

JELLY



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Objective

Stash Jelly cards to earn points and outplay your rivals. Claim cards by rolling dice and push your luck to go further, or burst trying. Only the player with the most points at the end wins. However, you will need to be on the winning team to have a chance of victory.

SET UP

1

Shuffle Decks

- Shuffle Jelly deck & Jelly Burst deck separately.

2

Deal Cards

- Deal 3 cards to each player from the Jelly Deck.
- Each player places the 3 cards in front of them face up. These cards form the player's 'Jelly Market'.
- Place the decks side by side in the center of the playing area.

3

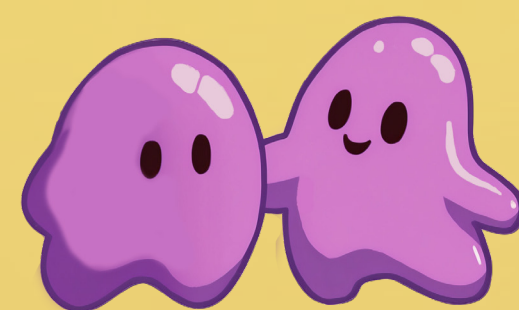
Establish the Teams

- Each player grabs two dice of the same colour - players with the same colour dice are on the same team (this may change later in the game).
- If playing with an odd number of players, one team will have an extra player.

4

Scorepad or Digital Score Counter

- Place the team Scorepad in the center of the playing area.
- OR
- Use the Digital Score Counter (to access scan the QR code at the end of the rulebook).



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Game Elements

Jelly Deck Cards

Jelly Cards

In the Jelly Deck, there are four colours of Jelly cards (Green, Blue, Yellow & Red). These cards must be stashed to contribute to your personal points total.

To stash a Jelly Card, a player must roll a sum **equal to or higher** than the number shown on the card and then place the card face down next to them.



Team Bean Cards (and team swap action)

In the Jelly Deck, there are also Team Bean cards (purple) which show an exact dice combination. To claim one, you must roll that exact combo.

Once claimed, you can either:

1. Add the points to your team's score.
(using the Scorepad or the Digital Score Counter)

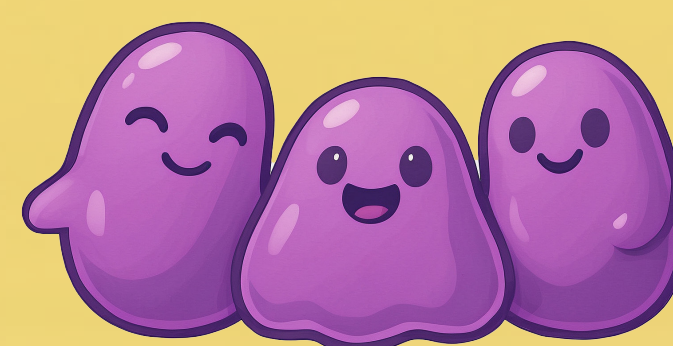
OR

2. Use the action described on the card to activate team swapping.



Jelly Burst Deck

In the Jelly Burst deck contains four different dice combinations on the cards.



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Dice Rolling & Pushing Your Luck

Dice Rolling

Players roll both of their dice, and may re-roll one or both dice as many times as they like. However, if a player rolls doubles (eg. [2,2], [4,4]) they burst immediately, which means their turn ends and they cannot claim any card.



Rolling Doubles - Bursting Penalty

Bursting means you lose your chance to claim a card this turn — your turn is over.

Rolling double sixes [6,6]: the player bursts and must draw a Jelly Burst card and assign it to any player.

Rolling double Ones [1,1]: the player bursts and can discard a Jelly Burst card.

Jelly Burst Cards

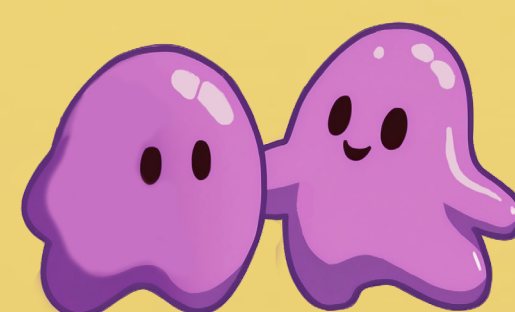
When assigned to a player, the Jelly Burst card is placed face-up in front of them.

If that player ever rolls the exact combination shown on the Jelly Burst card, they instantly burst.

The Jelly Burst cards can only be removed when the player rolls double ones or when they discard the Blue Jelly card.

When the Jelly Burst deck runs out of cards, reshuffle the discarded Jelly Burst cards and place them back in the center of the playing area.

Players can be assigned a maximum of 3 Jelly Burst cards.



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How To Play

1

Roll Your Dice

All Players start by rolling their dice at the same time.



2

Claim or Push Your Luck

Claim a Jelly card or a Team Bean card from your Jelly Market and add it to your personal stash or add the Team Bean points to the team counter.

Claim a Jelly Card:

To claim a Jelly card a player must roll a sum **equal to or higher** than the number shown on the card. Once claimed, the card can be stashed for personal points.

Claim a Team Bean Card:

To claim a Team Bean card a player must roll the exact dice combination shown on the card.

OR

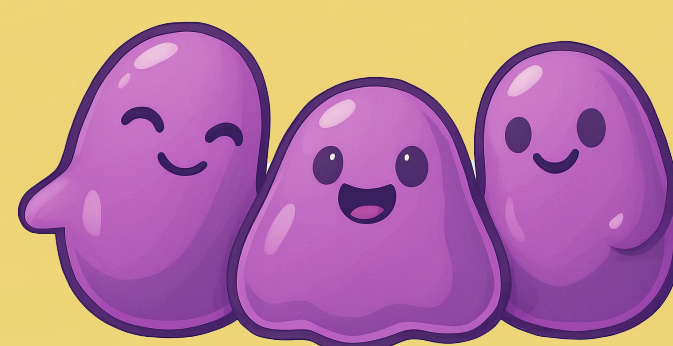
If you can't claim a Jelly card or Team Bean card from your Jelly Market, or if you want to claim a different card, you can push your luck by continuing to roll one or both dice to claim a new card. But remember, if you roll doubles or the same combination on your Jelly Burst card, you burst and cannot claim any cards.

Once you finish rolling, leave your dice on the table and wait for all other players to finish rolling.

3

Refill Your Jelly Market

Once all players have finished rolling, each player that was able to claim a card needs to draw a new card from the Jelly Deck, and place it in their Jelly Market. (always keep 3 cards in your Jelly Market).



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Card Actions

All Jelly Deck cards have special actions (as noted below) that can help you during the game.

Jelly cards: Players can use the action of a Jelly card they have stashed
(only after the player has finished rolling that round).

Team Bean cards: Players can use the action of a Team Bean card they just claimed
(after all players finish rolling their dice).

After using an action, the player must discard the card to the discard pile. By using an action, the player is sacrificing the personal points or team points that card would have earned.



Jelly Market Refresh

Discard all 3 cards in your Jelly Market, then immediately draw 3 new cards from the Jelly Deck to replace them.



Reassign Jelly Burst

Choose 1 Jelly Burst card that is currently assigned to you and assign it to a player of your choice.



Ignore a Burst Roll

If you burst (by rolling doubles, or rolling the combination on the Jelly Burst card), you may discard this card to avoid bursting and keep rolling.



Draw Two Cards and Stash

Draw 2 cards from the Jelly Deck. Stash any Jelly cards drawn and add any Team Bean points drawn.



Swap Teams

Choose any two players (can choose yourself) to swap dice.

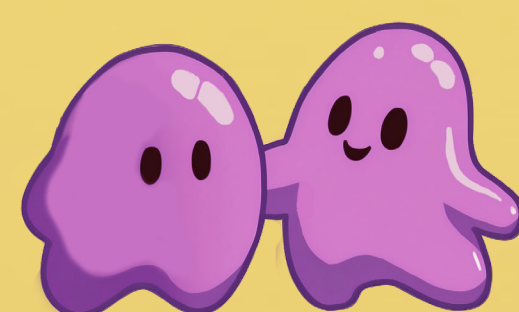


Rotate Teams

All players pass both of their dice left or right (your choice), switching up the teams for everyone.

Team Swap Order

As soon as you roll a Team Bean card and choose to use it's swap action, immediately call "Swap!". Once everyone has finished rolling, action all swaps in reverse order of their declaration.



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Winner

End of Game - Game ends when the Jelly Deck runs out of cards. (Once the Jelly Deck is empty, no team swaps are allowed. Keep an eye on the deck and swap before the final cards are gone.)

Who Can Win - Only the players on the team with the highest total Team Points (from Team Bean cards) are eligible to win.

Team Tie - If both teams are tied for the highest Team points, then all players remain eligible to win.

Final Scoring (Winner) - From the winning team, the player with the most stashed points (from Jelly Cards) is the winner.

Player Tie - If players are tied for the highest stashed Jelly points, then whichever player rolls the highest sum of their dice is the winner. (Players may re-roll as many times as they like, however if you roll doubles you burst). In the case of both players bursting, repeat until there is a winner.

DIGITAL SCORE COUNTER

Track Your Team Scores Digitally!

Scan the QR code to access the Digital Score Counter.

Keeps track of your team's points and is quick to update!

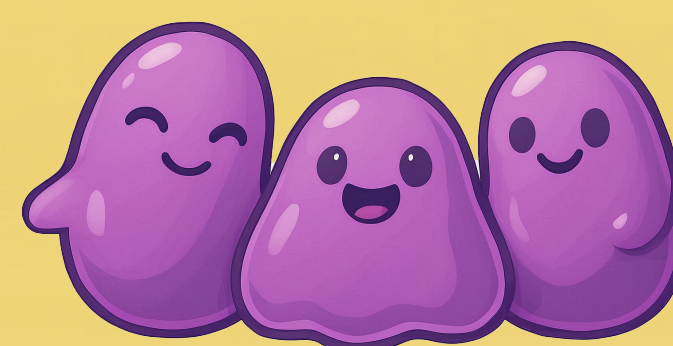


SCAN ME



www.RoGemGames.com

RoGem Games: Edition 2025
Game Designer: Arlene Schmidt



WARNING: This product contains small parts that can be swallowed. Not suitable for use by children under 3 years of age.

- Remove all packaging before use
- Content may vary from pictures

