

# Jumpy Jack

*Bluff and careful analysis of the opponents' game is more important than chance.*

## **Content:**

A racetrack made of wood and felt, five metal horses, a die, rules.

## **Aim of the game:**

To get three horses past the finishing line in the exact order in which you predicted them to arrive.

## **How to play:**

Each player must have a piece of paper and a pencil.

### *Game "one against all":*

Each player predicts, and secretly notes on their piece of paper, the order in which they think the first three horses will go past the finishing line. You may consult your piece of paper during the game, however you may not alter it.

Place the five horses just behind the starting line (the one with a horse's silhouette).

Everyone throws the die and the person with the highest number starts. In turn, each player throws the die and moves forward one of the horses according to the number obtained on the die.

The horses must always go around the board in an anti-clockwise direction.

The first horse to get across the finishing line (therefore having been all around the board) is placed on square 1 on the podium; the second on square 2; the third on square 3.

The race is finished when the first three squares on the podium are occupied.

### *Moving:*

Every time the die is thrown, a horse must be moved according to the exact number shown on the die.

### *Overtaking:*

A horse can overtake another horse, unless a barrier blocks it (see below).

### *Barrier:*

Two horses on the same square block any following horses: a horse coming from behind can neither join them, nor go past them as long as they remain on the same square.

### *Hedge n°1 – STOP:*

Hedge n°1 can only be occupied by one horse at a time, that alone acts as a "barrier": a horse coming from behind can neither join it, nor go past it as long as it remains on the STOP square.

### *Hedge n°2 – DOUBLE:*

Hedge n°2 doubles up the number obtained on the die. If a "barrier" prevents this double move, then the horse must not be moved at all.

### *Hedge n°3 – OUT:*

Hedge n°3 eliminates the horse that lands on it from the race. The first horse to be eliminated is placed on the square 5 on the podium. The next horses to be eliminated from the race are placed on the podium according to their order of elimination (square 5, then square 4, then square 3, then square 2). If four horses are eliminated, the only horse left in the race is placed on square 1 on the podium (unnecessary to continue the race).

### *Hedge n°4 – RESTART:*

Hedge n°4 obliges the horse that lands on it to return to the starting line. It can be moved again as of the next throw of the die.

As soon as the first three squares on the podium are occupied, the race is finished and the players compare the order of arrival according to their predictions:

- 1 horse on a predicted square gives 2 points;
- 2 horses on predicted squares give 4 points;
- 3 horses on predicted squares give 10 points!

*Example: Order of arrival "Yellow – Black – Red":*

- prediction "Black – Red – Yellow" gives 0 points;
- prediction "Green – Black – Yellow" gives 2 points;
- prediction "Green – Black – Red" gives 4 points;
- prediction "Yellow – Black – Red" gives 10 points.

A new race with new predictions can now commence and be followed by as many races as necessary until a player gets 16 points or more.

*Team game (advised for even more enjoyable games) – for 4, 6, 8...players:*

Make up teams each with the same number of players. Alternate the player of each team regularly.

*Ex: 2 teams each with 2 players (player 1, player 2 in team 1 and player 3, player 4 in team 2).*

*Playing order around the table: player 1, player 3, player 2, player 4.*

In each team, only one player predicts the order of arrival and secretly shows it to their teammates.

The game is then played in the same way. Teammates may communicate with one another out loud (but be careful not to give away too much information to your opponents concerning your tactics!!!).

### **Variation:**

At the end of a race, a player can try to guess an opponent's predictions, of his choice (but only one).

For each prediction correctly guessed, the player gets 1 bonus point (and can therefore only get a maximum of 3 bonus points).

If no prediction is correctly guessed, the player who guessed incorrectly loses 1 point.

### **Strategy:**

It is easy to eliminate horses (OUT) or to slow them down (barriers, RESTART). You can therefore easily stop your opponents from winning if you work out their predictions.

Carefully observe their moves (especially when they avoid eliminating or slowing down a horse) and watch out for any bluffing attempts.

Bluff others subtly (for example, by moving forward a horse that you have not included in your prediction).

Do not forget that as soon as two horses have been eliminated, the next horse to be eliminated comes in third position at the finishing line.

Getting a "Jumpy Jack" requires perfect handling of your timing. Discover the numerous winning strategies and don't forget that chance does not come into it for real Jumpy Jack players.