



Translated by: Rachida En Nasiry Bachouti

## Game rules

### Reglas del juego.

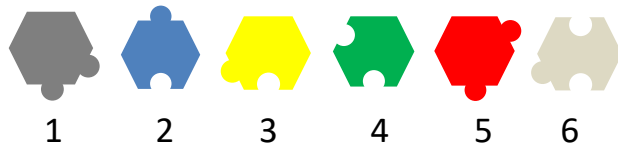
- Jeexa is a family game that can be played with children, grand-parents, friends.... There's no limit of players, but if there are more than 4, it's advisable to combine the pieces of 2 sets of the game or more.
- Jeexa uses pieces that are assembled like a puzzle. Luck (rolling the dice) and skill placing the pieces that determine the winner.

The player who gets the most points after the six hands that make up the game, wins.

### Elements that make up the game:

- Pieces of different shapes and colours ( 10 pieces of each). Each piece is identified by a number on the die and this is its value.
- A six-sided die, which determines the piece the player has to take.

Pieces:

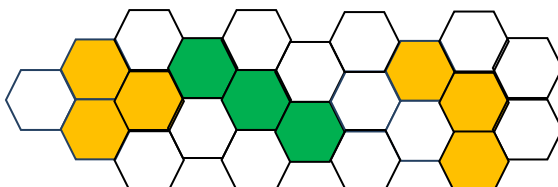


### How to play?

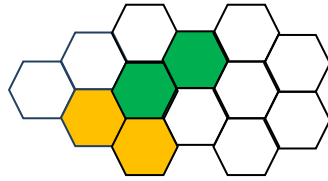
All the pieces are placed on the table and after having decided who starts, and following the clockwise direction, it will be the roll of the dice of each player, which determines the piece that he has to take, so that players, individually (each one with his pieces), manage to do what is asked for the "hand" in which they are.

In Jeexa, each game is made up of 6 hands; the hand is over when a player completes a pair, trio, etc. what is determined for that hand.

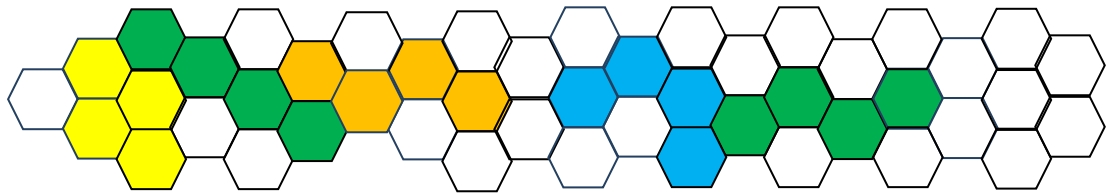
In the **first** hand you must manage to form a **trio**, that is to say **3** pieces of the same colour, joined by one of their sides. (see example below)



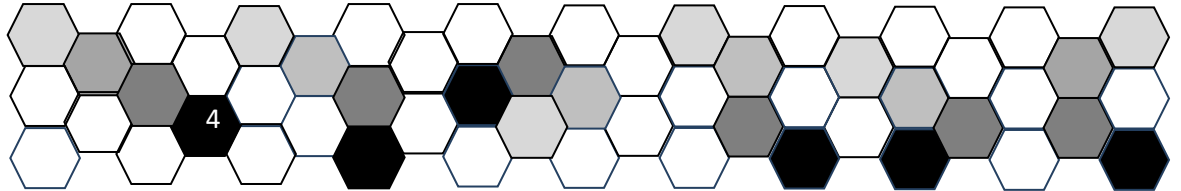
In the **second** hand you must manage to form a **pair**, that is to say **2** pieces of the same colour, joined by one of their sides. (see example below)



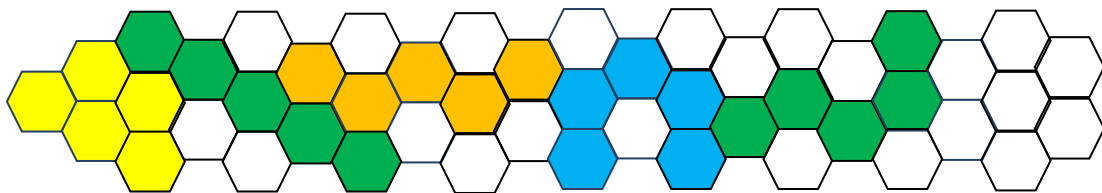
In the **third** hand a quartet must be formed, that is to say **4** equal pieces joined by one of their sides.



In the **fourth** hand a staircase must be made, that is to say **four** pieces of consecutive values joined by one of its sides (1,2,3,4, or 2,3,4,5, or 3,4,5,6), somehow it must be possible to follow the path without interrupting the sequence.



In the **fifth** hand a quintet must be formed, that is to say **5** equal pieces joined by one of their sides



In the **sixth** hand you must get **4** pieces of the same colour joined on one side, and also have a **trio** (three equal pieces joined)

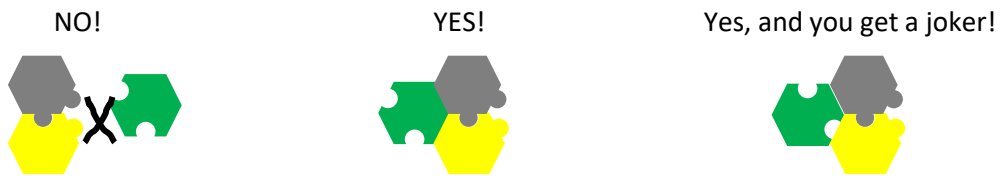
**But it's not that easy!**

**Rules for placing the pieces:**

- the dice determines the piece that the player must take and place on each turn. The rule for placing them is: you must do so by fitting the piece with an inlet or an outlet (example 1). If this is not possible, and only if it is not possible, then you can place it as you see fit. Once the player has placed a piece, he CAN NOT change its place or position

**Example 1:**

The player has placed a piece 1 and another 3. If he comes out with a 4, he cannot link it to the incoming and outgoing pieces he has, so he can place it in the position that suits him best.



**Rule to get a joker:**

- When a player manages to leave a gap between two pieces (see **example 2**), he gets a joker, which means that he can steal from any player the piece that suits him best, as long as the piece he is going to steal is at one end and when he takes it he does not leave any loose piece.
- The extra piece obtained with the joker will be placed as his own in the same turn that he has obtained it.
- It is possible that when you place the piece you manage to leave two holes (see **example 3**), in that case you get two jokers, so you can steal two pieces from the players.
- If, when you take the partner's piece and place it, you get another joker, you can steal a piece from a partner again, and so on, as long as you get jokers, or win the hand.
- Two opposing gaps are considered as one joker, not two, (see **example 4**)

**Example 2:**

In both figures the player gets 1 joker.



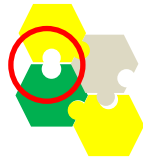
**Example 3:**

In the figure below, the player gets two jokers when placing the piece.



**Example 4:**

In this case, although there are two opposing spaces, the player only gets one joker.



**When you run out of pieces to pick up:**

- If a player cannot pick up a piece indicated by the dice because none of that piece is left on the pile, the player loses his turn and the next player rolls the dice.
- If a hand runs out of pieces on the pile without a winner, each player's points are scored without any bonus of 20 points.

**Counting of points:**

- The player who wins the hand, adds up the points of the pieces with which he has done what the hand determines him, plus a bonus for winning of 20 points. The rest of the players score only the points of the linked pieces (without bonus).
- The points are scored in a table like the one shown at the end

**The game begins:**

- All the game pieces are placed on a pile in the middle between the players.
- With the dice, the player who starts the game is determined and from there, the order of turns is clockwise. The player who wins a hand will be the first one in the following hand. At the end of the hand, all the players' pieces return to the pile.
- Orderly, the players roll the dice and take the corresponding piece from the pile. The player must place the indicated piece on each roll, remember; he **CANNOT** change the position of the piece after it has been placed.
- The sum of the points obtained in the six hands will determine the winner of the game

Players	Scores per hand					
	1st	2nd	3rd	4th	5th	6th