



JACK LABRADOR SPELL MY NAME

OBJECT OF SPELL MY NAME

The object of the game is to beat opponents in bouts of "One Time" JACK LABRADOR to win cards and collect a set of five that spell **J-A-C-K LABRADOR**.

THE DECK

There are 32 playing cards plus the JACK LABRADOR infographic card.

25 regular playing cards with letters, symbols, and numbers



5 Cards of Purity

Collecting all five creates the "Hand of Oneness"



2 Pretty Cards

With special powers

1 Infographic Card

Card



Steal or
Extra turn



Wild card



Tracks the
Challenger

REQUIRED KNOWLEDGE

JACK LABRADOR is a variation of Rock, Paper, Scissors, that adds two new symbols:



JACK



LABRADOR

- JACK beats Rock, Paper, Scissors.
- LABRADOR loses to Rock, Paper, Scissors.
- LABRADOR beats JACK.

Complete tutorial on playing JACK LABRADOR is in appendix on last page of rules.

PLAYING THE GAME

THE DEAL

- Players pick a dealer and the turn to deal alternates if there are two players, and rotates clockwise if there are more than two.
- The dealer shuffles the cards and places the deck in the middle of the table face down. This is the draw pile.
- The dealer then turns over the top card and places it face up next to the draw pile to create the discard pile.

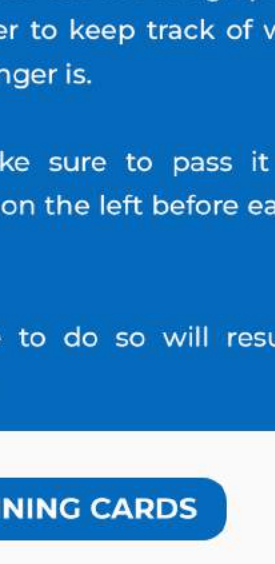
It is important to note that there must be at least one card face up in the discard pile at all times.

Turn over the top card of the draw pile during play when needed to create a new discard pile.

- If the draw pile runs out of cards, the dealer shuffles all the cards in the discard pile, and creates new draw and discard piles.

STARTING THE GAME

- The dealer takes the One Time Infographic card, places it in front of them, and is now the first Challenger.



TRACKING THE CHALLENGER

- In this fast paced game, it is critical to use the Infographic Card in order to keep track of who the Challenger is.

- Make sure to pass it to the player on the left before each new turn.

Failure to do so will result in a mess.

WINNING CARDS

Each turn a Challenger will select any opponent of choice and play “One Time” JACK LABRADOR.

The winner of each challenge wins a card from the draw or discard pile.

There are two possible outcomes:

1. If the Challenger beats their opponent

The Challenger takes the top card from either the draw or discard pile and puts it in their hand.

The Challenger continues their turn by again selecting and playing any opponent of choice.

Every time the Challenger wins a challenge, they draw a card and their turn continues.

2. If the Challenger loses to their opponent

The Opponent takes the top card from either the draw or discard pile and puts it in their hand.

The Challenger’s turn is over.

Do not reveal your cards to opponents during play.

Pass the Infographic card to the player on the left, who now becomes the new Challenger and play continues.

WINNING A HAND

- A player wins a hand when their cards spell J-A-C-K LABRADOR.
- They may use any combination of Regular Cards, Cards of Purity, or the Bolt Card to do so.
- The hand is then over and the deal rotates to a new player.

HAND OF ONENESS

- If a player spells J-A-C-K LABRADOR using only the Cards of Purity, they have created the Hand of Oneness.

This hand automatically wins the game. Congratulations on this rare feat of greatness!

COLLECTING A FIFTH CARD

- The maximum number of cards a player may hold in their hand is four.

- Once a player has four cards in their hand and they draw or steal a fifth card, there are two possible outcomes:

1. They spell J-A-C-K LABRADOR to complete the set and win the hand. They then declare out loud:

“I am JACK LABRADOR”

2. They don’t spell J-A-C-K LABRADOR to complete the set and win the hand.

They must now discard one of their five cards and play continues.

Players may not discard until they have a fifth card in their hand.

NIFTY BISON CARD

Nifty Bison



The Nifty Bison Card has two Special Powers:

1. Steal card
2. Extra turn card

■ A Challenger may choose only one of them during play.

The Nifty Bison card can only be played one time per hand. Once it is played, it is removed from the deck until the next hand is dealt.

STEAL

■ With the Nifty Bison card, a Challenger can choose to steal one card from an opponent:

1. At the beginning of their turn
2. During their turn
3. After losing a challenge but before the next player starts their turn as the Challenger

■ To play it, the Challenger says out loud "The Nifty Bison Rides" and throws the card face up onto the center of the table.

■ The Challenger then selects a card from any opponent's hand and puts it into their own hand.

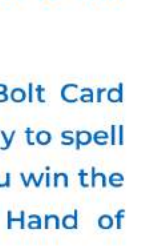
EXTRA TURN

■ With the Nifty Bison card, a Challenger can extend their turn AFTER they have lost a challenge.

■ To play it, the Challenger says out loud "The Nifty Bison Rides" and throws the card face up onto the center of the table.

■ The Challenger again selects an opponent of choice and their turn continues until they lose a challenge.

THE BOLT CARD



■ The Bolt Card has one Special Power. It is a wild card.

■ It can be used as a J, A, C, K, or LABRADOR to win the hand.

■ If you combine a Bolt Card with four Cards of Purity to spell J-A-C-K LABRADOR, you win the hand but it is not a Hand of Oneness.

■ The Bolt card cannot be used as a Nifty Bison.

INFOGRAPHIC CARD REMINDER

Please use the Infographic Card.

Pass it to player on the left after each turn to keep track of who the Challenger is.

Failure to do so will result in a mess.

WINNING THE GAME

PLAYER AGREEMENT

Before the game begins, players must agree on one of the following two ways to win the game.

OPTION 1

■ The first player to spell J-A-C-K LABRADOR three times, OR

■ Complete the Hand of Oneness.

OPTION 2

■ The first player to score 100 points or more, OR

■ Complete the Hand of Oneness.

A Hand of Oneness is an automatic game winner and no scoring is needed.

How to score 100 point games

When a player wins the hand by successfully spelling J-A-C-K LABRADOR they score:

■ 10 bonus points for winning the hand

■ All the points shown on their cards

■ All the points shown on their opponents' cards.

The winner of the hand adds that total to their cumulative score.

APPENDIX

"ONE TIME" JACK LABRADOR

Two opponents playing JACK LABRADOR until there is a single winner

1. Symbols are thrown on the third downward motion of the arm:



1



2



throw

2. As you already know...

Rock beats Scissors
Scissors beats Paper
Paper beats Rock

3. Here's what's new...

JACK beats Rock
JACK beats Paper
JACK beats Scissors

LABRADOR loses to Rock
LABRADOR loses to Paper
LABRADOR loses to Scissors

4. And finally...

LABRADOR beats JACK!

5. If a player miss throws a symbol that is:

-incomplete,
-unrecognizable, OR
-changes after thrown,

that player automatically loses that throw.

It is highly recommended they get training at LabraDojo.com