



*ZapJack* combines the autocratic power of instant decision making with the human fallibility of being wrong.

The deck contains 44 cards: four “ZapJack” cards and forty mistakes. Only the ZapJack cards correctly spell out Z-A-P J-A-C-K in color-conforming letters.

The object of the game is to win all the cards by being the first to slap, or “zap” each ZapJack as it is played to the center.

Deal cards one at a time face down, to each player until all the cards have been dealt. The hands do not have to come out even. Without looking at any of the cards, each player squares up their hand into a neat pile in front of them.

Beginning on the dealer’s left, each player lifts one card at a time from their pile and places it face up in the center of the table.

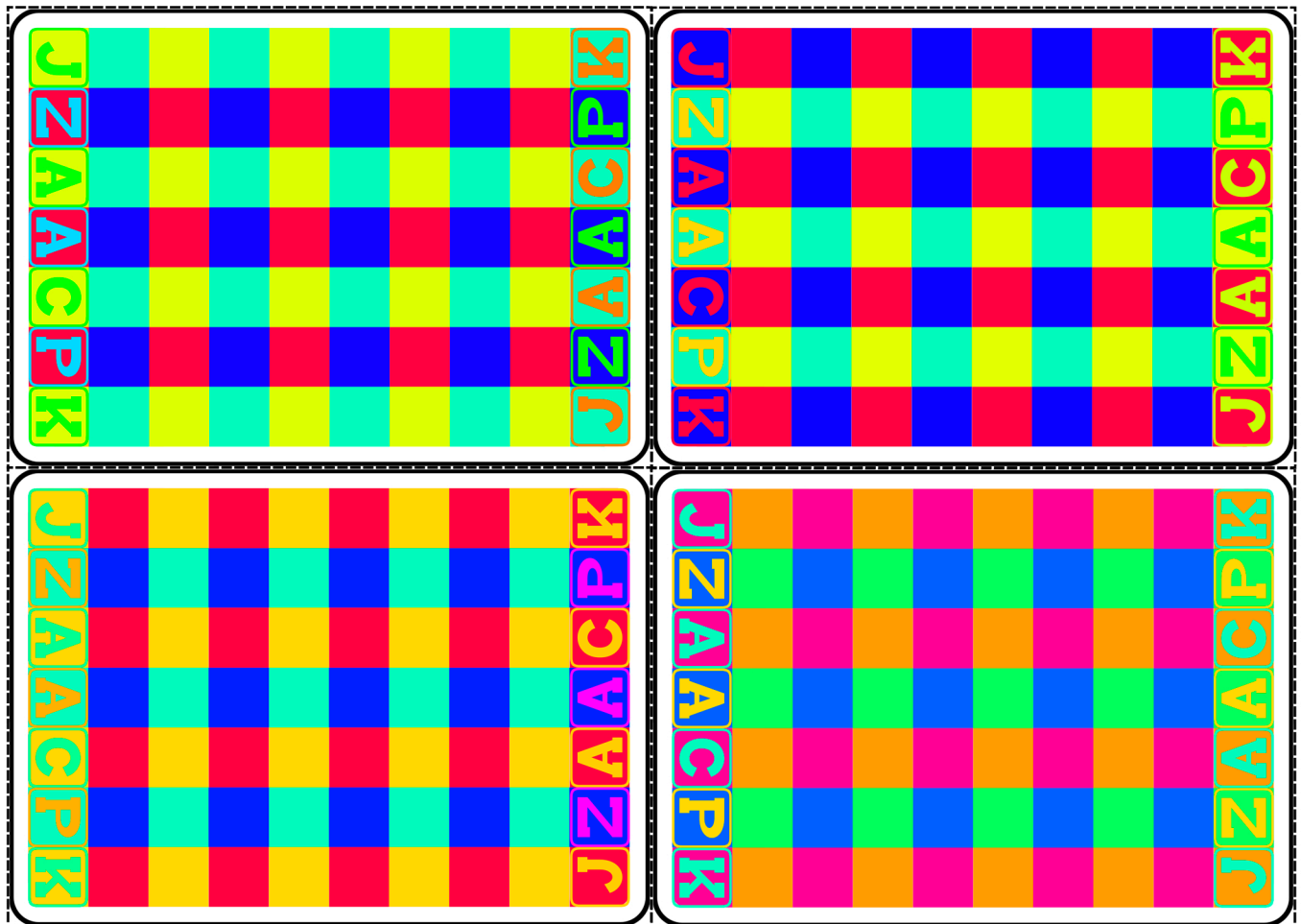
When the card played to the center is a ZapJack – the first player to slap their hand down on the card takes it, as well as all the cards beneath it. The player winning these cards turns them face down, places them under their pile of cards, and shuffles them to form a new, larger pile.

When more than one player slaps at a ZapJack, the one whose hand is directly on top of the card wins the pile. If a player slaps at any card in

the center that is not a ZapJack, they must give one card, face down, to the player of that card.

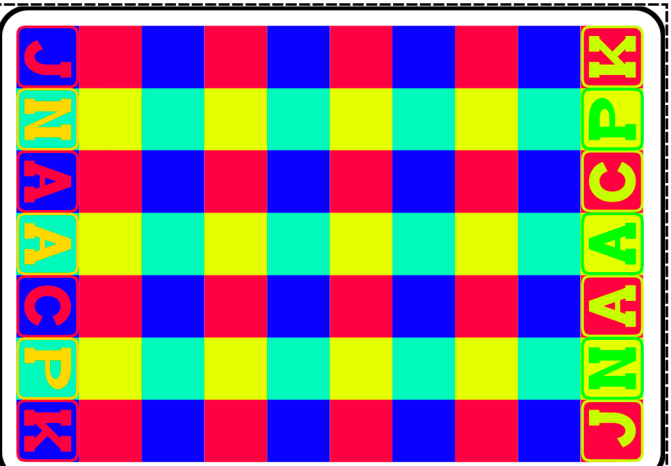
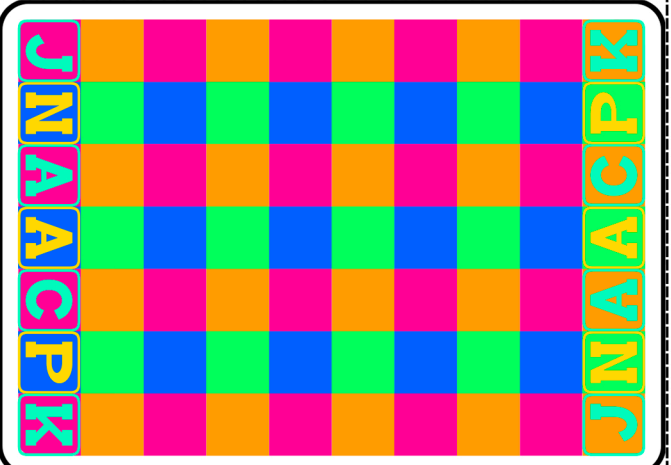
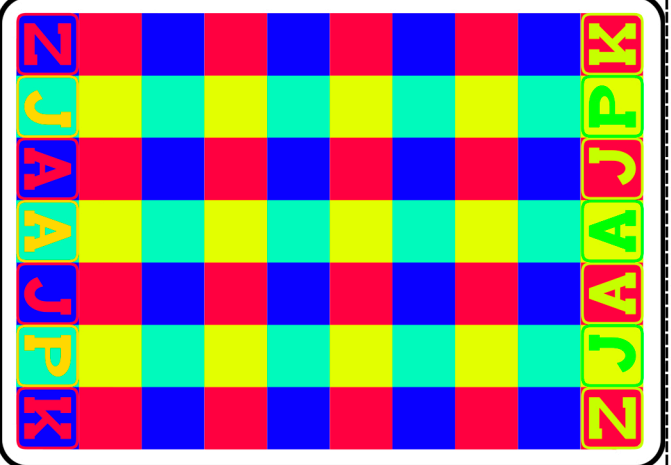
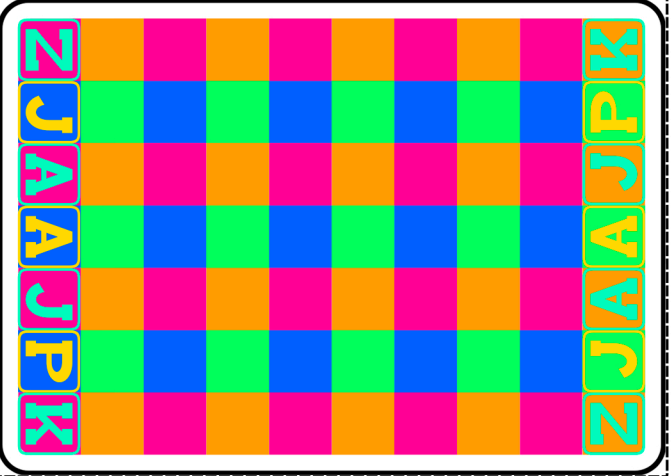
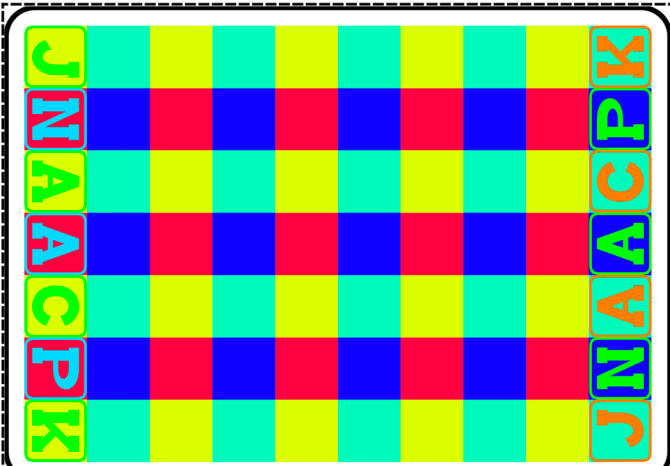
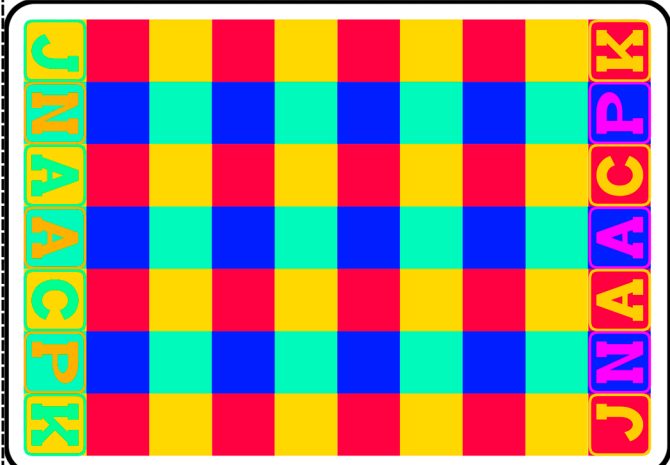
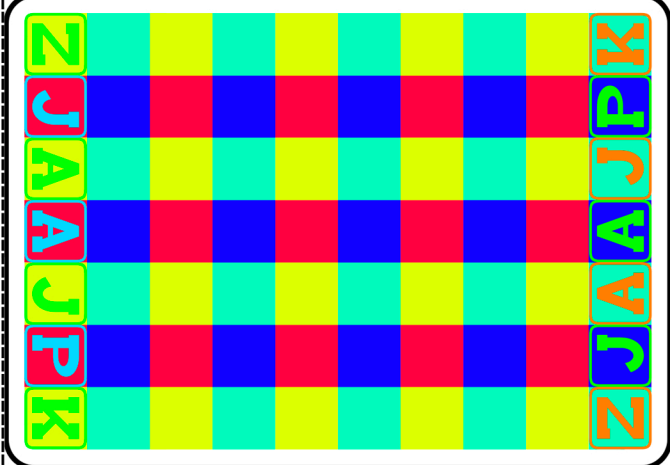
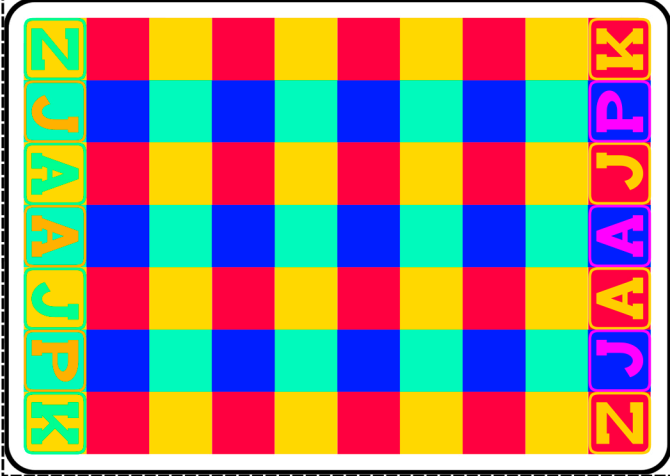
When a player has no more cards left, they remain in the game until the next ZapJack is turned. The player may slap at that card in an effort to get a new pile. If the player fails to win that next pile, they are out of the game.

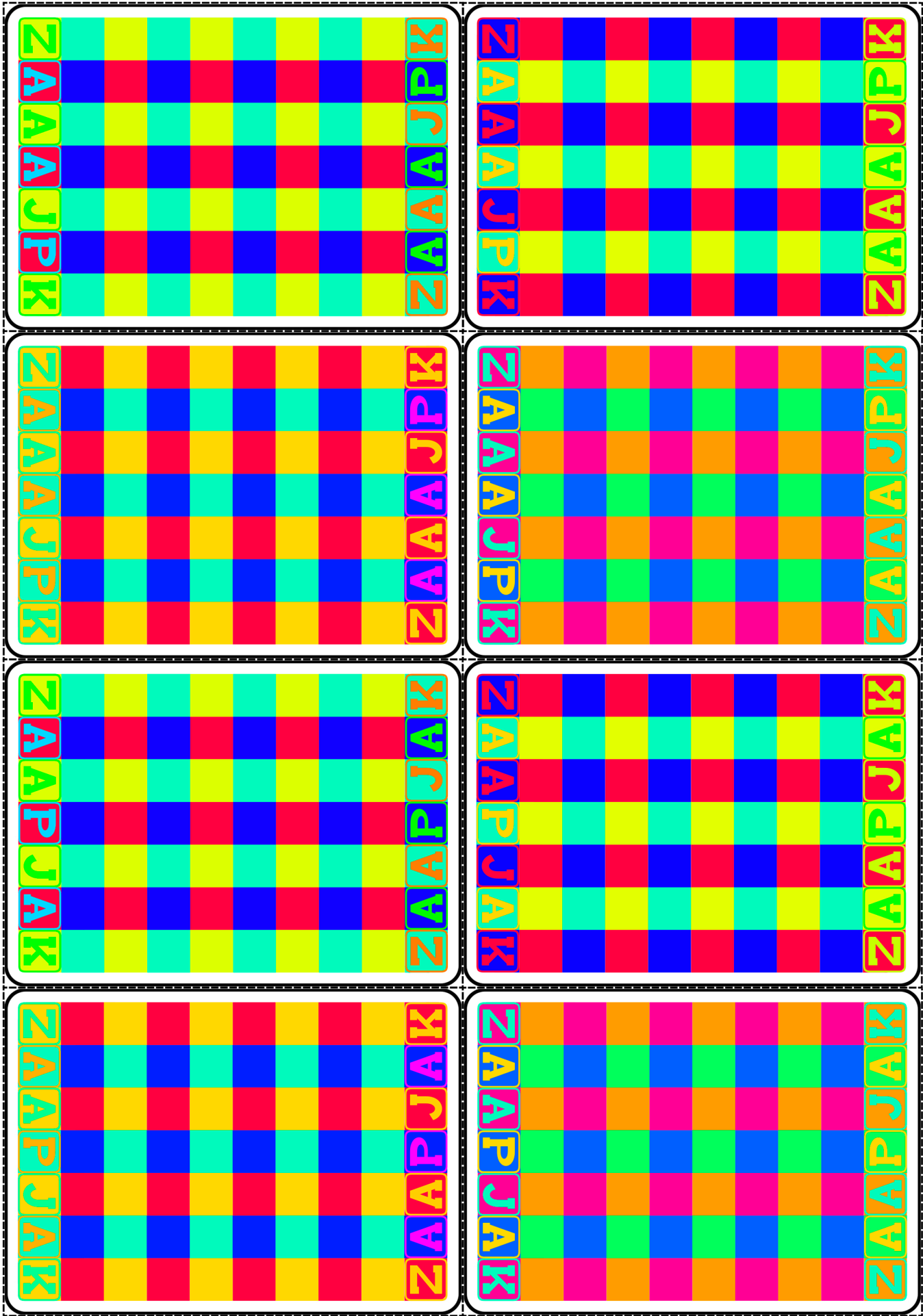
Play nice.



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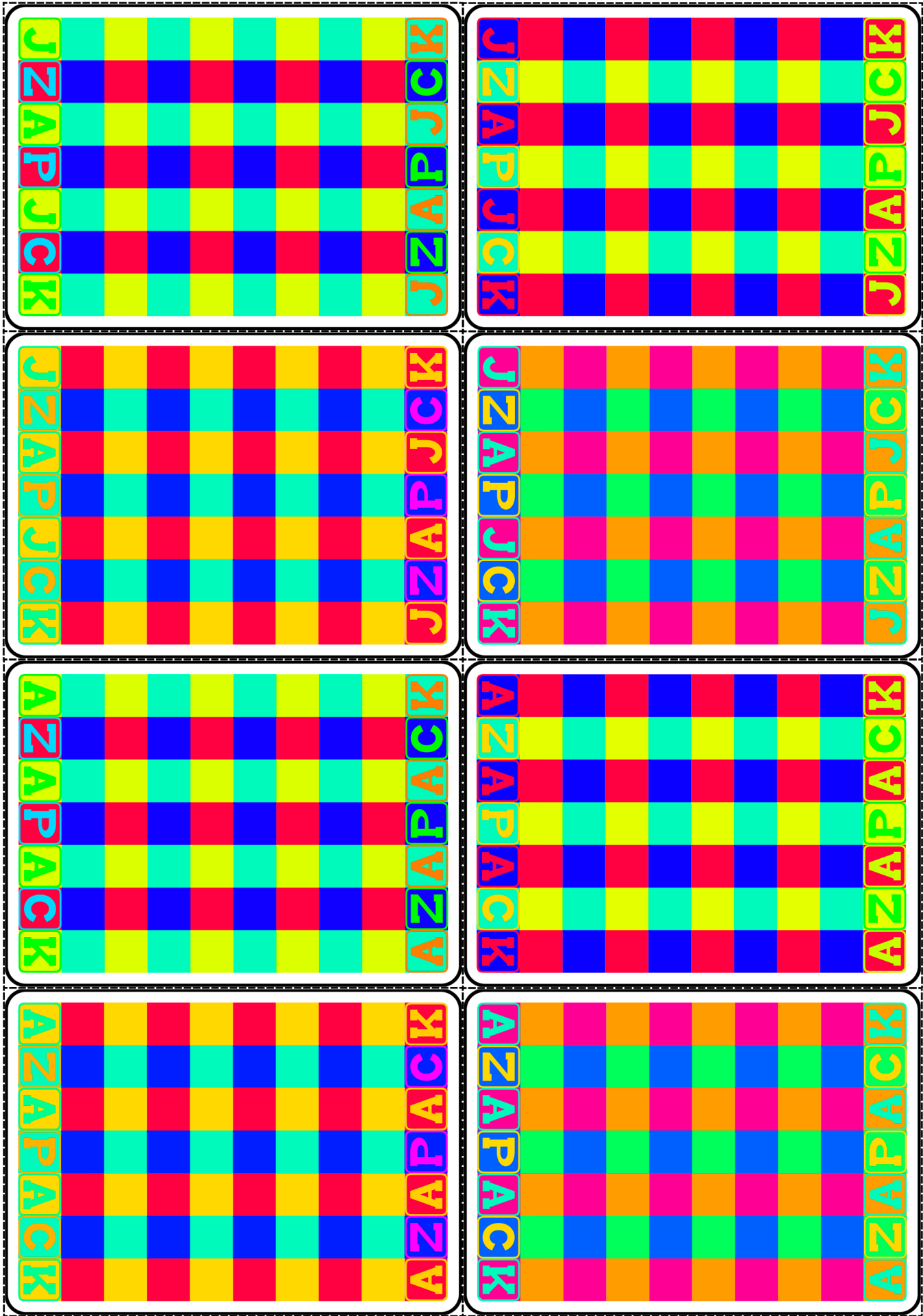
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