



PEGS AND JOKERS

Two to eight can play. There are two teams. Team members sit opposite each other for four players and every other person for six or eight. (You can play individuals but most prefer to play teams)

The object of the game is to get all your pegs to the home court. The first team to get all their pegs home is the winner.

Each player selects a color and places their five pegs in the left start position. Three or more decks of regular playing cards are used, including two jokers per deck. As the pile is reduced the discard pile/piles are shuffled and placed under the draw pile to replenish the draw pile.

Each player is dealt five cards. Each player in turn draws a card and discards the card they are using for their turn. I.e. if a player wants to move three spaces they discard a three. Each player may have his own discard pile in front of them, or you may have one central pile. After drawing if a player cannot move, that player still has to discard.

After drawing a card if you do not have a peg on the board that can play, and you do not have a face card or an ace to get out of start then you discard any card you chose, ending your turn. Keep such discards separate from other discards until you have been able to make a move. You may discard a card without playing up to four times, if you have not been able to draw a card which will permit you to come out of your start position, you may come out with any card you draw on the fifth such draw.

You must play a face card or an ace to leave start. After leaving start, a normal move is toward the player's left. Exceptions are explained below.

All cards play at face value (i.e. a 5 moves you five spaces, a 6 moves you six spaces, ace moves you one space, face cards move you ten spaces, etc, with the following exceptions:

7's is the only card you may split between two pegs, (i.e. one peg can move 3 spaces with the second peg moving 4 spaces or one peg can move 1 space with another peg moving 6 spaces. 7's can only be split between two pegs. 7's do not have to be split.

8's always move you back 8 spaces. You cannot use an 8 to back into your home, you must go back eight spaces then on a subsequent turn you can go forward into your home. You cannot move a peg backward that has entered home.

Jokers you can move your peg to any space on the board where there is a piece in play. For the piece that is in the space you move to, then you move that peg to either their start or the entrance to their home, (your opponent is sent back to start, your partner is sent to home). Your peg can come from your start position or anywhere on the board, but not from your home. Any peg affected by your move must already be in play. You cannot affect any peg in someone's home or start.

When you come out of start and another peg is in the start position:

If your own peg is there you cannot come out.

If one of your partner's peg is there you move the peg to the space in front of their home court.

If an opponent's peg is there you move the peg back to their start diamond. They must come out again before they can resume play with that peg.

A player may not pass without playing if he has a legal move available.

During regular play if you land on your opponent's peg you send them back to start. If you land on your partner's peg you send them to the space in front of their home.

You are not allowed to jump your own peg either going forward or going backward.

If you are at the entrance to your home and you don't have a card small enough to get you in, and you have no other moves, then you must move that peg forward past home or if you have an eight you can go backwards 8 spaces. You must move all the spaces indicated by the card played, i.e.: you can't play a ten then go into your home moving only five spaces.

Note: first peg home has to go all the way to the end and the next peg to the hole next to the end, etc., this can be done in several or one move but you cannot jump your own peg even in home court.

When you have all your pegs home you continue to play as before except you move your partner's pegs. If 6 people are playing then you help only the partner to your left. When

2 of the 3 partners are home all 3 continue playing until the last partners gets home or the other team wins.

The first team with all pegs home wins!

A Variation: 9's can go forward or can be split between two pegs. If splitting a 9 you must move one backwards THEN move the second peg forward. Both moves must equal a total of 9.

J's move 11 spaces forward. Q's move 12 spaces forward. K's move 13 spaces forward.

Another Variation: When a player is moving his **last** peg into his **last** home spot, he may at his option, play a seven, using a part of the seven to complete his move to home and using the remainder to move his eligible partner the remainder of the seven.

Another Variation: ONE EYED JACKS reverses all cards except Jokers. (I.e., 8's move forward, 7's can still be split but all moves have to go backwards, play a 6 and go backwards 6 spaces.) Discard both the one eyed Jack and the card it was played with (the 7 or 8 or whatever) immediately draw a card to replace the one eyed Jack so that you are always holding 5 cards.

PEGS AND JOKERS MADE FOR YOU:

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