



Have you ever fancied yourself a competitive sandwich builder? HamJack is the game for you!

HamJack has two main modes. One plays fast and the other plays tactical.

If this is your first time playing, or if you are playing with new players, we recommend starting with the faster **Gas Station Sandwich** mode.

Go to hamjackgame.com for easy-to-learn video instructions and other tasty variations!

Warning, playing this game hungry will result in the creation of the largest ham sandwich known to man. We tried to warn you.



Components

80 sandwich cards

5 score cards

40 cubes - 8 pink, 8 white, 8 red, 8 green, 8 yellow

Fast Mode Setup 15m - 30m

Gas Station Sandwich

2-5 players

Deal four sandwich cards to everyone. This is your hand of toppings and bread.

Place two random cards from the top of the deck face up, in the middle of the table and next to each other. These are the sandwich that each player will build on during their turn. The first player is the person who has most recently eaten a sandwich.

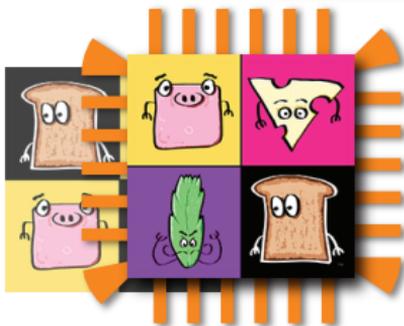
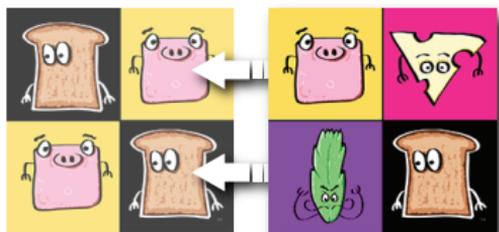
Goal

The goal is to be the fastest sandwich-builder in the west. You earn a cube (point) each time you empty your hand of cards, and the first player to four cubes wins!

Playing the Game

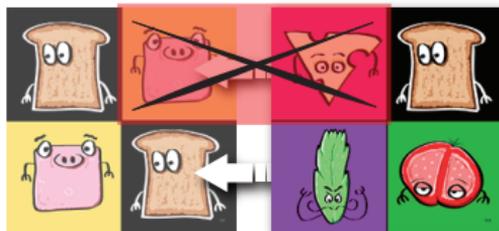
You play HamJack by placing cards on top of each other when the sandwich toppings match. The exception is bread. Bread is sort of like a WILD card. Bread can go on anything... except bread. Any other

topping can go on bread. For example, you can play ham on ham, ham on bread, or bread on ham.



HOORAY!!

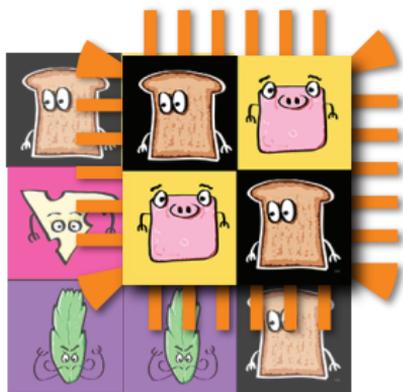
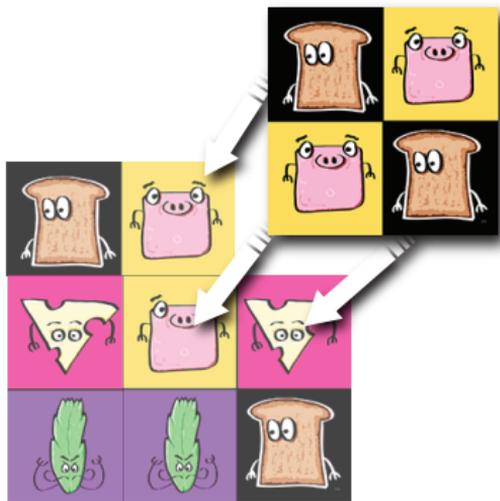
But you can't play ham on cheese. And no bread on bread ever. Gross.



Oh no.

On your turn, you play a card. You must match and cover at least 2 symbols with your card.

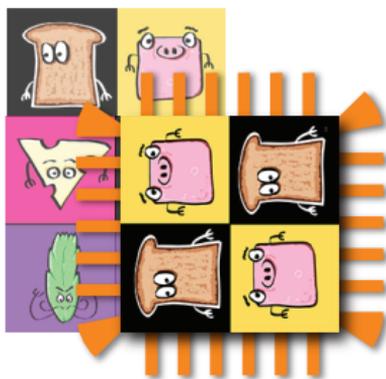
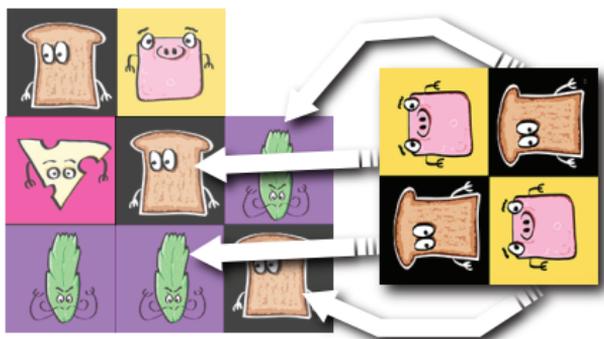
If you can overlap 3 or 4 symbols things start to get good. Overlap 3 symbols (also called playing a triple) and one blank space:



spicy!

Overlap 3 symbols successfully and you get to pass one of the cards in your hand to another player. Any card, any player.

Overlap 4 symbols (also called playing a quad):



Ooh, that's good!

Now that you've successfully covered 4 symbols, you get to play another card. If you can't play another card, you can pass. Build that sandwich higher!

It is possible to play multiple quads in a row. Keep building until you run out of cards, if you can.

How does a turn end?

Cover 2 symbols and then your turn is over.

Cover 3 symbols and pass one of your cards to an opponent (zing!) and then your turn is over.

Cover 4 symbols and then keep playing with another card to cover 2, 3, or 4 symbols. When your turn is over, the next person in clockwise order gets to go.

What if I run out of cards?

If you run out of cards, give yourself a cube (yay!) and draw 4 more cards. If your last card covered 3 symbols, pass one of the cards from your new hand to an opponent. If your last card covered 4 symbols, you get to play just one more card from your new hand and then your turn is over. (See cut-throat rules for a spicier version).

What if I can't play my card(s)?

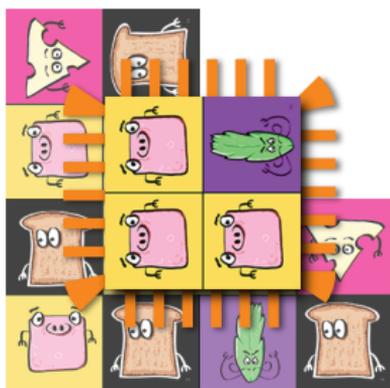
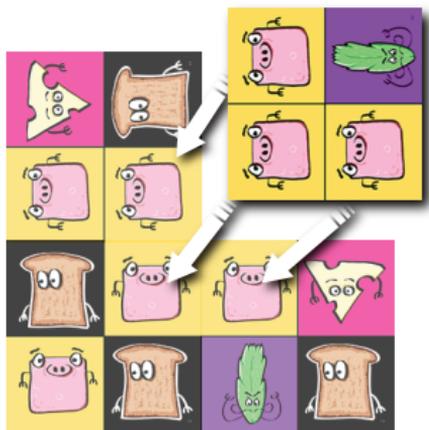
If you can't play your card(s), you will have to draw a card from the draw pile and pass your turn.

What if I'm taking FOREVER?

We don't think there should be a time limit for each turn, but if it becomes a problem (you know who you are) then you might want to use a timer.

HamJack!

If you have a card with 3 hams on it, and you can play it so that 3 hams cover 3 hams, you get to yell HAMJACK! In addition to the normal triple or quad rules, you earn a cube! If anyone else has any cubes, you must steal one of them. If no one else has any cubes yet, you still collect one cube.



HamJack!

Winning

The first player to collect 4 cubes wins!

Cut-throat

Play this variation for a more no-holds-barred **Gas Station Sandwich** mode: If you cover 4 symbols and then draw a new hand, you get to keep playing as many quads as you can. It means you could go through multiple hands in one turn. Some people are afraid to play this version because of hurt feelings. It's too vicious. Those people can play the lamer version without this cut-throat rule.



Tactical Mode Setup 30m - 60m

Hero Sandwich War

2-3 players

Deal 4 sandwich cards to everyone

4-5 players

Deal 3 sandwich cards to everyone

Then place 1 card face up in the center of the table.

This is the start of the sandwich. Line up 5 cards next to the draw pile face up. This is the market.

These cards are not yet part of the sandwich.

Goal

Pick a topping and push it to the max. If you represent cheese, get the most cheese visible on the sandwich!

2-3 players - Stake out your territory and get 20 of your topping showing to win.

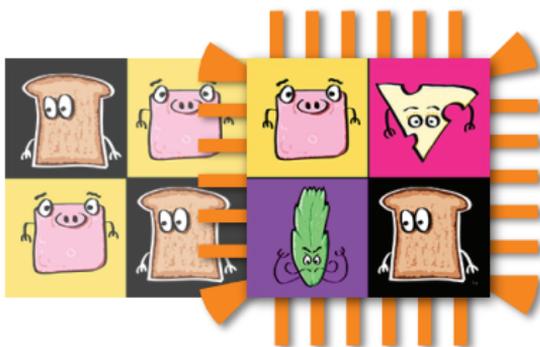
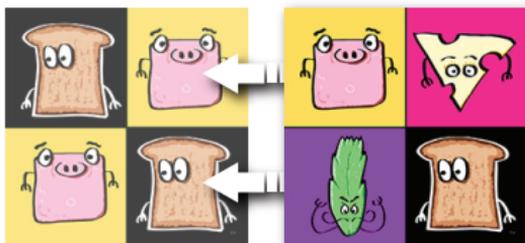
4-5 players - Stake out your territory and get 25 of your topping showing to win.

Starting The Game

Phase 1

The first player is the person who most recently ate the strangest sandwich. For the first hand, you play cards next to each other, like dominoes (**not overlapping**). The icons need to match, except bread can match with anything like a wild card. Cards can

be played so that the symbols match on multiple sides, but the symbols must match on all sides if they are adjacent to other cards.



Marvelous

On your turn, play one card on the sandwich. You then pick one card from the market, or from the top of the draw pile. Place this new card face down in front of you (**NOT IN YOUR CURRENT HAND.**) These cards from the market serve two purposes: they will be your opening hand for the next phase of play, and whatever topping you have the most of will be the topping that you represent during the

next phase of play. Each player plays one card (remember: side by side, not overlapping) and picks from the market or draw pile, going in clockwise order. Each time a card is removed from the market, replace it with a card from the draw pile immediately. At the end of this phase, keep the sandwich and the market cards on the table.

2-3 Players - When you are out of cards, chill your mustard and prepare for the next phase. Keep the 4 cards you collected on the table.

4-5 Players – Go around one more round just picking one card from the market or the top of the draw pile. You should end up with 4 cards collected on the table.

Toppings Reveal

After everyone has completed the starting phase, reveal your chosen cards face up on the table.

Go around the table, starting from the first player.

Look at your hand and count which topping you have the most of. If you have the most of a specific topping in your hand, that's your topping for the next phase. If there is a tie, figure it amongst yourselves. (Arm-wrestle, flip a coin. Keep it civil, savages.) Take one of the cubes of your color for a score marker and the score card for your topping. Now take a look at the sandwich on the table. If you have 10 or more of your topping on the sandwich, place your score

marker on that number on your score card. If you don't, that's ok. Keep your score marker handy for when you hit 10. Once everyone has collected their score markers and cards, pick up the 4 cards in your hand. They're now your first hand for the next phase.

Playing the Game

Phase 2

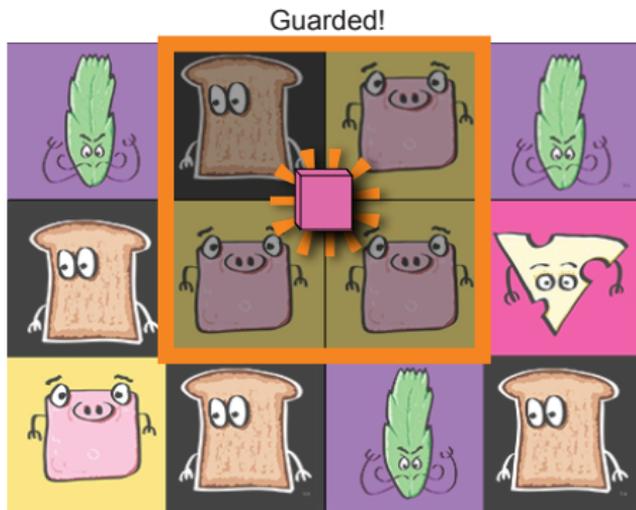
The player with the least amount of toppings on the sandwich starts. It's time to build up the sandwich, similar to the ***Gas Station Sandwich*** rules. You must cover 2, 3, or 4 symbols with each card that you play. Except this time if you cover 3 or 4 the play is slightly modified, so your strategy is not quite the same.

If you cover 3 symbols, you get to collect a cube of your color. If you cover 4 symbols, you get to play again. But keep in mind that the goal is not to get through your hand the quickest, the goal is to have the most of your particular topping showing. Use your bread strategically to cover opponents toppings. Make sure you don't cover your own.

What if I run out of cards?

Once you run out of cards, if you have any cubes in front of you (besides the score marker), you must play one marker on any intersection of 4 toppings.

This guards any of the spaces touching that intersection from any opponent being able to play there. Only you can play on those spaces. Your marker may not guard a space that is guarded by another player. Guard cubes remain in place until the end of the game.



Got em!

After placing one guard cube, draw 4 more cards from the market or the draw pile. Each time a card is removed from the market, replace it with a card from the draw pile immediately.

HamJack!

The HamJack rule for this version is similar to the **Gas Station Sandwich** mode. This time, in addition to the normal triple and quad rules, you get to collect a cube for your stash of guard cubes to play later. If someone else has cubes in their stash, you must steal one. Well, it's kind of like stealing. They lose one of theirs and you earn one of yours. You should only have cubes in your stash of your own color. If no one else has a cube, you still collect one. Yay!

Winning

2-3 Players - The first person showing 20 of their topping on the sandwich wins!

4-5 Players - The first person showing 25 of their topping on the sandwich wins!

You are responsible for keeping track of your own score on your score card! The game can swing quickly as players use bread to cover other toppings.



Thanks!



Credits

The following people helped make this game:

Game Concept: Dan Fitch & Nicki Dowland

Artwork: Dan Fitch

Play Testers: Victoria, Mike, Azi, Ivy, Ruth, Tim1, Tony, Kara, Chris, Danielle, , Maggie, Josh, Emily1, Emily2, Kevin, Andrew, Amanda, Will, Ben1, April, Carol, Rahul, Huan Hua, Nate, Joe1, Sheree, Andy, Joe2, Tim2, Clint, Dan, Lauren, Ben2, Shannon, Brett, Brianna, Skylar, Brennon

Thank you to everyone at The Game Crafter.

Laura helped us come up with the name and many others have patiently listened to us yammer on and on about this game for many moons. Thanks to all!

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