

RULES FOR THE JOKER BOARD GAME

- Looking at the board, the inside track is used for four players; the outside track for six players. The cross shape is called the player's "home" and the upside down L shape is the player's "castle".
- The object of the game is to move all your markers around the board clockwise, and into your "castle"; however, there are shortcuts to be discussed later. When playing as teams, the game is won when all members of the team have moved all their markers into their respective castles. When one member of the team has all his markers in his castle, he may then use his turn to assist the first team member to his left; if that member has also moved all his markers into his castle, they both help the next teammate to the left, etc.
- To begin the game, each player chooses his color and takes five markers of that color. He then places them in the "home" nearest him on the Joker board. The dealer shuffles the cards (two decks, with 4 total jokers) and deals each player five cards; he then puts the remainder of the cards face down in the center of the Joker board.
- The player to the left of the dealer draws a card from the stack; he then selects one of the six cards in his hand, discards it face up in front of him, and moves a marker as indicated by that card. Play continues in a clockwise direction around the table.

Cards are taken at face value, with the following exceptions:

Aces	May either move one space forward or may start a marker from home.
Face cards	May move one marker forward ten spaces, or may start a marker from home; (Note: a ten may NOT be used to start a marker from home).
Sevens	May move one marker seven spaces, OR may split the seven between any two markers in a play(6-1, 5-2, or 4-3).
Eights	Must move a marker backward eight spaces; this is particularly helpful when a marker is near home and can be moved back to the entrance to the castle.
Jokers	A joker may be used to put one's own marker in the place of any other marker on the board in play; the displaced marker is returned home if it belongs to an opponent, or to the entrance of its own castle if it belongs to a <u>teammate</u> . If the entrance to the castle is occupied, the same rules apply as if you had landed on the same space as another marker in the normal course of play.

- If you land on a space occupied by another marker as you move around the board, the displaced marker is returned home if it belongs to an opponent, or to the entrance of its castle if it belongs to a teammate. If the entrance to the castle is occupied, the same

rule applies (i.e., an opponent's marker is sent home, a teammate's marker is sent to the entrance of his castle). This rule can be applied both offensively and defensively: it is helpful to your team to land on a teammate's marker and send him to his castle, it is good defensively to prevent an opponent from moving his marker into his castle.

- You cannot pass one of your markers with another of your markers, in either direction. You will note that it is exactly ten spaces from the doorstep of one's home to the next corner, clockwise; it is eight spaces from the doorstep of one's home to the next corner, counterclockwise. Strategy-wise it is important to guard the corner clockwise from your home doorstep, to keep the opponent from backing up and getting home without going around the board.
- You must play if you can. If the only marker you have out is in front of your castle, you must move it, even if it means starting around the board again. If you have no markers in play, but have a joker, you must use the joker rather than saving it for a special need as it is the usual practice—in this instance, the joker can replace any marker in play, from home. If you have no markers in play, and no aces, face cards, or jokers in your hand, you must discard one of your six cards even though you can't move.