**Rules of One-Eyed Jacks**

**Players**

One Eyed Jacks can be played by 2, 3 or 4 players. Four players usually play as partners.

**Object**

Players select a card from their hand and position counters on the board to correspond with the card. The object of the game is to get two unbroken rows of 5 counters, in any combination of horizontally, vertically or diagonally. The two rows may have a maximum of one counter in common.

**Deal**

Two standard 52 card packs are used, with no jokers.

**Play**

Players take turns in clockwise order, starting to dealer's left. On their turn they play one card from their hand, and add a counter of their colour (or their team's colour) on an unoccupied space on the board whose card corresponds to the card you played. Then they replenish their hand by drawing the top card from the deck and play passes to the player on their left.

Jacks in any suit have a special meaning. Two-eyed jacks (where the face on the card has two eyes visible) are wild. Playing a two-eyed jack (clubs or diamonds) entitles the player to place a counter of their colour on any unoccupied space on the board. One-eyed jacks (where the face on the card has only one eye visible) allow the player to remove any one of their opponents' counters.

Note: If the cards do not have “pictures” on the jacks, black jacks are treated as two-eyed jacks and red jacks are treated as one-eyed jacks.

**Scoring**

This game does not have any scoring and continues until a player (or partnership) gets the two rows required.