

Ja Hoor

Wir Spielen? Ja Hoor!

Ja Hoor is a tabletop, turn-based strategy game for 2-6 players that anyone aged 6 or older can play. It remains both fun and challenging for everyone--kids and adults alike.

There are many different modes in the game. All can be played as a very simple game for a party atmosphere or a challenging game for a group of friends or even experienced and professional players.

Players make moves with cards and other players beat them with cards of different rank and value. One who first gets rid of all cards - wins. There must be no cards in the draw pile to win. When all cards from a hand are gone and there are no cards in the draw pile a player wins. The last one with the cards in a hand loses.

1

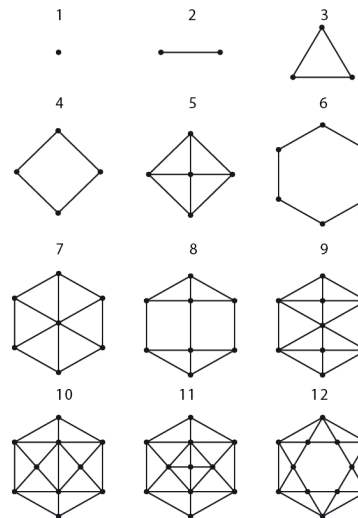
Ja Hoor Deck

It is a deck of 72 cards. Each card is unique, no repeating cards. All cards have an ordinal number and go from 1st to 72nd. If you put them in a proper order they will form a rainbow or a spectrum at your hands.

12	Pink	
11	Purple	
10	Dark Blue	
9	Blue	
8	Light Blue	
7	Green	
6	Light Green	
5	Yellow	
4	Orange-Yellow	
3	Orange	
2	Red-Orange	
1	Red	

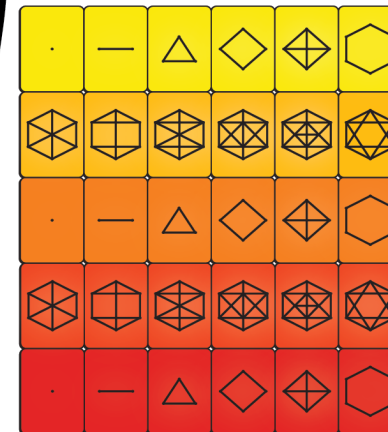
2

And 12 shapes that are made of connected dots. Each shape represent the number of dots.



3

Each color has six shapes in it. E.g. there are shapes from 1 to 6 in red and shapes from 7 to 12 in red-orange.



Red cards are the lowest, while pink are the highest. Higher the color - higher the card. Within one color cards are ranked with symbols. Dot is 1 - it is the lowest symbol. Hexagonal star in a hexagon is 12 - it is the highest symbol. Thus, the red rhombus is higher than the red dot, but lower than the yellow or the blue dot.

4

How to Play?

After shuffling the deck, deal 6 cards to each player.



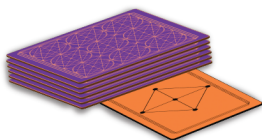
TIP

Have beginners lay their cards face-up and play openly to learn the rules.

Make a Draw Pile and put the top card perpendicular under it so you can see it from beneath. The last card is always a trump card - it signifies a trump color for the game.

TRUMP RULE

Cards with a 12th shape (hexagonal star in the hexagon) cannot be trumps. If you have this card as a trump card, change it.



5

Who goes first?

In order to determine who goes first, players check if they have trump cards in their hand. One who has the lowest trump card goes first. If no one has a trump card, then the trump card can be changed to a different one with a different color. Another option is to collect all cards from players, shuffle the deck and deal cards to players one more time. Then repeat and figure out who has the lowest trump card.

How to make a move?

Moves always go clockwise. Thus, a player makes a move towards another player on the left. In order to make the first move a player takes from 1 to 5 cards and puts them on a table. Second and all other moves have no restrictions in the number of cards. It is possible to match cards by color or by shape and put all of them on a table at once. Another player must beat that move. When the cards are on the table this is a move towards a beating player.

6

Beating vs taking a move

In order to beat a move a player must lay higher cards than those already on the table. A card used to beat one on the table is put on the card which it is beating. In order to beat a move a player must cover all cards on the table. Put higher cards from a hand on cards on the table. Higher the color - higher the card. The trump color becomes the highest for one game. First beating is limited to five cards. That is why the first move is limited to 5 cards as well. When cards are beaten they must be laid face down into the discard pile. If a player can't beat a move then the player must take all cards from the table into a hand - opponent's cards and those used to beat.

Throwing cards in

A moving player can add more cards when a beating player starts to beat the cards on the table. It is a throw-in. When new cards appear a moving player can match some of the hand cards with these new by color or by shape. If a player has a card with the same color or shape as those on the table it is possible to throw these cards in - lay them next to cards in game. It is not necessary to do so. Only that player who made a move can throw in. And only starting from the second move.

7

Drawing cards from the draw pile

After each move players draw cards until they have 6 in their hand. If a player has more than 6 in a hand, then there is no need to take more cards from the draw pile. The player who made a move takes cards first after a move is beaten or taken. The player who was beating or taking a move always takes cards last.

Playing

Players make moves and beat them or take them one after another. Always clockwise. After each move players take cards from the draw pile and put beaten cards into the discard pile. When one player has managed to get rid of all cards and there are no more cards in the draw pile - that player wins. Other players play until there is one with the cards - this player loses.

8

Too easy?

12 challenging extra rules

Add extra rules to change the mode of the game.

#1 Ja Hoor Rule!

Before each move a moving player asks if an opponent is going to beat the next move. A beating player must say "Ja Hoor" or "Not sure". If a player says "Ja hoor" then in case the move is beaten this player can put cards from a hand into a discard pile. If a player says "Ja Hoor", but fails to beat a move then two extra cards must be taken from a draw pile. If a player says "Not sure" then no extra cards must be drawn or taken.

#2 Fast Mode

Extract some cards from the deck to make it faster and easier for a smaller number of players. Extract 6 cards for each missing player if less than 6 players. Take away semitone cards: red-orange, orange-yellow, light-green, violet. Extract pink. Less players play with less cards.

9

#3 Gimme More

Add some extra throw-ins available for more players and the beating will become more complicated. When the move is done and cards are on the table all players can throw-in and not only those who made a move.

#4 Transition

If a beating player has any card with a similar color as one on the table it is possible to put that card on the table and transfer cards to the next player. Thus, a move transits towards the next player.

#5 Heavy Load

When this rule is applied a beating player can collect cards of the same color or same shape and use them as one to beat a card on the table. This way a player can get rid of more cards when beating while in the original version only one card is used to beat one on the table.

10

#6 No Trumps

Play the game without a trump card. The first player is the one who has the lowest card when the game starts.

#7 Trump Switch

Another card is placed face down under the visible trump. When one of the players draws the visible trump card, the hidden card is revealed and determines the trump suit for the rest of the game. It may then be drawn as normal.

#8 High Way

At the beginning of the game the whole deck is distributed to the players. The last card is a trump.

11

#9 Poker Face

Players can change any two cards in their hand for two random cards from the draw pile before their turn. Each player can do this only 3 times in the game.

#10 One over all

Players can change any two cards in their hand for two random cards from the draw pile before their turn. Each player can do this only 3 times in the game.

#11 Challenge the time

Set the time for the whole game. For example, not more than 5 or ten minutes for a game. If the time is up then one who has less cards at hand. Set the time for a player to make a move or to beat a move. For example, 10 seconds to make a move, 15 seconds to beat a move. If a player doesn't manage, then the turn goes to another player. If a player doesn't manage to beat then all cards on the table must be collected into a hand.

12

#12 More is Better

Apply all rules that you like at once.

More rules you apply - more challenging is the game.

TIP

Make your own rules and apply them to the game. Don't forget to share them with other players.

13

Playing Strategies

- Do not throw away high cards in the beginning of the game. Keep them till there are less cards in the draw pile.
- Use all available cards for each move. Throw away high cards and make your opponent take your moves. Try to make your opponent take more cards.
- Make moves with planned throw-ins. Put some cards on the table, then add more from your hand that match with those on the table by color or by shape. Remember, you can add cards to your cards as well as to opponents. Any card on the table gives you the right to throw in cards with the same color or shape.
- Keep the game pace fast. This way the game becomes more dynamic and challenging. Especially with time constraints.
- Keep the game pace slow. This way the game is more relaxed and is better for communication and meeting new people.

14

15

16