JOKER – CONTINOUS RULES FOR REGION 9

Before the Game Starts:

1. **Two decks** of cards with four jokers will be used.
2. Four players sit at a table and cut the cards. Two high cards are partners and two low cards are partners. High card is dealer and shuffler. **As card pile gets low, dealer will shuffle cards when he is not playing and put the deck under remaining draw pile.** Dealer deals 5 cards to each player.
3. Player to left of dealer starts play.
4. **Proceeding rounds,** winners draw for high and move up toward table 1, **losers on table 1** go to **largest numbered table. When you get to new table high plays with high and low with low.**

Play Method:

DRAW a card, **LAY** a card, **MOVE** your marble. Move your marble according to card played. **Next player may draw his card after preceding player draws, but must wait until preceding player plays to begin his play.**

Face cards: move a marble out of start or advance 10 spaces

Ace: moves a marble out of start or advances 1 space.

Cards 2 through 6 and 9 and 10: move spaces according to number on each card played.

Card 7: can move a marble 7 spaces, or may be split between 2 marbles. A 7 card may be divided between partners' marbles as one partner finishes play on his marbles; but, on last play of game, full count of any card must be used.

Card 8: only moves backward and may pass any marble. This means that **you may pass your own marble with an 8.**

Joker

1. May move a marble **out of START**.
2. **Bump an opponent's marble back to START.**
3. Bump a partner's marble to the entrance of his **HOME** space.
   If partner's marble is in the space, it is an illegal play and player must move another marble.
4. A **JOKER** can move **one (1) space.**
5. The **JOKER cannot** be moved past the **HOME** entrance. **A JOKER cannot move backwards.**

A card laid or shown must be played,

If a player has a card that will play, the player may not pass.

<u>Scoring:</u> When a table finishes play, one player at that table will call, "Joker". The chairman will ring a bell and all play stops immediately. Each marble that partners have <u>**Snug**</u> in home will count 2, other marbles in home will count 1. **Partners will combine** their scores and put the total score on each of their scorecards. A <u>**bonus**</u> of 5 points will be added to the score of the team that finishes the game first. **Each partner of the winning team will score 25 points.**

Each player should carry his own scorecard with him as he changes tables. Winners of a game will advance to the next lower numbered table. Winners of table 1 remain and losers go to the largest numbered table. When players change tables they will change partners.

We will play 6 rounds, if there is a tie after 6 rounds, these players will then play each other.

We hope that you will like this style of play and scoring. The main advantage is that you will be able to play 6 rounds.

PLEASE BRING YOUR JOKER BOARDS, CARDS AND MARBLES IF YOU CAN.