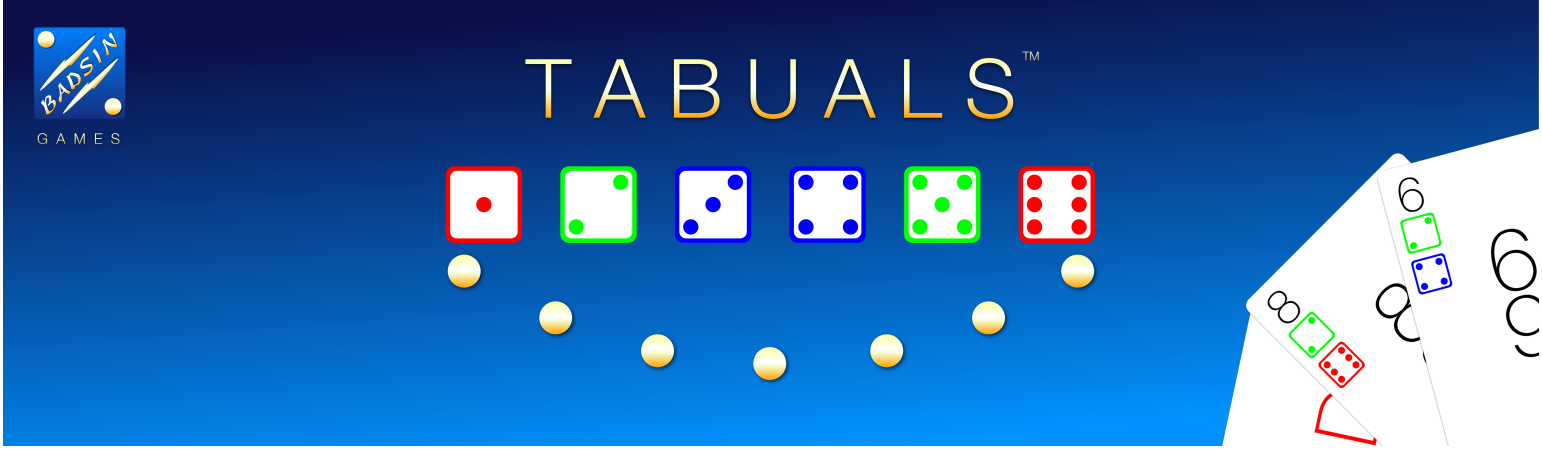

INTRODUCTION

Tabuals is a deck of 50 cards; 36 of which are considered the core deck with each card depicting a pair of dice of each combination. In addition to the core deck, there are 13 additional cards with each card containing a least one blank die. This extra set is only used in some of our games to change various game mechanics. Finally, the last card in the deck is the JINX card. This card is also only utilized in some of our games.

COMMON TERMS

Rank - The rank of a card is represented by the sum of the dice in the top left corner of the card

Path - Cards are played onto one another so that the dice of the previous card is visible. As cards are played, it creates a path of cards in a line.

GAME: HIJINX

Players: 2-5

Deck: Standard 50 card deck (with the Double Blank removed)

Object of the Game
The goal is to be the first player to rid themselves of all cards in their hand, while also achieving the lowest accumulative score after 6 rounds of play. (Also, the number of rounds can be determined by players.)

The Set-Up
The game starts with the Stack, 48 cards shuffled and placed face down on the table. One card is flipped face as the beginning of the Path. If the JINX is overturned to start the path, it should be placed back into the stack and the stack reshuffled. Another card is then taken from the deck, overturned and placed to start the path.

Each player in-turn draws one card from the stack and reveals it to the other players. The lowest ranked card will start the game. The cards are returned to the deck and the deck reshuffled. The starter initiates the deal of 5 cards from the stack.

The Play
The starting player begins by playing a card from their hand onto the starting card of the path, in a manner that does not obstruct the dice of the previous card on the path, based on one of three simple “pairing” criteria.

Play Criteria
1) Dice Match (Fig. 1)
2) Single Sum of 7 (Fig. 2)
3) Double Sum of 7 (Fig. 3)

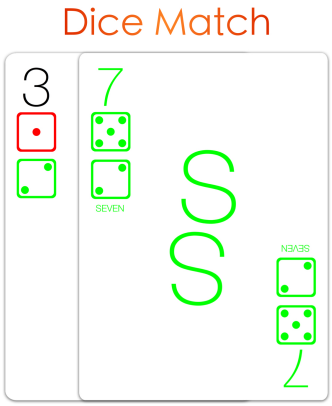

Fig. 1

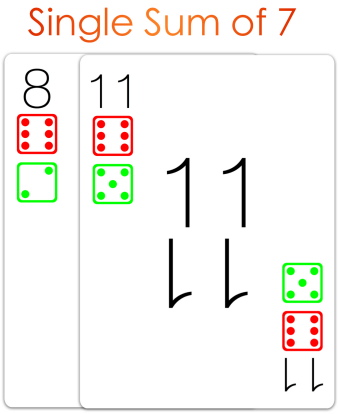

Fig. 2

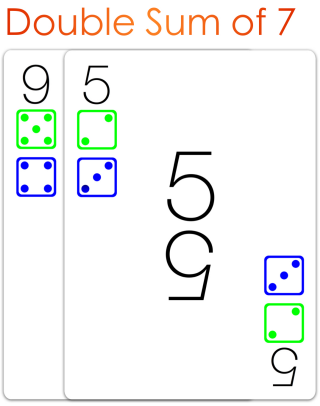

Fig. 3

At least one of the dice from the played card must make a pairing with one of the dice of the previous card on the path, relative to their position on the cards. So either the top die from each card must make a pairing, or the bottom die from each card must make a pairing. Pairings can never be made diagonal.

- Only the last card placed on the path is “live”. All other cards are “dead”.
- All pairings can only be made with a live card.

Pairing Rules Detailed
DICE MATCH: When playing a card that only creates a pairing by “matching” dice, you must draw a card from the stack and place it in your hand, ending your turn. (Fig. 1)

SINGLE SUM OF 7: By playing a card that creates a “single” pairing of dice that total 7, you end your turn without penalty of drawing a card from the stack. (fig. 2)

DOUBLE SUM OF 7: When playing a card that creates a “double” pairing that each total 7, you may take another turn if you so choose. (Fig. 3) NOTE: If a “special” card (see below) is played to create the two pairings, then the rule for the special card must be executed first before the second turn is taken.

Special Cards (only trigger when you create at least one pairing that totals 7)
BLANKS: These are ‘backward” cards. If you play a BLANK, the direction of play is reversed. (This has no effect in a two player game.)

SEVENS: These are considered “swap” cards. All players must choose a card from their hand, flip it face down, and place it under the counter marker of the player to their right or left, depending on the direction of play at the current time. Players will them pick up their assigned card and add it to their hand.

DOUBLES: These are “dump” cards. If you have any cards left in your hand, you must give one to a player of your choosing, by selecting a card from your hand, flipping it face down and placing it under the counter token of the player you wish to give the card to. They will then pick it up and place it in their hand.

JINX: The JINX is a “dead” card. Once you have it, the only way to get rid of it is during a “swap” or if you activate a “dump” card.

No Card To Play
If you have no card in your hand that can be played, or you choose not to play a card from your hand, you must draw a card from the stack. If the card is playable, you may choose to play it. If not, your turn ends.

Card Point Values
- All cards - The total number of pips on each card (or the Rank of the card in the upper left corner).
- JINX - Plus or minus 20 points. For example, if an opponent plays a card to end the game and you happen to be holding the JINX, with at least one other card in your hand, the JINX will be scored as an additional 20 points. If the game ends and the JINX is the only card in your hand, 20 points is subtracted from your total score.

Additional Rules
Once the stack runs out, play continues until players can no longer play a card that creates a pairing that totals 7.

Scoring the Game
The game ends once a player plays their last card and all triggered events have completed, or if the stack runs out and players can no longer make a pairing that totals 7.

Players now show their cards and total them up. They each adjust their counter token to reflect their new total score.

The starting player gathers the cards and shuffles a new stack, revealing the beginning card of the path that will start a new round. The player next in line from the original starting player will now begin the next round by dealing 5 cards to everyone and playing their first card.

Path Cleanup
If the path becomes too long, either the dead cards can be gathered and placed to the side or the path can continue by forming a second path under the first.