

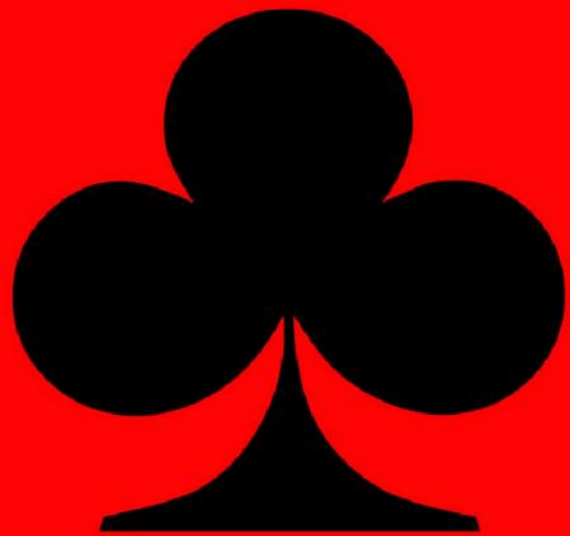
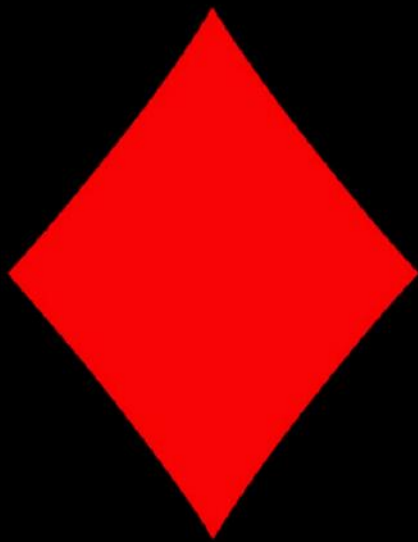


जागा

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JAAGO

CHALIS



Acknowledgement

We extend our gratitude to Mr. John (www.pagat.com) for hosting this documentation of Jaago-Chalis. His contribution is much worthy in bringing this game in front of you. We are indebted to all those who try this game.

J-40 Team

A handwritten signature in black ink, appearing to be 'J-40 Team' written in a stylized, cursive script.

A. Introduction

- Name: Jaago-Chalis [“*Jaago*” - Newari term and “*Chalis*” - Nepali term meaning forty(40)]
- Developers: J-40 team [Maheswor, Ram, Laxman, Umesh, Lokgan, Dinesh]
- Origin: Nikosera, Madhyapur Thimi, Bhaktapur, Nepal
- Released date: 2061-07-04 B.S. [2004-10-20 A.D.]

B. Historical Background

Jaago-Chalis is developed after the gang-fight between Kinti and Jaago. Initially the game was named Kinti-Jaago but after the next leader 40-watt involved in the fight, the game was renamed to Jaago-Chalis.


C. Key terms in Jaago-Chalish

1. Suit

Diamond 

Heart 

Club 

Spade 

2. Value

* Numbers on card

* Strength of value on game

A>K>Q>J>10>9>8>7>6>5>4>3>2

3. Color

Red and Black

4. Point

Weightage of Red and Black Card

Cards	Points	Total points on deck
Red	1.0	$26 * 1.0 = 26$
Black	0.5	$26 * 0.5 = 13$
Extra point on the last play of the game = 1.0		

Thus, a total of 40 points is allocated in each game.

5. Turn

Throw of a card by individual

6. Play

4 players' turns. Play winner is the one who wins the play.

7. Game

13 plays make a game. A game has 40 points.

8. Series

Consist of games. The games of the series continue unless at least one of the players collects greater than or equal to 40 points. The winner for the money calculation is decided after the series is finished.

9. Start Card

First card thrown in each play.

10. Start-Suit Cards

Cards with same suit as that of the start card.

11. Greatest Start-Suit Thrown [GSST] Card

Start-suit card thrown on the play with the greatest value.

12. Bigger In Start-Suit [BISS] Cards

Start-suit cards on hands having value greater than that of GSST card.

13. Smaller In Start-Suit [SISS] Cards

Start-suit cards on hands having value smaller than that of GSST card.

14. Jaago

When the player is finished with start-suit cards, then the cards with the same color as that of the start card is Jaago. Thus cards with different suit but of the same color is jaago of each other.

Spade and club are Jaago of each other and similar are diamond and heart.

Important note:

- Jaago is always defined with the start card only.
- Jaago is stronger than all of the start-suit cards.

15. Greatest Jaago Thrown [GJT] Card

Jaago thrown on the play with the greatest value.

16. Bigger In Jaago [BIJ] Cards

Jaago on hands having value greater than that of GJT card.

17. Smaller In Jaago [SIJ] Cards

Jaago on hands having value smaller than that of GJT card.

18. Careful Cards

Cards with different color than that of start card.

If the start card is black then all red cards are careful cards and similarly, if the start card is red then all black cards are careful cards.

Important note:

- Careful cards are always defined with the start card only.
- Careful cards are the weakest. They are weaker to start-suit cards and Jaago.

19. Strength of Cards

BIJ>Jaago>SIJ>BISS>Start Card>SISS>Careful cards

20. Rule of Jaago

1. Start card.
2. Check if Jaago has already been thrown on the play,

If NO,

- Check BISS cards and throw one of them.
- Check SISS cards and throw one of them.
- Check Jaago and throw one of them.

If YES,

- Check start-suit cards and throw any one of them.
- Check BIJ cards and throw one of them.
- Check SIJ cards and throw one of them.

3. If step 2. Fails, throw any of the careful cards.

21. A.B.C.D

4 players of the Jaago-Chalis

22. W.X.Y.Z

Players decided as winners for money calculation according to Points collected in series, after the series is finished.

Total points of $W > X > Y > Z$.

W is the main winner of the Jaago-Chalis.

D. Block-diagrams and flow charts

1. Relation between cards

Cards with the same color but of different suit have relation of Jaago to each other, whereas cards with different color have no relation to each other.

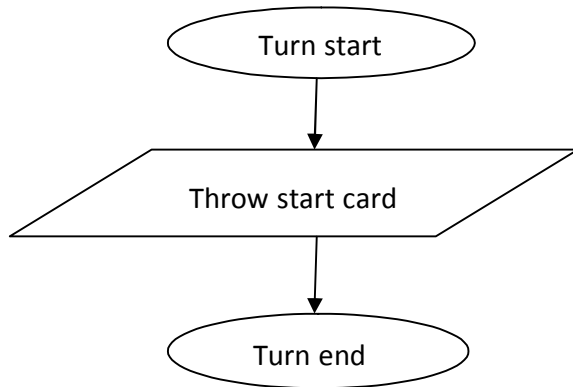
Heart and Diamond are Jaago of each other.

Club and Spade are Jaago of each other.

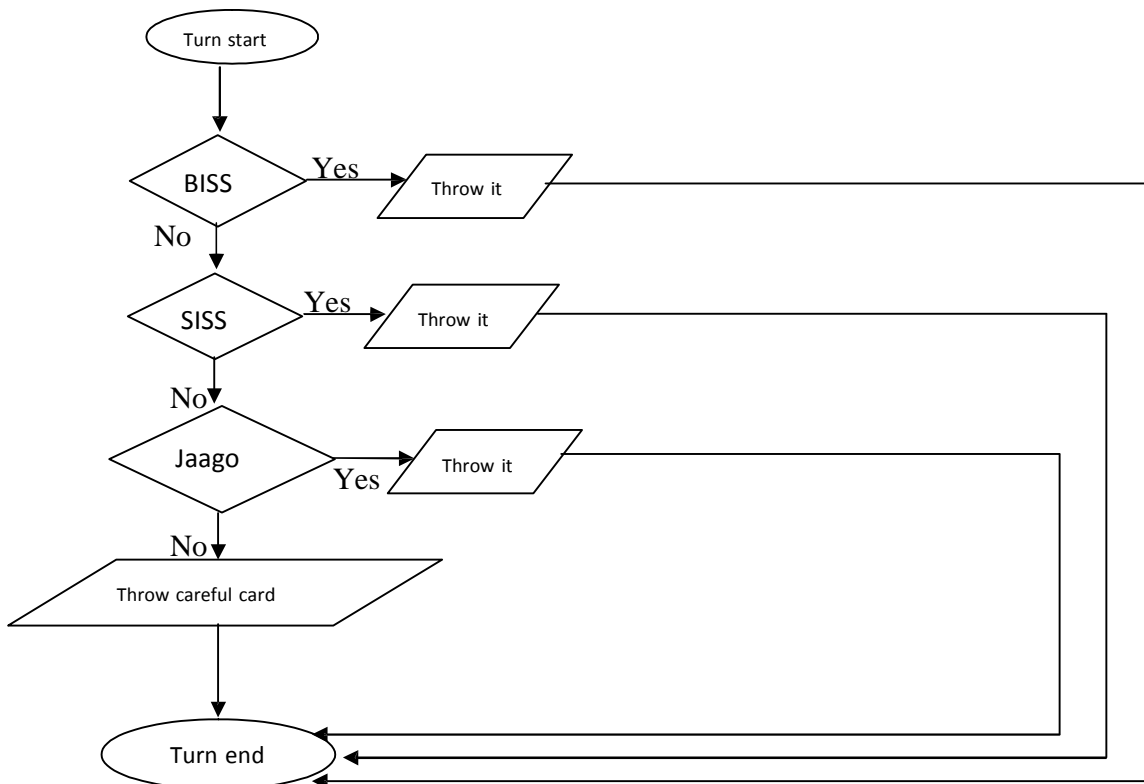


2. Flow Charts to throw a card in the play.

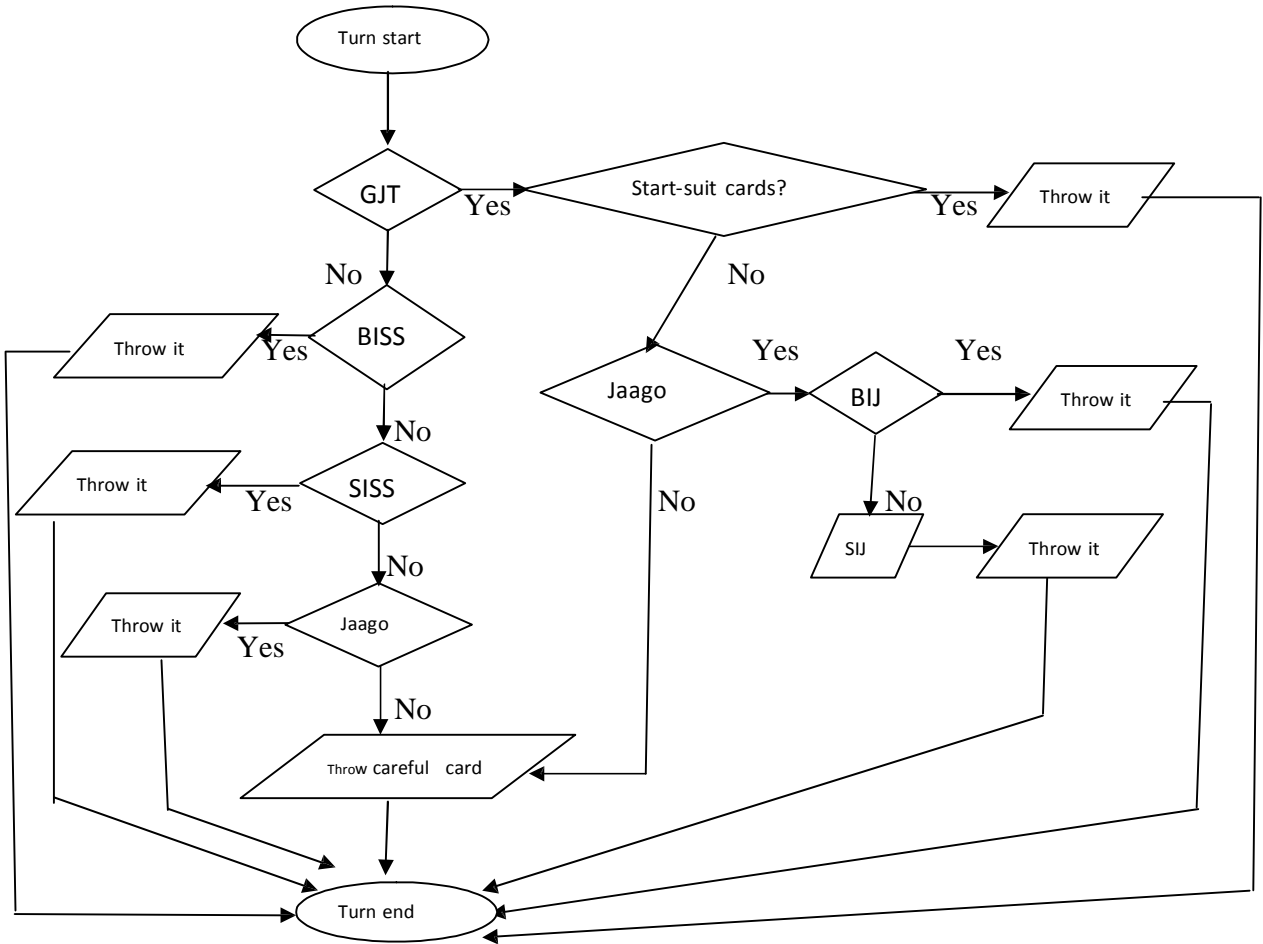
For 1st player,



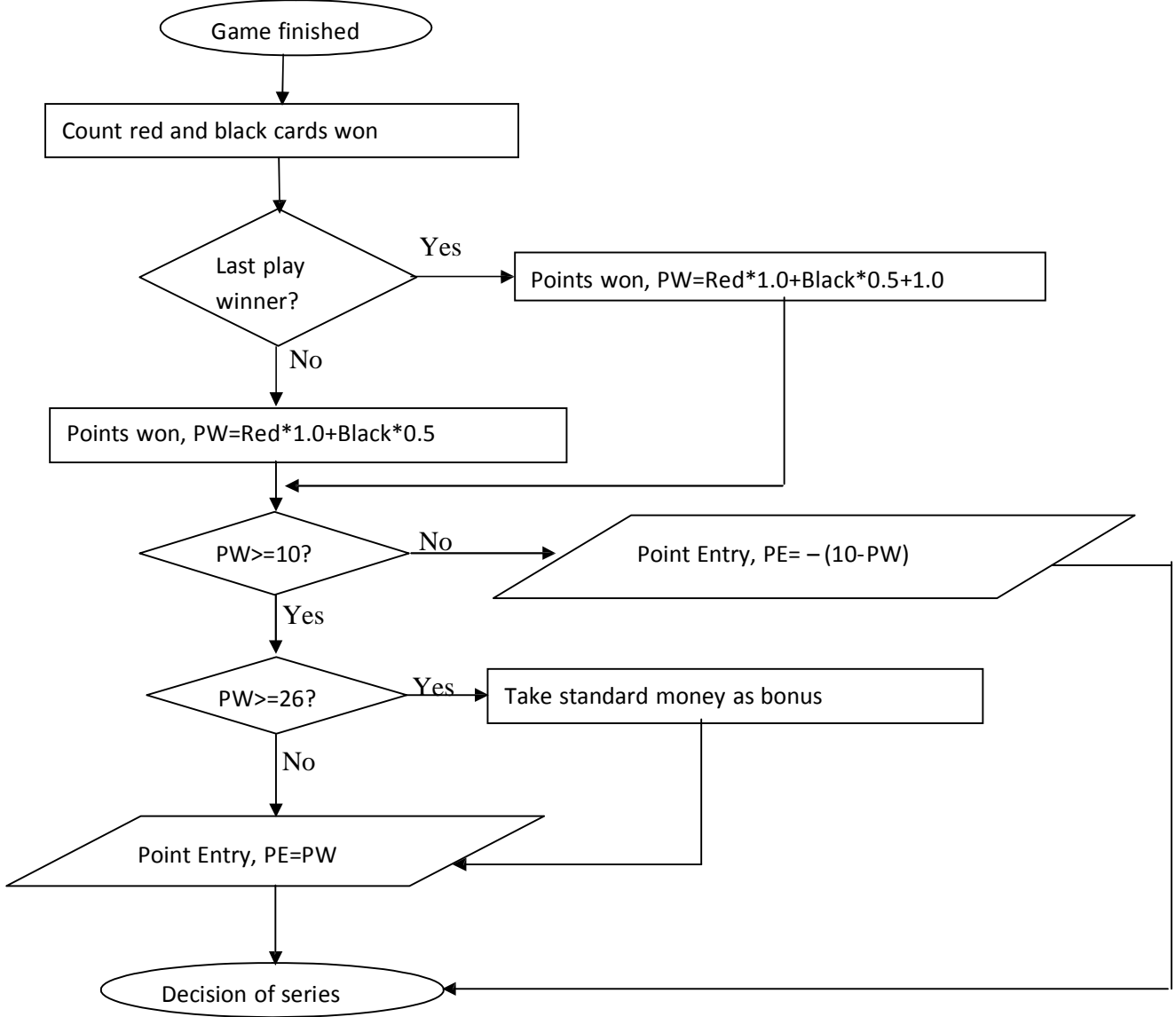
For 2nd player,



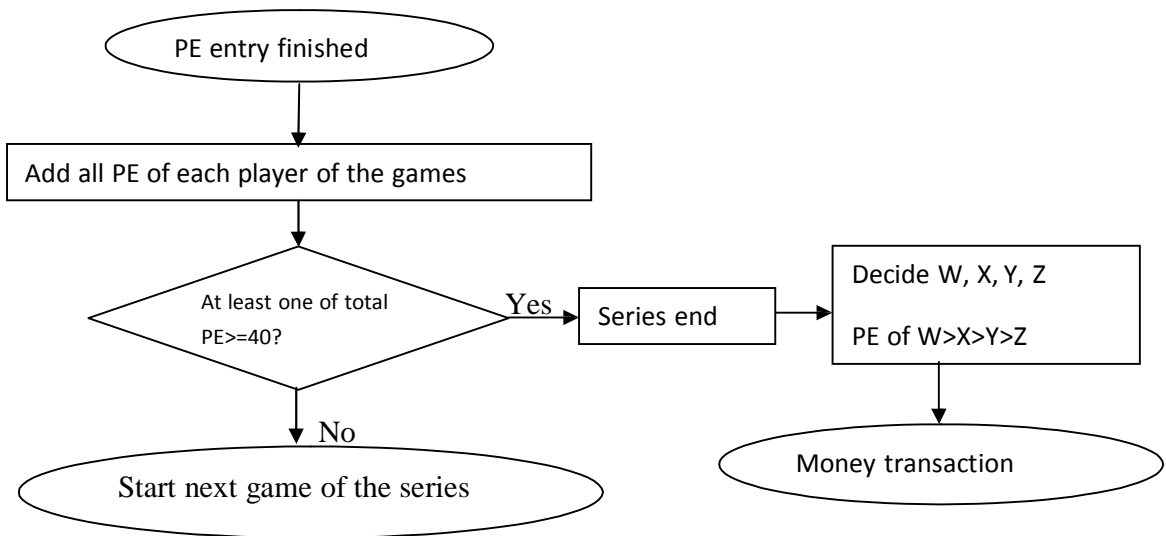
For 3rd and 4th player,



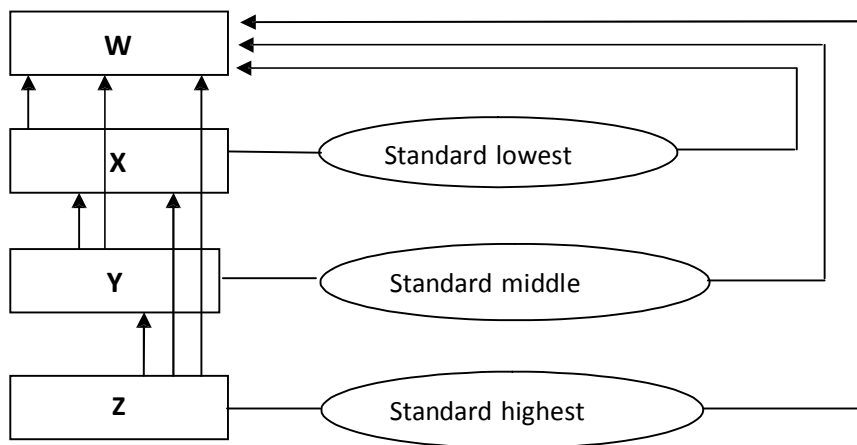
3. Points Entry



4. Decision of series



5. Money Transaction



Thus, W earns $3*W-(X+Y+Z)+\text{Standard money}$

X transacts $3*X-(W+Y+Z)-\text{Standard lowest}$

Y transacts $3*Y-(W+X+Z)-\text{Standard middle}$

Z transacts $3*Z-(W+X+Y)-\text{Standard highest}$

Note: If any of X, Y or Z have $PE < 0$, he is charged double in standard money that he has to pay.

E. How is Jaago-Chalis played?

1. Start of Jaago-Chalis series.
2. Game start. Decision of Card Distribution in the first game by Rule of Jaago.
3. Divide 52 cards among 4 players equally by distributing one card at a time to each player. Each player gets 13 cards.
4. Play of the game start with Rule of Jaago.
 - For 1st player, play the start card.
 - For 2nd player, check in order of BISS, SISS, Jaago, Careful cards and throw one of them in a turn.
 - For 3rd and 4th player, check if GJT is on the play? If yes, check in order of start-suit cards, BIJ, SIJ, Careful cards and throw one of them in a turn. If no GJT is on the play, check in order of BISS, SISS, Jaago, Careful cards and throw one of them in a turn.
5. Decide the play winner according to strength of cards. Play ends.
6. The play winner starts the next play.
7. On the last play or on the 13th play of the game, an additional 1 point is allocated for the play winner.
8. After 13 plays are over, one game is finished.
9. Add points won, PW by each player on the game. If points won, PW by player is less than 10, enter – (10-points won) as the points entry, PE. Else if PW is greater than or equal to 10, enter the same as the PE for the player.
10. Check if the player has won more than or equal to 26 points on the single game. If yes, give him standard money as the bonus and continue the game.
11. After each game is finished, cumulatively add the total PE of each player to check if any one of the players has PE greater than or equal to 40 points.
12. If none of the players has yet $PE \geq 40$, start new game for the same series. The card is distributed by the last play winner (13th play winner) of the previous game.
13. If the series has at least one player with $PE \geq 40$, then the series is over. Decide W, X, Y and Z as the winners according to the highest points obtained. Points of $W > X > Y > Z$.
14. Money transaction starts then. W wins all the standard money from X, Y and Z. X gives standard lowest, Y- the standard middle and Z-the standard highest. Among W, X, Y and Z, transaction of money is also from the PE difference they have. W takes from all three. X takes from Y and Z. Y takes from Z. So, Z seems to pay a lot in the series.
15. If the player still has PE less than 0 after the series is over, then he is charged double of standard money he should pay.
16. End of Jaago-Chalis series.

F. A Complete Jaago-Chalis Series Example

★ Start Card

PW- Points won

● Winner Card

PE- Points entry

GAME 1

A ♦10 ♦4 ♣10 ♣9 ♣3 ♥9 ♥10 ♥J ♠K ♠5 ♠7 ♠6 ♠Q

B ♠2 ♠3 ♠4 ♠8 ♦9 ♦J ♥3 ♥5 ♣5 ♣6 ♣7 ♣Q ♣K

C ♣4 ♣8 ♦A ♦8 ♦2 ♠9 ♠A ♥Q ♥6 ♥A ♥8 ♥7 ♥2

D ♣A ♣2 ♣J ♠10 ♠J ♦3 ♦5 ♦6 ♦7 ♦Q ♦K ♥4 ♥K

Plays	A	B	C	D	Points
1.	♣3	♣5	♣4 ★	♣A ●	2.0
2.	♥9	♥3	♥Q ●	♥4 ★	4.0
3.	♣9	♣Q ●	♣8 ★	♣J	2.0
4.	♥10	♥5 ★	♥A ●	♥K	4.0
5.	♥J	♦9 ●	♥7 ★	♦3	4.0
6.	♠5	♠2 ★	♠A ●	♠J	2.0
7.	♠K ●	♠3	♠9 ★	♠10	2.0
8.	♣10 ★	♣K ●	♦2	♣2	2.5
9.	♠6 ●	♣7 ★	♥2	♦5	3.0
10.	♦4 ★	♦J	♦A ●	♦6	4.0

11.	♦10	♠4	♥6 ★	♦Q ●	3.5
12.	♠7	♠8	♦8	♦K ★●	3.0
13.	♠9	♣6	♥8 ●	♦7 ★	4.0
PW	5	8.5	18	8.5	40
PE	-5	-1.5	18	-1.5	

PE Record upto Game 1

A	B	C	D
-5	-1.5	18	-1.5

GAME 2

A	♦9	♦10	♦A	♦Q	♦K	♠3	♠6	♣3	♣6	♥5	♥4	♥9	♥A
B	♥7	♥Q	♥K	♣2	♣J	♣8	♣4	♠A	♠K	♠4	♦8	♦6	♦7
C	♥3	♥6	♦2	♦5	♦J	♠5	♠10	♠Q	♣5	♣7	♣Q	♣K	♣A
D	♥2	♥8	♥10	♥J	♦3	♦4	♣9	♣10	♠2	♠7	♠8	♠9	♠J

Plays	A	B	C	D	Points
1	♠6 ★	♠K ●	♠5	♠2	2.0
2	♣3	♣8 ★	♣A ●	♣9	2.0
3	♠3	♠A ●	♠10 ★	♠7	2.0
4	♣6 ●	♠4 ★	♠Q	♠8	2.0

5	♦A ★ ●	♦6	♦2	♦3	4.0
6	♦K ★ ●	♦7	♦5	♦4	4.0
7	♦9 ★	♦8	♦J	♥J ●	4.0
8	♥4	♣2	♣K ●	♣10 ★	2.5
9	♥A ●	♥7	♥3 ★	♥2	4.0
10	♥5 ★	♥Q ●	♥8	♥6	4.0
11	♥9	♥K ★ ●	♣5	♥10	3.5
12	♦10	♣J ★	♣7	♠J ●	2.5
13	♦Q	♣4	♣Q ●	♠9 ★	3.5
PW	14	11.5	8	6.5	40
PE	14	11.5	-2	-3.5	

PE Record upto Game 2

A	B	C	D
-5	-1.5	18	-1.5
<u>14</u>	<u>11.5</u>	<u>-2</u>	<u>-3.5</u>
9	10	16	-5

GAME 3

A	♠7	♣4	♣9	♣J	♥4	♥8	♥K	♥A	♦2	♦5	♦9	♦Q	♦K
B	♣3	♣5	♣6	♣10	♣A	♥5	♥6	♥2	♦3	♦8	♠K	♠J	♠3
C	♣7	♣2	♣K	♥3	♥9	♥Q	♠6	♠Q	♠A	♠10	♠2	♦6	♦J
D	♣8	♣Q	♠4	♠5	♠8	♠9	♦4	♦7	♦10	♦A	♥7	♥10	♥J

Plays	A	B	C	D	Points
1	♥A ●	♥6 ★	♥Q	♥7	4.0
2	♠7 ★	♠J	♠Q ●	♠4	2.0
3	♣J	♣A ●	♣7 ★	♣8	2.0
4	♣4 ●	♠K ★	♠A	♠5	2.0
5	♦9 ★	♦3	♦J	♦A ●	4.0
6	♥K ●	♥2	♥3	♥10 ★	4.0
7	♦K ★ ●	♦8	♦6	♦4	4.0
8	♦Q ★	♥5	♥9 ●	♦7	4.0
9	♣9 ●	♠3	♠6 ★	♠9	2.0
10	♥4 ★	♣3	♠2	♥J ●	3.0
11	♦2	♣5	♣K ●	♣Q ★	2.5
12	♦5	♣6 ●	♠10 ★	♠8	2.5
13	♥8	♣10 ★ ●	♣2	♦10	4.0
PW	16	8.5	8.5	7	40
PE	16	-1.5	-1.5	-3	

PE Record upto Game 3

A	B	C	D
-5	-1.5	18	-1.5
14	11.5	-2	-3.5
16	-1.5	-1.5	-3
25	8.5	14.5	-8

GAME 4

A ♠A ♠2 ♠7 ♣5 ♣6 ♣10 ♣Q ♣K ♦3 ♦8 ♥5 ♥10 ♥Q
 B ♥3 ♥4 ♥A ♥9 ♦2 ♦10 ♦K ♦J ♣2 ♣8 ♣4 ♠3 ♠10
 C ♣9 ♣3 ♣A ♣7 ♦5 ♦7 ♦4 ♦9 ♠K ♠9 ♠4 ♥K ♥6
 D ♦6 ♦Q ♦A ♣J ♠5 ♠6 ♠8 ♠J ♠Q ♥2 ♥7 ♥8 ♥J

Plays	A	B	C	D	Points
1	♠A ●	♠10 ★	♠K	♠5	2.0
2	♠7 ★	♠3	♠4	♠Q ●	2.0
3	♣5	♣4	♣A ●	♣J ★	2.0
4	♥10	♥A ●	♥6 ★	♥J	4.0
5	♣K	♣2 ★	♣7	♠6 ●	2.0
6	♠2	♣8 ●	♠9	♠8 ★	2.0

7	♦3	♦J ★	♦4	♦Q ●	4.0
8	♦8	♦2	♦5	♦A ★ ●	4.0
9	♣10 ●	♥3	♣9	♠J ★	2.5
10	♣6 ★ ●	♥4	♣3	♥2	3.0
11	♣Q ★ ●	♥9	♦7	♥7	3.5
12	♥5 ★	♦K ●	♥K	♥8	4.0
13	♥Q ●	♦10 ★	♦9	♦6	5.0
PW	16	10	2	12	40
PE	16	10	-8	12	

PE Record upto Game 4

A	B	C	D
-5	-1.5	18	-1.5
14	11.5	-2	-3.5
16	-1.5	-1.5	-3
<u>16</u>	<u>10</u>	<u>-8</u>	<u>12</u>
41	18.5	6.5	4

Decision of Winners of Jaago-Chalis Series

PE of A>B>C>D, hence A=W, B=X, C=Y and D=Z. A is the winner.

W=41 X=18.5 Y=6.5 Z=4

Suppose, Standard lowest to be paid by X to W=20 points

Standard middle to be paid by Y to W=30 points

Standard highest to be paid by Z to W=40 points

Then Standard money won by W=20+30+40=90 points

A wins $(W-X)+(W-Y)+(W-Z)+\text{Standard money} = 3*41-(18.5+6.5+4)+90 = 184$ points

B transacts $(X-W)+(X-Y)+(X-Z)+\text{Standard lowest} = 3*18.5-(41+6.5+4)-20 = -16$ points

C transacts $(Y-W)+(Y-X)+(Y-Z)+\text{Standard middle} = 3*6.5-(41+18.5+4)-30 = -74$ points

D transacts $(Z-W)+(Z-X)+(Z-Y)+\text{Standard highest} = 3*4-(41+18.5+6.5)-40 = -94$ points

Money Transaction

Points	W	X	Y	Z
Point-difference wise	94	4	-44	-54
Standard	90	-20	-30	-40
Total	184	-16	-74	-94

If 1 point = Rs. 0.25 then,

W wins Rs. $184 * 0.25 = \text{Rs } 46$.

X loses Rs. $16 * 0.25 = \text{Rs. } 4$

Y loses Rs. $74 * 0.25 = \text{Rs. } 18.5$

Z loses Rs. $94 * 0.25 = \text{Rs. } 23.5$

G. Features of Jaago-Chalis

- Game of luck and logic.
- At least one player gets negative point (less than 0) in each game.(almost impossible to balance all the players getting exactly 10 points.
- Each play is important and interesting.
- Suitable for money transaction.

H. Limitations

Jaago-Chalis is developed mainly to be played by 4 players.

I. Future Enhancements

Ratio of standard money to point difference money has not been yet defined.

J. Conclusion

Jaago-Chalis is the original Nepali card-game.

K. Contacts

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