

Game Rules

THE BOARDGAME
JACKAL
TREASURE ISLAND



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About the game

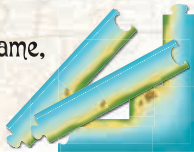
Jackal is a strategy board game with its own unique mechanics. Jackal's secret is in the tiles randomly laid every round so the game is different every time! There are no dice, so the result depends mostly on your own ability to think logically and strategically. All this makes Jackal a truly interesting game making you want to play it again and again! The game is developed for two, three, or four players. It is recommended for adults and children of six years and older. The duration of a game is about 60–120 minutes.

Game contents

Tiles — 117 square tiles with different pictures on one side and with the same back on the other side. These tiles will be placed together to form the playing field.



Frame — 8 pieces of frame, that are placed around the playing field.



Ships — 4 square tiles with the ship pictures.



Pirates — 3 pirates of each color: red, white, yellow, and black.



Local inhabitants — 3 characters (1 green, 1 blue, 1 brown) that can be found on the island.



Coins — 37 coins of equal value.



Objects — a treasure chest from a Spanish galleon and 10 message bottles.



Rules — the important book you are reading now.

Game Setup

Turn the tiles face down, shuffle them well and truly and lay them out to create a playing field. This is your Treasure Island. According to a reliable source of information, this will make an 11x11 square without corners. Each player chooses a color and takes the ship and pirates of that color. Place the ship tile in the middle of one of the sides (each player must start on a different side). Then place 3 pirates of the same color on each ship's tile.

For a 2-player game, you will need 4 ships; one player will operate two teams beginning on opposite sides of the island. In a 3-player game, one of the sides of the island will not have a ship on it; return the extra ship and pirates to the game box. A 4-player game can be played in teams (opposite players are allies) or simply everyone for themselves.

The player who can do the best impression of a pirate is the start player.



The object of the game

The object of this game is clear as day: you must find and bring onto your ship as many golden coins hidden on the island as you can. Whoever brings the most coins onto their ship wins.

Treasure hunting rules

Player Turns

Beginning with the start player, and then in clockwise order, players take turns. This process repeats until the end of the game. Each turn, you can perform one of the following actions:

- a) **Move your ship:** If your ship has at least one pirate aboard, you can move it along the coast by 1 space. A ship must remain on its side of the island and cannot turn round a corner (i.e. next to one of the 9 tiles on that side).
- b) **Disembark:** Move one of your pirates from your ship to the island tile adjacent to your ship. If the tile is face-down, flip it face up and resolve it according to the picture on it (see Tiles explanation, pages 15–25). When a tile is flipped over, the orientation can be important. Therefore, you should declare which way you are flipping it, and not rotate it afterwards.
- c) **Travel:** You can move one of your pirates from one island tile to another in any direction (including diagonally). If the tile you move to is face-down, flip it face up and resolve it as described above. You can also use this action to return to your ship if you are on any of the adjacent spaces (including diagonally adjacent). It is possible that the pirate can also board their ship when travelling based on the tiles they resolve (arrows, horses, the balloon, etc.).

Treasure hunting rules

d) **Swim:** Certain events in the game can cause a pirate to end up in the sea! If this happens, a pirate can swim around the island to try and return to a friendly ship. A pirate moves one space along the coast per turn and can swim around the corners of the island. If a swimming pirate ever meets an enemy ship, they are killed (see *Death of a Pirate!*). Also, if you move one of your swimming pirate moves onto a space with an enemy swimming pirate, the enemy is killed (see *Death of a Pirate*). A pirate cannot voluntarily jump into the sea from land and cannot move from the sea back to land, only to a friendly ship.



On your turn, you must perform an action; you cannot pass.

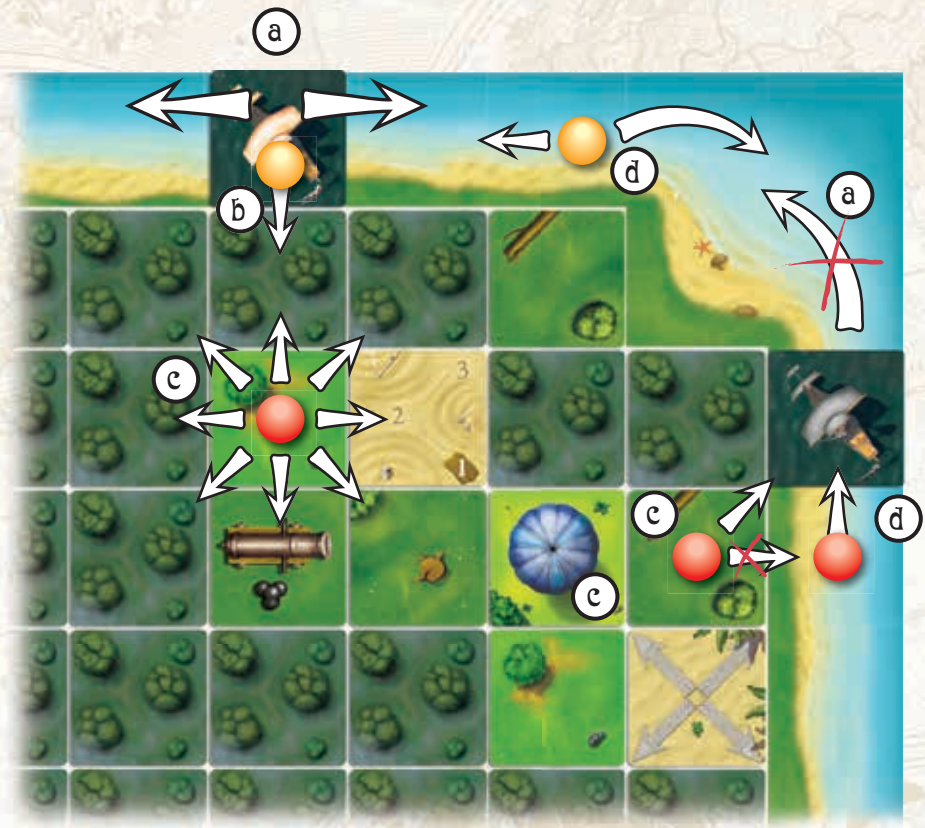


It is allowed to have more than one friendly pirate on the same tile. However, if a pirate moves onto a tile occupied by an enemy pirate, a fight takes place (see page 10).



If you are currently controlling one of the extra characters, you may choose to move them as an action instead of moving one of your pirates or your ship.

Treasure hunting rules



Treasure hunting rules

Getting gold

According to trusted information, there are 17 different treasures hidden on the island, including gold bullion! If you discover a treasure, place the indicated number of coins on it. However, do not get too excited! You need to carry the gold back to your ship.

Pirates do not actually pick up gold, but when a pirate moves from a tile with gold on it, they can choose to drag that gold with them.

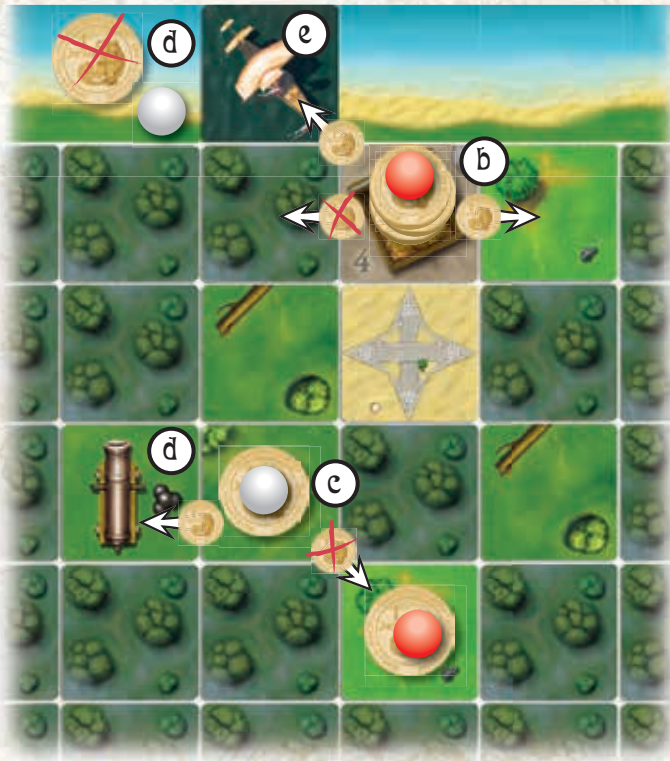
The following rules apply:

- a) Each pirate can carry only drag 1 coin at a time (they are heavy).
- b) When dragging a coin, you can only move to face-up tiles.
- c) You cannot attack an enemy (see below) while dragging a coin. However, if you are itching for a fight, you can choose to not drag that gold and move onto the tile with your enemy.
- d) A pirate cannot swim while dragging a coin. If a pirate enters water with a coin, the gold sinks and is removed from the game. The pirate stays on the surface.
- e) When a pirate moves back to a friendly ship while dragging a coin, that player (or team) counts it towards their score.



The same rules for dragging coins also apply to dragging the treasure from a Spanish galleon.

Treasure hunting rules



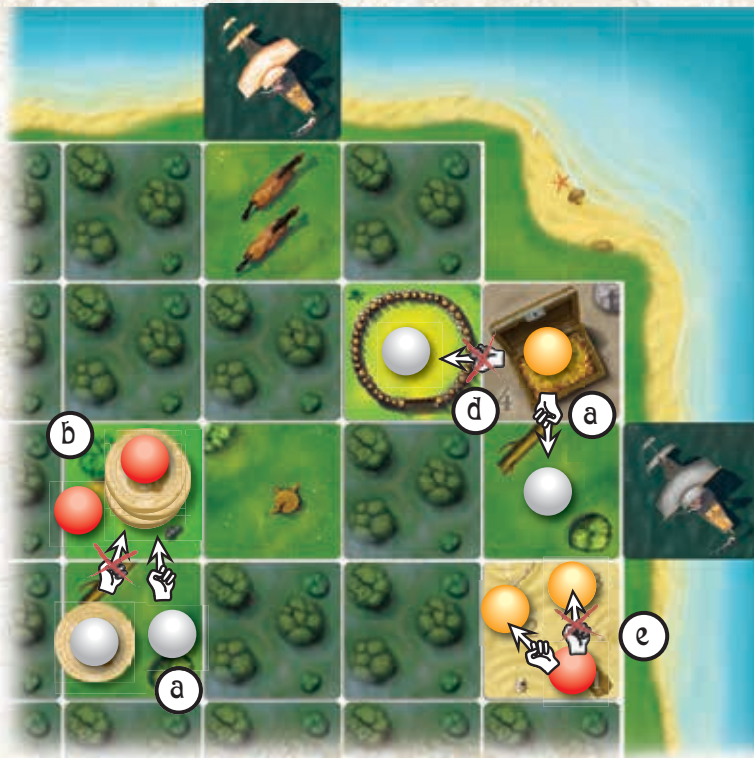
Treasure hunting rules

Fighting Enemies

Pirates are a friendly bunch, except when they are on different teams! When a pirate moves onto a tile with another pirate, it counts as an attack. Exception: Difficult terrain tiles are handled differently, see below.

- a) You can only attack an enemy when you are not dragging a coin.
- b) When you attack an enemy on an island tile, they flee back to their ship. Any coins on the tile remain there. If there were several enemies present, they all flee back to their ship(s).
- c) When you attack an enemy on a sea space, they are killed (see below).
- d) You cannot attack an enemy pirate if they are in a fortress (see page 18).
- e) If the enemy is on a tile with difficult terrain (jungle, desert, swamp, mountains) you can only attack if you are on the space one-step behind them. If they are on the I space, you can attack them by moving onto the tile, if they are on the II space, you can attack them if you are on the I space, and so on. Difficult terrain is explained more on page 16.

Treasure hunting rules



Treasure hunting rules

Death of a Pirate!

A pirate dies in any of the following delicate situations:

- a) When a pirate ends up on the same space as an enemy ship, either by moving onto it when travelling, or when the pirate is swimming and ends on the same space as an enemy ship.
- b) When the pirate is attacked by an enemy pirate in the sea.
- c) When a pirate meets the Ogre (see page 18).
- d) When a pirate ends up in a repeating cycle of moves. For example, when two arrows direct one at another.
- e) When a pirate dies, remove its figure from the board and place it to one side. A dead pirate can be revived in a special fortress (see page 18). Reviving a pirate takes up your action for the turn.

Treasure hunting rules



Treasure hunting rules

Winning

When every island tile has been revealed and all coins are removed from the island (either on board ships or sunk), the game ends. The player (or team) who has loaded the most gold aboard their ship win the game (the treasure from the galleon counts as 3 coins). In case of a tie, resolve the dispute using any pirate-related method of your choice.

Team Game

When playing with 4-players, you can choose to play the game as two teams (two against two). The pirates from the ships anchored on the opposite sides of the island cooperate and act together — black and white against red and yellow. Such associates can share a tile and use friendly ships for any purpose including stocking stolen gold. However, a pirate defeated in a fight always returns to their own ship.

The game still goes clockwise, so teams will take alternating turns. At the end of the game, you count the gold gained on both ships together.

Tiles explanation

Empty tiles



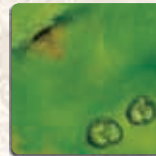
x5



x4



x5



x4



x3



x3



x3



x3



x3



x3



x3

Immediately move 1 space in the direction shown by one of the arrows (your choice if there is more than one). If you move onto a face-down tile, reveal and resolve it as normal. If the movement causes you to enter the sea, your pirate is now swimming!



x2

Make a L-shaped move (like a knight's move in chess). If the final tile that you move onto is face-down, flip it face up (do not flip any of the other tiles you moved over). See page 28 for details on a knight's move.

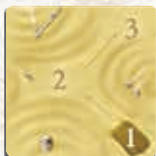
Tiles explanation

“Difficult Terrain tiles” — these tiles require several moves. When a pirate first moves onto this tile, place it on the number 1 space. Before it can move off the tile, it must spend a Travel action to move to the next numbered space. Only when it is on the highest numbered space may it choose to move away from the tile.



x5

Passing through this godforsaken jungle will take 2 moves.



x4

Desert... This heat drives you crazy! A pirate can cross the desert with 3 moves.



x2

This jellyfish-filled swamp can only be passed by jumping from one hummock to another. In other words, it takes 4 moves.



x1

These mountains require 5 moves to cross.



If you discard a message bottle, you can move your pirate to the last space on a difficult terrain tile. This causes an attack as usual if another player's pirate is on that space.

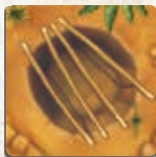
Tiles explanation



x6

Am I seeing things? Why is there ice on a tropical island?

This tile repeats your previous move. For example, if you came to this tile from the left — move to the right once more; if you made a knight's move — make another knight's move (it doesn't have to be in the same direction as the first); If you came to the tile according to the arrow direction — move in the same direction once again; if you came here by plane you can use it once more.



x3

The pirate falls into a trap and must wait for a friend to come to their rescue.

Lay the pirate down on the tile; you may not move it until you have moved another pirate to the tile. The second pirate does not fall down the trap, but rather helps the other pirate out of it; stand the other pirate back up.

You do not have to rescue the lost pirate immediately, your other pirates can continue to perform other actions.



When playing in teams, a pirate from a friendly team can also rescue you, his trapped friend.

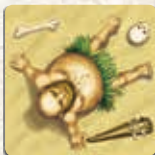


If an enemy pirate moves onto the tile, they fall down the trap, but they attack your pirate who is returned to your ship.



If you discard a message bottle, a pirate can climb out of a pit on their own; stand the pirate back up.

Tiles explanation



x1

What a foolish death for a pirate — to become a dinner for a tropical Ogre. The pirate is killed (see **Death to the pirate!**). If a pirate enters the Ogre's tile while carrying a coin, the Ogre eats the coin as well.

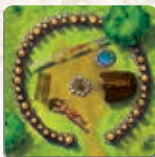


x2

Devil's luck! A fortress! While a pirate is on a fortress tile, no other pirate can attack them. However, a pirate carrying gold cannot enter the fortress.



A fortress can be occupied by more than one pirate from the same or friendly crew.

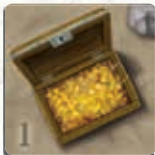


x1

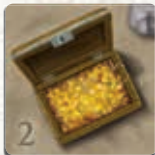
Fortune smiles upon you! You find a fortress with a cute native girl. This tile acts like a normal fortress (see above) with the added bonus that if you have a pirate here, you can revive your dead mates. This takes your action for the turn: Place the revived onto the fortress tile.



When playing in teams, you can revive only a pirate of your own color.



x5



x5



x3

Pieces of Eight! Place the indicated quantity of coins (Roman numeral) from the bank on top of the tile.



x2



x1

Tiles explanation



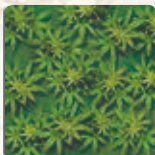
x1

What a godsend! Hidden treasure from a Spanish galleon that shipped gold to Europe! When this tile is revealed, place the treasure chest on the tile. This chest is dragged using the same rules as a coin, but is worth 3 coins.



x1

Wow, it's a old plane! We don't know how it got here, but it can take any pirate with all his goods to any tile immediately. Unfortunately, it only has enough fuel for one short journey. The first pirate who moves onto this tile may immediately use it to travel to any other already revealed tile. If not used immediately, the opportunity is lost.



x2

When you reveal this tile, your pirate accidentally starts a fire that burns the vegetation in the area. The smoke gets into the air and makes all pirates act strangely.

On the next players turn, they do not control the actions of their pirates. Instead, the player to their left is the one who chooses what to do. This continues for the next turn of each player (including the next turn of the player who revealed this tile). Then, the smoke from the fire clears and everything returns to normal.

Example: Seating order is Red, Black, White. On Red's turn, this tile is revealed. The next player's turn is Black, but it is the White player who chooses what to do. Then, it is White's turn, with Red choosing what to do. Then it is Red's turn, with Black choosing what to do. After that, Black takes their turn as normal.

Tiles explanation



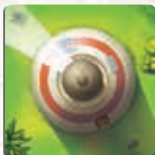
x2

A balloon will take you (and a coin or bullion if you have one) to your ship. When a pirate ends their movement on this tile, immediately move them back to their own ship (along with any coins / treasure they are carrying). In a team game, they must return to their own ship, not their teammate's ship.



x2

A pirate's desire to find out what is hidden in the depths of a cannon barrel is truly inexplicable. The cost of this curiosity is that the pirate is shot into the sea in the direction of the cannon barrel. Move the pirate all the way across the island to the sea space in the direction of the barrel. The pirate is now swimming (any coins they had sink and are lost). If the space they move to is a friendly ship, the pirate is home and delivers their treasure. If the space contains an enemy ship, the pirate is killed.



x1

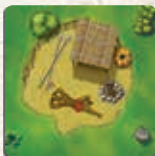
You have discovered an old lighthouse! After the long climb up the stairs, the pirate who found this building first may look out across the island. You may peek at any 4 face-down island tiles; look at them but do not show the other players. Then return them face-down to their original position. As the pirate descends the lighthouse, it collapses and may not be used again during the game.



x4

A very dangerous crocodile! If you encountered this tile after disembarking from a ship, you must return to the ship. Otherwise, return to the tile you just left. If that tile has an arrow on it that sends you back to the crocodile, the pirate is killed!

Tiles explanation



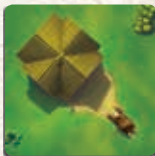
x1

You encounter a young native named Friday who can help you out. When you first reveal the tile, place the brown character marker there; Friday agrees to help you and from now on, you control him and can move him using the same rules as for moving one of your other pirates. He can explore tiles, drag coins, etc. From now on, treat this tile as an empty space.

Friday has some special rules:

- Friday is harmless; he cannot attack anyone.
- If he is attacked, he surrenders to the attacking pirate and is now controlled by the attacking player.
- If he finds or is passed a message bottle, he reads the message and then is immediately removed from the game. Nobody knows why. If he finds more than one bottle, you get to keep the rest.
- If Friday meets the missionary, they will disappear off together, remove both characters from the game.
- He is not afraid of the Ogre, and does not fall into traps; he can ignore the effects of these tiles.
- He passes through difficult terrain more easily. When he moves onto a difficult terrain tile, place him on the I space on the tile. He can move away from the tile without having to progress through the numbered spaces.

Tiles explanation



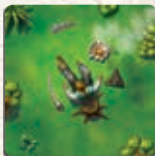
x1

Somewhere on the island lives a missionary. He converts pirates and teaches them to be good, taking away their sabres and pistols in the process. When encountered, place the blue character marker on the tile; the missionary is now controlled by the player who found him and he can be moved just like a pirate. From now on, treat this tile as an empty space.

The missionary has the following special rules:

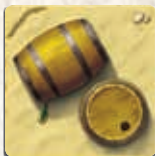
- The missionary cannot attack an enemy, nor can he be attacked.
- A pirate on the same same tile as the missionary cannot be attacked and cannot attack himself.
- The missionary cannot drag coins.
- The missionary cannot stand on the same tile as an enemy.
- If the missionary meets Friday, they will disappear off together, remove both characters from the game.
- If the missionary finds or is passed a message bottle, he will take out a cutlass and become an ordinary pirate; he can attack, be attacked, and drag coins. Whatever he read in the message must have been important. If he finds more than one bottle, you get to keep the rest.

Tiles explanation



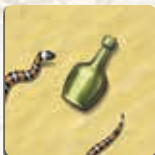
x1

Good old Ben Gunn will join the first team he meets with utmost pleasure. He managed to keep his sabre sharp and the gunpowder dry. When you reveal this tile, place the green character marker on the tile. You now control this marker as if it was another pirate. After that, the tile is just an empty space.



x4

This pirate is very lucky — he found an empty barrel. Pirates like barrels, even empty ones. Lay the pirate down, they may not move next turn as they are too busy playing in the barrel; you must move one of your other pirates instead. At the end of your next turn, stand the pirate back up again.



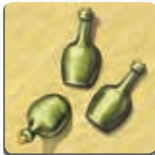
x3

You have found some bottles with messages inside. Reading a message motivates a pirate so much, that they become stronger and are able to climb out of pit traps and cross difficult terrain easily. When you find one of these tiles, take the depicted number of message bottles from the supply and place them in front of you. Message bottles can be used at any time on your turn by any member of your team; to use one, discard the message bottle back to the supply.



x2

Message bottles can be used on the inhabitants of the Island. If you have a pirate on a tile next to Friday or the missionary, you can pass them a bottle (discard it back to the supply); their lives change at once (see the rules for Friday and the Missionary for full details on this.)



x1



x4

You have found the entrance or exit to a cave! Pirates like to wander inside caves and unfortunately have the habit of getting lost. The first of these tiles discovered in the game is the entrance and any pirate moving onto the tile becomes lost (lay the pirate down to indicate this). If a pirate from a different team also enters the first-discovered cave tile, they attack the pirate who was previously lost as normal, but then the new pirate gets lost. A lost pirate may not move again until the exit of the cave is found — by another pirate (of the same or a different team) discovering a second cave tile — the exit. At this point, the pirates call to each other so they can find their way out. The pirate who was lost is placed on the exit, and the pirate who just found the exit is placed on the entrance.

For example, the first cave tile is discovered by a red pirate. Lay the pirate down to show they are lost in the caves. Later, a blue pirate also enters the cave, they attack the red pirate who is returned to their ship, and then the blue pirate becomes lost (lay them down). Later still, a white pirate discovers another cave tile. Now, move the white pirate to the first-discovered cave tile, and move the blue pirate to the exit tile (the one just discovered by the white pirate).

After the entrance and exit of the cave has been found, it is possible to move from the entrance to the exit or vice versa; when you move onto a cave, you must immediately move your pirate to the other cave. However, a pirate standing on one cave means the way through is blocked; an enemy can move onto the other tile, but not pass through the caves until the first pirate has moved. Take into account that the pirate 'guarding' must have previously passed through the caves to take up this defensive position.

Tiles explanation



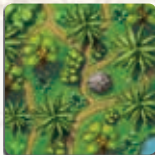
x1

Earthquake! When you turn over this tile, an earthquake begins to shake the island! You must immediately swap the positions of any two tiles. The tiles you choose must not have a pirate on them or any coins.



x1

On this tile, there is a small, but annoying problem. A pirate can stumble over a protruding root, accidentally singe his beard, or realise that they are lost. Any pirate entering this tile must shout out angrily a pirate phrase like a real sea dog. See page 29 for examples on things a pirate might say.



x3

Jungle. To walk in these parts without a machete is a big mistake. The brush is so thick here that it is possible to miss another pirate who is passing by at arm's length. It is prohibited to attack in the jungle and it is impossible to enter into the jungle while carrying a coin. However, pirates from different teams can be here at the same time.

Question-answer

FAQ

- **What happens if all my pirates are dead?**

Sorry, but you are out of the game. Try harder next time you old salty dog!

- **Two of my pirates are dead and the last one is stuck in the trap. What should I do?**

It's high-time to panic! Now the only person who can save your last pirate is an enemy pirate. Doing so he'll beat your pirate at the same time. Seriously, try not to get into such situations. If two of your pirates are dead, be careful about exploring new tiles!

- **Can I attack an enemy who is one space behind me on a difficult terrain tile? I.e. I'm on the Space 3 of the mountains and my enemy is on space 2.**

No, you can't. You can only attack an enemy who is on the space numbered 1 higher.

- **I have three pirate and Missionary. One pirate died. Can I revive him?**

Yes, you can. Because the Missionary — is not a pirate.

- **Can I give Friday a message bottle when he is on the ship?**

Yes, from the neighbouring tile.

Question-answer

- **What if Friday or the missionary finds one or more bottles?**

If Friday finds any bottles, one bottle will disappear and Friday is removed from the board.

If the missionary finds a bottle, one bottle will disappear and the missionary becomes a pirate.

- **My pirate drags a coin through the ice tile right to an enemy occupied fortress. What happens?**

Your pirate is killed. The coin is returned to the original tile the pirate was on. This also applies to any move the pirate makes which is an impossible move.

- **Can I leave the coin on ice, arrows, balloon and such other tiles?**

No. When you move onto one of these tiles, you immediately resolve it, taking the coin with you.

- **Can a pirate voluntarily jump into the sea to drown a coin they are dragging?**

You cannot move into a sea space from the coast, however, if you move onto another tile (such as an arrow or a cannon) which then moves you to the sea, that is allowed.

- **The Missionary stands in the fortress. Can I give him a bottle, passing it over the fence?**

The same situation as in the jungle... Yes you can.

Question-answer

- **Can the Missionary, Ben Gunn, or Friday revive a pirate from the dead when he is with the native girl?**

No.

- **How exactly should I perform a “knight’s move” if I get to the proper tile? Which direction can I choose?**

You can move in any direction turning left or right just like in chess.



- **Friday takes a rest with the Ogre. The enemy pirate passes by and tries to attack Friday. Does he have time to convert Friday to his crew before the Ogre eats him?**

No, he has no time.

Extras

During the game the following words
and expressions will be appropriate:

Ye'll scrub the deck all yar life!

What a bunch of landlubbers!

Shiver me timbers!

See ye to Davy Jones!

All of the sharks up your throat!

A scalded cat up your heel!

Slimy bilge rat, son of a cuttlefish!

Earthworm!

Arghhhhhhhhhhh!

I'll shake out another reef and daddie 'em again!

The pluck of a weevil in a biscuit!

Deck scallywag!

Son of a biscuit eater!

Yo-ho-ho.

Take all you can and give back nothing!

Fore topgallant rigging up me left ear!

Grapnel and castor oil!

Bowsprit up yar compass!

Plastres!!!

Yo-ho-ho. left rudder!

Historical reference

Piracy

Piracy is the act of attacking and robbing ships at sea. Tough conditions and little payment in the naval service drove sailors to piracy as it gave them a chance to get rich.

Any pirate caught would face punishment, so they would only surrender to the authorities when in danger or having built up capital. Sooner or later, the pirate would return to their old ways.

Life as a pirate

The captains, who were both powerful and cruel, lead pirate crews with an iron fist, since an absence of discipline on a ship can cause lots of trouble. A pirate lives and dies according to the Pirate Code which they must swear to, hand on blade.

Treasure Island

This is a legendary tropical island in the Caribbean Sea. People say that bloody Captain Jackal, known for his cruelty and tricks, buried his innumerable treasures here on this deserted island in the Caribbean Sea. Then he tore the treasure map into pieces and handed them out to his crew members.

This is just a legend of course, because no one that ever landed on the island came back alive. You can try it yourself if you don't believe me.

Historical reference

Filibusters

Filibusters are sea raiders, mainly acting against Spanish ships in the Caribbean Sea and near the coasts of Central and South America. Moreover, they launch mighty shore raids while other pirates prefer sea robbery. Filibusters act at their own risk and take any possible catch. Most of them are French, English, Portuguese, and Dutch. The Caribbean Sea pirates form special communities on land, named “coast brotherhoods”.

Conquistadors

Conquistadors are Spanish soldiers and adventurers — in other words, pirates. Every conquistador thirsts for gold. Their only desire is to conquer new lands and find treasure. The main advantage of a conquistador is his firearms.





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