

JOKER- INTERNATIONAL RULES FOR REGION 9

GAME OBJECTIVE: To move five (ten per team) marbles from “Start” to “Home” on playing board.

METHOD: By moving one’s own marbles as determined by the playing cards.

1. Draw for table numbers and seat numbers. Seat 1 and 3 are partners. Seat 2 and 4 are partners.
2. Two decks of (Poker) cards with all four jokers are used.
3. All cards are shuffled. Seat 1 will deal.
4. Dealer gives five cards to each player. The rest of the deck is placed face down in a single stack on the board.
5. The person who deals keeps the cards shuffled. DO NOT reshuffle until last card is picked up.
6. The player to the left of the dealer begins play by first drawing one card from the stack, and discards a card that dictates players move. DO NOT draw until your turn to play. (If player fails to draw a card when it is his turn, he must wait until his next turn and draw two cards.)
7. You must play if you have a card that will play.
8. A card laid is a card played. You CAN NOT pick it up. EXCEPTION: Card laid is not playable, but you have a card that is playable, call chairperson to permit picking up of unplayable card.
9. Discard cards in center of board.
10. NO TALKING across the table about the game. If you question a play, have chairperson witness the play immediately.
11. THE FOLLOWING MOVES ARE PERMITTED:
 - A. Ace can move a marble out of “START” or advance a marble one space forward in playing area.
 - B. The KING, QUEEN, and JACK, may move a marble out of “START” or may move a marble forward ten spaces.
 - C. The cards TWO through SIX, as well as cards NINE and TEN move any one of a player’s marbles the number of spaces a card shows (i.e. FIVE would move a marble 5 spaces forward).
 - D. The SEVEN can move one marble or a continuation of two marbles a total of seven (7) spaces forward. If a player’s last marble is six or fewer spaces from “HOME” the player must “SPEND” his unused spaces from the total of seven to move one of his partner’s marbles. Seven must be used completely.

E. The EIGHT moves a marble 8 spaces BACKWARD (Counter-clockwise) and may not “back” into “home”. The EIGHT card is the only marble that can go backwards.

F. A JOKER MAY:

1. Move a marble out of “START”
2. “BUMP” an opponent’s marble back to “START” using ANY of the player’s OWN marbles to replace the “BUMPED” marble on the board.
3. “BUMP” a partner’s marble to the entrance of his “HOME” space. If an opponent’s marble is in “HOME” entrance space, his marble is bumped back to the start.
4. Move one space
5. Joker goes clockwise and cannot pass home entrance.

GENERAL RULES

1. Four players form two teams
2. Each player uses one color marble only, but assists his partner when possible and appropriate.
3. When a player gets all five of his marbles “HOME”, he then joins forces with the partner and continues play (in his own turn)
4. No Player may pass his own marbles in the play zone, EXCEPT on a JOKER or EIGHT (Reverse) card play.
5. A player may pass any marble but not his own.
6. Landing on an opponent’s marble ‘BUMPS’ him back to “START” but a partner’s marble is “BUMPED” to the entrance of “HOME”.
7. Marbles moving into “HOME” must use the exact number allowed by the card played, seven was explained earlier. ON the last marble belonging to partners, full count of any card played must be used.
8. You may never, under any circumstances pass the entrance to “YOUR HOME” MOVING clockwise.
9. “HOME” spaces are counted. Spaces inside “START” are not counted.
10. Game ends when either team gets all ten marbles home.
11. When you are “HOME” you are safe, you cannot come out.
12. You cannot bump your own marble or your partners marble back to start.
13. You keep the same partner throughout the tournament.
14. The decision of the JOKER CHAIRMAN is FINAL.