The Rules of the 1. edition JATI from 1965
(Note: The A/B on the playing board are white/black boxes in the original rules)

HOW TO PLAY JATI

OBJECT OF THE GAME

The main object of JATI is to become the player with the highest score by the end of a game. This is done by skillfully aligning playing tiles on adjacent squares on the playing board (to form score-qualifying basic sequences), extending basic sequences with booster tiles and extra playing tiles (to increase their scoring value), and strategically blocking your opponent´s attempts to do the same.

NUMBER OF PLAYERS

JATI can be played with two or four players. When two play (using one of the playing boards) the game ends when all tiles have been played and the player with the highest score wins. When four participate (two players at each board), the game is played in tournament fashion with the winner from each board vying for the championship (in a second game) at one board, and the losers competing in a consolation game at the other board.

SETUP

Two players sit opposite one another with a JATI playing board between them. Each player selects a set of 18 PLAYING TILES of the same one color, and two BOOSTER TILES (one which is marked with a II, and the other with a III).

First player (at each board) is chosen by lot or coin-flip.

PLAY

Players take turns, playing **one** tile at a time on the board. First player may play his tile on any square on the board; thereafter, each tile must be played on a square which is adjacent to (has one side touching) a previously played tile. (See examples below.)

B		

First player has placed his tile on a square near the center of the board

	x	
x	**B**	**x**
	x	

Opponent must play his tile on one of 4 adjacent squares(x). After

	x	**x**
x	**B**	**A**	**x**
	x	**x**

opponent has played, first player may play on any of 6 squares (x).

To score, a player must first form BASIC SEQUENCES of playing tiles which, in turn, give him his basic score. For scoring purposes, basic sequences are of two types, and have two different values:

> A STRAIGHT SEQUENCE consists of a horizontal or vertical row of 5 playing tiles of the same one color, and has a scoring value of 5 points.

> A DIAGONAL SEQUENCE consists of an oblique row of 4 playing tiles of the same color, and has a scoring value of 8 points.

To increase the scoring value of his tiles, a player may extend his basic sequences with booster tiles or extra playing tiles-or both:

> EACH PLAYING TILE ADDED TO A STRAIGHT SEQUENCE (of 5 tiles) is worth 2 points in scoring.
> EACH PLAYING TILE ADDED TO A DIAGONAL SEQUENCE (of 4 tiles) is worth 5 points in scoring.
> A BOOSTER TILE ADDED TO ANY SCORE-QUALIFYING SEQUENCE multiplies the value of the basic sequence and each extra tile inthat sequence: the booster tile which is marked with a II doubles the value of the basic sequence and each extra tile; the one marked with a III triples the scoring values.
> Booster Tiles may be used anywhere (except within the basic scoring portion) in any sequence; and each player may capitalize on his opponent´s boosters if he is successful in including them in the formation of his own sequences. Booster Tiles used in a sequence function **only** as multipliers and connectors; they are neither ”counted” nor ”scored” at the end of the game.

To block his opponent and prevent him from forming (or adding to) a basic sequence, a player may place one of his playing tiles on any square adjacent to a previously played tile.

Game ends when all tiles have been played; players total their scoring sequences ... and the player with the highest score wins. (See scoring examples below.)

	a	b	c	d	e	f	g	h	j	k
1										
2										
3		III			B					
4	A	B	A		B	B				
5		B	B	B	A	A	A	A	A	A
6		B	B		B		II		A	
7		B		B	B	A	B	A	A	
8	B	B			B	B	A		A	A
9		II			A	III				A
10					A					

PLAYER A SCORES 46 POINTS, AS FOLLOWS:
STRAIGHTS: ROW 5=7 POINTS (Basic e-j=5; Extra k=2)
DIAGONALS: k5/e10 = 39 POINTS (Basic k5/g8 =
8 x Booster f9=24; e10=5 x Booster f9=15)
k9/f5 = 0 POINTS (Booster g6 used ”within”
basic scoring portion of sequence; see rules)

PLAYER B SCORES 67 POINTS, AND WINS THE GAME:
STRAIGHTS: ROW b = 25 POINTS (Basic b4-b8=5 x
Booster b3=15; same Basic x Booster b9 = 10)
DIAGONALS: b5/f9 = 24 POINTS (Basic b5/e8 = 8 x
Booster f9 = 24)
a8/f3 = 18 POINTS (Basic a8/d5 = 8;
Extras e4 & f3 = 10)

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The Rules of the 2. edition JATI from 1966

(Note: The A/B on the playing board are white/black boxes in the original rules;
the tile b-7 in the example was marked as a black tile by hand- it is printed as a white tile)

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HOW TO PLAY JATI

OBJECT OF THE GAME

The main object of JATI is to become the player with the highest score by the end of the game. This is done by skillfully aligning PLAYING TILES on adjacent squares of the playing board to form Jatis (scoring rows), by extending Jatis with BOOSTER TILES and extra PLAYING TILES to increase their scoring value and by strategically blocking your opponent´s attempts to do the same.

NUMBER OF PLAYERS

JATI can be played by two or four players. When two play, only one of the playing boards is used. The game ends when all tiles have been played and the player with the highest score wins. When four participate, the game is played tournament fashion with the winner from each board vying for the championship (in a second game) at one board, and the losers competing in a consolation game at the other board.

SETUP

Two players sit opposite one another with a playing board between them. Each player selects a set of 18 PLAYING TILES and 2 BOOSTER TILES (one which is marked with a II, one with a III).

First player (at each board) is chosen by lot or coin-flip.

PLAY

Players take turns, playing one tile at a time on the board. First player may play his tile on any square on the board; thereafter, each tile must be played on a square which is adjacent to (has one side touching) a previously played tile. (See examples below.)

	B	

First player has placed
his tile on a square near
the center of the board

	x	
x	**B**	**x**
	x	

Opponent must play his
tile on one of 4 adjacent
squares(x). After

	x	**x**	
x	**B**	**A**	**x**
	x	**x**	

opponent has played,
first player may play on
any of 6 squares (x).

To score, a player must first form a basic Jati (scoring row). Jatis are of two types, and have two different values:

A STRAIGHT JATI is a horizontal or vertical row of similarly colored PLAYING TILES unbroken by any opponent´s PLAYING TILE. The basic straight Jati consisting of 5 PLAYING TILES has a scoring value of 5 points. Each extra PLAYING TILE added by the player forming the Jati is worth 2 points.

A DIAGONAL JATI isa diagonal row of similarly color PLAYING TILES unbroken by an opponent´s PLAYING TILE. The basic diagonal JATI consists of 4 PLAYING TILES and has a scoring value of 8 points. Each extra PLAYING TILE added by the player forming the Jati is worth 5 points.

A BOOSTER TILE may be included within or added to a Jati. This tile multiplies the value of that Jati. The BOOSTER TILE marked II doubles the value of that Jati. The BOOSTER TILE marked III triples the value. (If more than one booster is included in or added to a Jati, multiply the score of the Jati by one booster, then multiply THAT score by the second booster, etc.)

BOOSTER TILES may be used anywhere within any Jati. Each player may capitalize on his opponent´s boosters if he is successful in including them in the formation of his own Jatis. BOOSTER TILES function only as multipliers and connectors; they carry no value in points. To block his opponent and prevent him from forming (or adding to) a Jati, a player may place one of his PLAYING TILES on any square adjacent to a previously played tile.
Game ends when all tiles have been played; players total their Jatis ... and the player with the highest score wins. (See scoring examples below.)

	a	b	c	d	e	f	g	h	j	k
1										
2		III			B					
3	A	B	A		B	B				
4		B	B	B	A	A	A	A	A	A
5		B	B		B		II		A	
6		B		B	B	A	B	A	A	
7	B	*B?*			B	B	A		A	A
8		II			A	III				A
9					A					

PLAYER A SCORES 62 POINTS:
STRAIGHTS: ROW 5=7 POINTS (Basic Jati e-4/j-4=5 points plus extra k-4= 7 points)
DIAGONALS: e-9/k-4 = 39 POINTS (Basic Jati e-9/j-5 = 8 points plus extra k-4 = 13 points multiplied by booster III f-8 = 39 points)
k-8/f-4 = 16 POINTS (Basic Jati k-8/f-4=8 points multiplied by booster II g-5=16 points)

PLAYER B SCORES 72 POINTS, AND WINS THE GAME:
STRAIGHTS: ROW b = 30 POINTS (Basic Jati b-4/b-7=5 points multiplied by booster II b-8=10 points multiplied by booster III b-2=30 points)
DIAGONALS: b-4/f-8 = 24 POINTS (Basic Jati b-4/e-7 = 8 points multiplied by booster III f-8=24 points)
a-7/f-2 = 18 POINTS (Basic Jati a-7/d-4 = 8 points plus extra e-3=13 points plus extra f-2 = 18 points)

JATI VARIATIONS

DOUBLE JATI: Double JATI is played the same as the regular version except that each player plays two tiles at a time on the board. Double JATI may also be played in tournament fashion.
FIRST-FIVE JATI: BOOSTER TILES are not used in First-Five JATI. Each player plays his tiles one at a time *anywhere* on the board. The first player to make a straight or diagonal JATI containing five PLAYING TILES wins the game.

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Differences between the rules of the two JATI versions

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The following changes were made in the 2. edition:
- The game board was changed from 10x10 fields to 9x10.
- The BASIC SEQUENCES are renamed to JATI´s.
- BOOSTER TILES are now allowed anywhere within any JATI.
- If there are more than one BOOSTER TILE within a JATI, they are now multiplied (in the
  first edition they are added).
- Two (simple) Variations are added; the FIRST-FIVE JATI is well known as GOBANG.
- STRAIGHTS: ROW 5 (this is an error – must be ROW 4)

JATI

Object of the Game

The main object of JATI is to become the player with the highest score by the end of a game. This is done by skilfully aligning playing tiles on adjacent squares on the playing board (to form score-qualifying basic sequences), extending basic sequences with booster tiles and extra playing tiles (to increase their scoring value), and strategically blocking your opponent's attempts to do the same.

Number of Players

JATI can be played with two or four players. When two play (using one of the playing boards) the game ends when all tiles have been played and the player with the highest score wins. When four participate (two players at each board), the game is played in tournament fashion with the winner from each board vying for the championship (in a second game) at one board, and the losers competing in a consolation game at the other board.

Set-up

Two players sit opposite one another with a JATI playing board between them. Each player **playing tiles** of the same colour and 2 **booster tiles** (one which is marked with a II, and the other with a III).

First player (at each board) is chosen by lot or coin flip.

Play

Players take turns, playing one tile at a time on the board. First player may play his tile on any square on the board; thereafter, each tile must be played on a square which is adjacent to (has one side touching) a previously played tile. (See examples below)
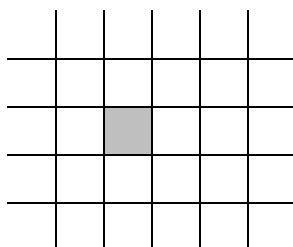
First player has placed his tile on a square near the centre of the board
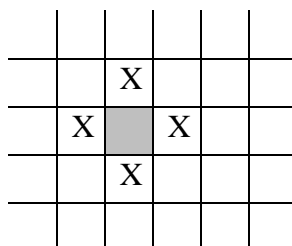
Opponent must play his tile on one of 4 adjacent squares (X).
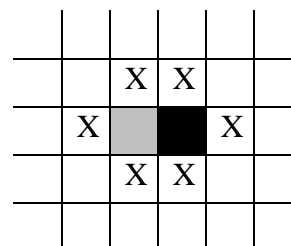
After opponent has played, first player may play on any of 6 squares (X).

To score, a player must first form **basic sequences** of playing tiles which, in turn, give him his basic score. For scoring purposes, basic sequences are of two? types, and have two different values:

> **A straight sequence** consists of a horizontal or vertical row of 5 played tiles of the same one colour, and has a scoring value of 5 points.

> **A diagonal sequence** consists of an oblique row of 4 playing tiles of the same colour, and has a scoring value of 8 points.

To increase the scoring value of his tiles, a player may extend his basic sequence with booster tiles or extra playing tiles —or both:

> **Each playing tile added to a straight sequence** (of 5 tiles) is worth 2 points in scoring.

> **Each playing tile added to a diagonal sequence** (of 4 tiles) is worth 5 points in scoring.

> **A booster tile added to any score qualifying sequence** multiplies the value of the basic sequence and each extra tile in that sequence: the booster tile which is marked with a II doubles the value of the basic sequence and each extra tile, the one marked with a III triples the scoring values.

> Booster tiles may be used anywhere (except within the **basic** scoring portion in any sequence); and each player may capitalise on his opponent's boosters if he is successful in including them in the formation of his own sequences. Booster tiles used in a sequence function **only** as multipliers and connectors; they are neither "counted" nor "scored" at the end of the game. (They don't multiply each other either; multiply the sequence by each booster separately, then add those scores up —see the scoring example)

To block his opponent and prevent him from forming (or adding to) a basic sequence, a player may place one of his playing tiles on any square adjacent to a previously played tile.

Game ends when all tiles have been played; players total their scoring sequences…And the player with the highest score wins. (See scoring example below)

	a	b	c	d	e	f	g	h	j	k
1										
2										
3		3				■				
4	▨	■	▨		■	■				
5		■	■	■	▨	▨	▨	▨	▨	▨
6		■	■		■		2		▨	
7			■	■		▨	■	▨		
8	■	■			■	■		▨	▨	
9		2			▨	3				
10					▨					

Player A (grey) **scores 46 points, as follows:**
Straights: Row 5 = 7 points (Basic e5-j5 = 5; Extra k5 = 2)
Diagonals: k5/e10 = 39 points (Basic k5/g8 = 8; + Extra e10 = 13; * booster f9 = 39)
k9/f5 = 0 points (booster g6 used **within** sequence; see rules)

Player B (black) **scores 67 points, and wins:**
Straights: Column b = 25 points (Basic b4-b8 = 5; * booster b3 = 15; * booster b9 = 10)
Diagonals: b5/e8 = 24 points (Basic b5/e8 = 8; * booster f9 = 24)
a8/f3 = 18 points (Basic a8/d5 = 8; Extras e4 & f3 = 10)

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