



F.A.Q.

GENERAL:

The throwing of the « Jack »:

As long as a player catches the Jack (the one that is thrown up), he/she can continue to play even if he/she didn't successfully perform the required action.

In case of deuce at the end of the game:

An ultimate duel, « Naik », involves only the players that have the same final score. No replay is allowed.

The use of replays for the solo tricks:

The use of a replay means that the player has to do the trick again from scratch.

Example: Player A plays the trick Maradono level 3.

He/she succeeds the first time. He/she starts again but fails at the second time. He/she decides to make use of a replay. He/she has to succeed the trick 3 times in a row to get the victory points.

The use of replays for the duel tricks:

For the duels played simultaneously (Bagi, Kat) where the duel's score doesn't satisfy a player, he/she can then make use of a replay leading the two players to replay the duel again.

For duels played consecutively (Bola-Bola, Manu, Naik), a player can opt for a replay but only after his/her turn and not after the other player's turn.

Example: Players A and B are doing a battle on Naik.

A plays and fails at the first time. Either A chooses a replay hoping to succeed or lets B play. If B succeeds the first time then B wins the battle and A can't ask for a replay. If B fails, it's deuce and they start the duel again.

Deuce during duels:

In the event there are 3 deuce, the duel is lost for both players. The 2 cards are discarded and no one gains victory point.

If more than 2 cards are played on the same trick:

If more than two players choose the same trick, only the first two players will go for a duel. The others will play the figure chosen alone.

ABOUT THE TRICKS:

- **SOLO TRICKS :**

Ariac: Repeat the trick the number of times corresponding to the value of the tribe card played, one after each other.

Maradono: The player must pass the jack in the goal with ONE attempt. He/she has to throw the Jack in the air, flick the jack on the table towards the goal and catch the flying Jack back in the hand. If the flicked jack did not go through the goal, the trick is failed.

Nampan: The player has to grab at least the number of jacks defined by the tribe card played.

Numa: The player has to grab at least the number of jacks defined by the tribe card played.

Polopo: The player has to do the trick with the palm of the hand facing down.

- **DUELS:**

Naik: The 1st player is defined by the one whose tribe card is the closest to the Naik card. He/she starts and must pick 1 jack and of course catch the Jack back. If he/she fails, the opponent must then succeed at least once in order to win; if not, it is a deuce with a 0-0 score and both players need to start over.

- **CHALLENGES:**

BadabOss: On the first round, the first player is the one that has the Big Chief card. When a player brings down the tower of jacks, the next first player is the one following the player that has just lost.

Kiri KanOss: On the first round, each player puts a jack on the hand of his/her choice. For the following turns, the jack always starts from the hand it is in.