



x1

What is this wreck? But it's a plane! How did it get to the Island we don't know but it can take any pirate with all his belongings to any tile immediately – so you don't have to wait for another turn. You can use a plane only once during the game after which it becomes a phoney. If you don't want to fly now, stay on the tile and wait for the right moment (for leaving the tile means as much as using a plane). But beware an enemy can use this miracle of engineering thought himself by beating you out to the ship.

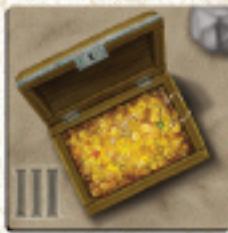
## Meaning of playing field tiles



x5



x5



x3



x2



x1

Money! Money! Money! Plasters and squids!  
That's them, dearest! Turn the tile upside-down  
and put the shown quantity of coins (Roman nu-  
meral) from the bank on top of the tile and start  
dragging them one by one, what are you waiting  
for?

Here are in fact all the rules. Savvy?

Fair winds and godspeed to you!

# Extras.

During the game the following words and expressions will be appropriate:

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 yer 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!

Arghhhhhhhhhhhhh!

Bowsprit in yer compass!

Piastres!!!

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! Arghhhhhhh!

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