



RULES

A party game
by Erwan and Yann Morin,
illustrated by Vidu.



These rules are an initial translation from French and are not final.

Our partner for the United States and Canada will soon provide a revised English version of these rules

TIKI EDITIONS www.tikieditions.com @tikieditions
© TIKI Editions 2024.
Publié par TIKI Editions SAS, 10 rue de Penthievre, 75008 Paris, France.

Components:

♦ 90 Jackpot cards.

Front ▶ the Reel showing the 2 possible symbols.
Back ▶ the resulting Symbol.



♦ 20 Starting cards.

12 x 1 point and 8 x 2 points, identifiable by triangles on the long sides and unframed symbols.



♦ 4 Mega Jackpot tiles (1 Genie tile and 3 Monkey tiles).



♦ The lid and the bottom of the box are used as Money Trays.



♦ 1 Rulebook.

Setup.



Before starting, decide if you want to include the **Mega Jackpot tiles** to add an extra level of risk. If you do, the corresponding rules are in purple.



A



Reel Piles:



♦ Prepare the Money Trays:

Place the box lids within reach of all players. These are the **Money Trays**.

♦ Prepare the Slot Machine:

Shuffle the 90 Jackpot cards. Divide them into **3 roughly equal piles** and place them in the center of the table with the **Reel sides facing up**. Then, flip over **3 cards** from each pile, with the **Symbol sides facing up**.

♦ Prepare the Mega Jackpot:

Shuffle the Mega Jackpot tiles and place them face down on either side of the Slot Machine.

B Each player takes **5 Starting cards** (3 x 1pt and 2 x 2pts) and places them in front of them, sorted by value.



♦ **Important** ♦ During the game, always **stack your cards** in front of you **by value**.

You start with a **1-point pile** and a **2-point pile** .

But during the game, you can accumulate **3-point** , **5-point** , and **7-point cards** , which you will place in their respective piles.



Game Play.

Players take turns clockwise until one of the 3 Reel piles is depleted.

Try to get **3 identical symbols** (Jackpot) during your spins to score points.

On your turn, flip 1 or 2 cards (mandatory and free action).

1 card ▶ Take the top card from the Reel pile of your choice, **place it on one of the 3 discard** piles, **then flip it over**, Symbol side up.

OR

2 cards ▶ **Simultaneously** take 2 cards from the top of the Reel piles of your choice and flip them **simultaneously** onto two separate discard piles.

Reel Piles ▶

Symbol Discards ▶



Outcome



3 identical symbols:



(Example of Jackpot 3 x 2 points)



Cash out:
Retrieve the 3 cards of the winning combination. Place them in front of you in the pile of the appropriate value (1, 2, 3, 5, or 7 points). Then, the turn passes to the next player.

OR

Attempt the Mega Jackpot:

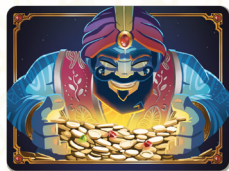
Instead of collecting the 3 cards, place them **in the Money Tray of your choice**, then flip one of the 4 Mega Jackpot tiles

▶ **It's a Monkey... Too bad!** Leave this tile face up. The turn passes to the next player.



Bankruptcy - If the 3rd Monkey tile is flipped, **remove all the cards** from the chosen Money Tray from the game. Then, **shuffle the 4 tiles** and place them face down again.

▶ **It's the Genie: MEGA JACKPOT!** Collect **all the cards** from the chosen Money Tray and place them in front of you in their respective piles. Then, **shuffle the 4 tiles** and place them face down again.



If you win the Mega Jackpot by betting a jackpot of 3 Genies, you win the game! Do not count the points.




No Jackpot:

(you did not get 3 identical symbols)

You can Stop and pass the turn to the next player

OR

Spin the machine again (optional and paid action).

Pay your lowest value card (at the beginning of the game, a 1-point starting card ) by placing it in the **Money Tray of your choice**.

Then, flip 1 or 2 cards simultaneously as explained before.

If you **still don't have a Jackpot**, you can either **stop your turn or continue spinning**.



Each subsequent spin requires **placing a card of higher value than the one paid during your previous spin** this turn in a Money Tray of your choice.

Continue until you get a Jackpot (and possibly attempt a Mega Jackpot), decide to stop your turn, or can no longer pay to spin.

Note: If you have no more cards to pay with in front of you, you will only play your free turn.

Never an empty discard! If one of the 3 Symbol discard piles is empty, immediately flip a card from the top pile to fill it.



♦ **Reminder** ♦ The Reel side of a card shows the 2 possible symbols when flipped. Example left: as there are more apples  (1 pt) than diamonds  (3 pts) in the Jackpot cards, this card is more likely to reveal an apple than a diamond.



End of the Game and Scoring.

When one of the 3 Reel piles is empty, the current player finishes their turn, and the game ends.

1 2 3 5 7: Add up your points (including any remaining starting cards).

The player(s) with the most points win the game.