



# JINKS

ROLL UP YOUR SETS





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## ROLL UP YOUR SETS

Card collection fun

by Klaus Altenburger

for 2 to 4 players aged 6 or over; time: 15 min.

**Who can collect the highest-scoring cards over three rounds of play? Will the roll of the dice be on your side?**

### CONTENTS

- 48 number cards; numbers 1 to 6 in 8 different colours each
- 12 lucky cards
- 1 die
- 1 Rules booklet



## AIM OF THE GAME

The aim is to collect the most points over three rounds with some lucky throws and clever choices.

## PREPARATION

- Shuffle the deck of number cards and the deck of lucky cards separately and place them each face down in a pile.
- Place the die beside the pile of lucky cards.

## RULES

There are three rounds in each game of Jinx. Before each round, the top 16 number cards in the pile are drawn and placed face-up in a 4 x 4 grid in the middle of the table. The remaining number cards are not needed for this round.



The youngest player starts. Players then take turns clockwise. The player whose turn it is rolls the die. Players can roll again if they are not happy with their first throw – but must then use the second number they throw.

The player then takes any number card from the cards in the middle that matches the number they have rolled, and places that card face-up in front of them.

**Example:** If a player rolls a 3, they can take any number card with a number 3 from the grid.

**Important:** At the end of a round, players can only keep number cards in the colours that are not left in the middle of the table.

Once the first player has finished, it's the next player's turn. They then roll the die, choose a number card, etc. Remember: new number cards are never added to the grid in the middle during a round.

### **End of a round and scoring rounds**

A round ends when a player's throw does not match any numbers in the grid. The round is then scored.

1. Each player compares the colours of the number cards they have collected – including those from any previous rounds! – with the cards remaining in the grid. If any of the colours match, the player must return all the cards they hold in that/those colour(s) to the middle of the table.

2. The player who ended the round also places their highest-value card in the middle of the table. If they have several cards with the same highest value, they can choose one. If they have no cards, they cannot return any. All cards in the middle of the table are now taken out of play.
3. **Lucky cards:** Starting with the player who ended the round, each player in turn can discard **any one** of their number cards and draw a lucky card in its place. Of course, you can't draw a lucky card if you have no number cards. Lucky cards can be used right from the next round. A list of lucky cards can be found at the end of this rules booklet.

Each player who still holds number cards after this process then places them face-up in front of them. The next round then starts. Once again, the top 16 number cards are taken from the pile and placed in a 4x4 grid. The player who ended the previous round starts the next round.

## THE END OF THE GAME

The game ends after the third round. Each player now counts up the total points for all the number cards they have collected. The player with the highest total wins. If more than one player scores the highest total, they are joint winners.

## LUCKY CARDS

There are two categories of lucky cards, and several lucky cards can be used at once.

### 1. Lucky cards you keep for the entire game and can use whenever it is your turn:



Each number you throw can be increased by 1 for each lucky card of this type.

**Example:** By a maximum of +2 with 2 cards of this type.



Each number you throw can be decreased by 1 for each lucky card of this type.

**Example:** By a maximum of -2 with 2 cards of this type.



You can throw 1x more for each lucky card of this type.

**Example:** With 1 card of this type, you can roll the die 3x (instead of 2x).



You can take any number of number cards in the same colour from the middle to make up the total you have rolled. Anyone who holds two of these lucky cards can also increase or reduce that total by 1.

**Example:** You roll a 5. You have 2 of these lucky cards and take the following yellow cards from the grid: 1, 2 and 3.

## 2. Lucky cards that can only be used once a game. These lucky cards are taken out of play once they have been used:



Instead of rolling the die, you can take a card with a 1, 2 or 3 from the grid. The card can also be used after you have rolled the die if you are not happy with your throw. This lucky card can be combined with other lucky cards.



Instead of rolling the die, you can take a card with a 4, 5 or 6 from the grid. The card can also be used after you have rolled the die if you are not happy with your throw. This lucky card can be combined with other lucky cards.

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If you have any questions or suggestions about "Jinks", please contact us at: Piatnik, Hütteldorfer Str. 229- 231, 1140 Vienna, Austria or [info@piatnik.com](mailto:info@piatnik.com)

**Graphicdesign:** Fiore GmbH, [www.fiore-gmbh.de](http://www.fiore-gmbh.de)



Warning! Not suitable for children under 36 months. Risk of suffocation – contains small parts that could be swallowed. Please keep address for further reference.

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# POCKET GAMES

## TRY THEM ALL!



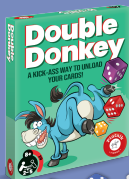
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