JAK
jak jak?

For 2–6 players
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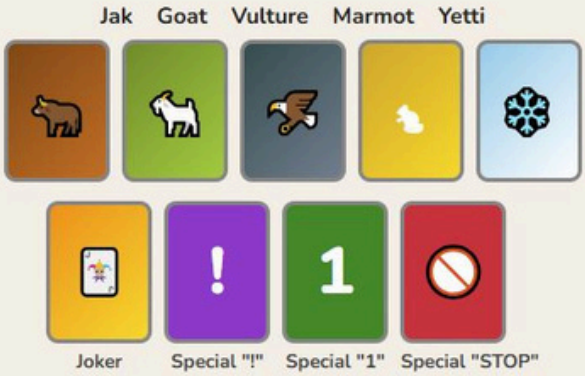
I see a Yeti! Or do I? No one believes you that you spotted Yeti tracks at the foot of the Himalayas? And that there could be vultures, mountain goats, or yaks there? If nobody really believes you, in this game you can find out whether you're telling the truth. A whole hour of fun awaits you with creatures living high in the mountains!

GAME COMPONENTS

107 cards:

→ 15 of each animal type in values 1–3 (for simplicity, we'll count the Yeti among the animals)
→ 12 Joker cards in values 1 or 2
→ 6 special "!" cards
→ 6 special "1" cards
→ 6 special "STOP" cards



GOAL

Try to collect as few cards as possible, ideally none at all.

SETUP

Shuffle all cards. Deal **5 cards** to each player;
place the rest face-down in the **center of the table**.

GAMEPLAY

On your turn you must perform **one** of two possible actions:

→ Play 1 card from your hand, declare a certain number of animals, then immediately draw 1 card from the pile OR
→ **Challenge** the count declared by the previous player and **check** the pile. In this case you do not play a card.

Playing a Card and Declaring a Count

All players play cards into **one shared pile**. When you play a card, you must declare how many animals **of a specific type** are in the pile (e.g. *"4 yaks"* or *"7 marmots"*). This count **may or may not** be true. You usually won't even know if it's true. The animal type you declare doesn't have to match the card you played. It's entirely up to you what count and animal type you declare.

If you play the first card to the pile, you must declare the count as **"1"** regardless of which animal you play or declare. Each subsequent card played must **outbid** what the previous player declared. You can do this in two ways:

→ Declare a **higher count** than the previous player (any animal type), OR
→ Declare the **same number**, but a **larger animal type** than the previous player.

The size ranking of individual animals is shown directly on the cards:

> *) Nobody has ever seen the Yeti, so we can't say for certain that it's bigger than a marmot 😊

Example: *Martin plays the second card into the pile and declares 3 vultures. Julia raises to 4 vultures. Lucka decides to go for a larger animal at the same count and declares 4 jaks. Pavel with a witty remark "How jak jak?" declares 5 marmots. Martin declares 7 vultures...*

CHALLENGING A DECLARED COUNT

If you think there are fewer animals of the declared type in the pile than the previous player claimed, you can **challenge** their count. If you do, take **the entire pile** and count the animals of that type.

The following rules apply:

Each card counts **only by its own value** — unless a special card is present. The pile contains exactly as many animals of a given type as the **sum of the values** on the cards of that type.

Jokers always count as the most recently declared animal type — add their values too.

One or more **"!" cards** change all animal cards in the pile to the **currently declared animal type** (even if there were originally none of that type). All card values are preserved.

One or more **"1" cards** change the **values** of all animal cards in the pile to 1. Animal types remain unchanged.

If there is an **odd number of "STOP" cards** in the pile, the effects of all special cards ("!" and "1") are cancelled. If the count of "STOP" cards is **even**, they cancel each other out and the other cards' effects remain active.

Example: Martin declares 7 vultures, Julia challenges:

1 jak value 2
1 vulture value 2
+ 1 vulture value 3

= 5 vultures
Julia is right. Martin was wrong.

1 jak value 2
1 vulture value 2
+ 1 vulture value 3
+ 1 joker value 2

= 7 vultures
Martin is right. Julia was wrong.

1 jak value 2 *("!")*
+ 1 vulture value 3
+ 1 joker value 2

= 9 vultures
Martin is right. Julia was wrong.
(With 9 vultures in the pile, there are indeed 7 as well.)

1 jak value "1" *("!")("1")*
+ 1 vulture value "1"
+ 1 vulture value "1"
+ 1 joker value "1"

= 4 vultures
Julia is right. Martin was wrong.

1 jak value 2
1 vulture value 2
+ 1 vulture value 3
+ 1 joker value 2

= 7 vultures
Martin is right. Julia was wrong.
(The "STOP" card cancelled the effects of "!" and "1".)

> The player whose turn was **successfully challenged**, or the one who **made an incorrect challenge**, must take the entire just-revealed pile of cards. Place the cards in front of you on the table face-down. Do not take them into your hand.
>
> Then this player begins the next round by playing the first card from their hand into a new pile.

— END OF GAME & SCORING

When the draw pile runs out, keep playing until someone successfully challenges the count declared by the previous player, so some player receives the pile of cards. If it happens that no challenge occurs, the game ends when the draw pile is exhausted.

The player with the **fewest cards** wins. The player with the most cards can go look for the Yeti... Or shuffle the cards for another round!