



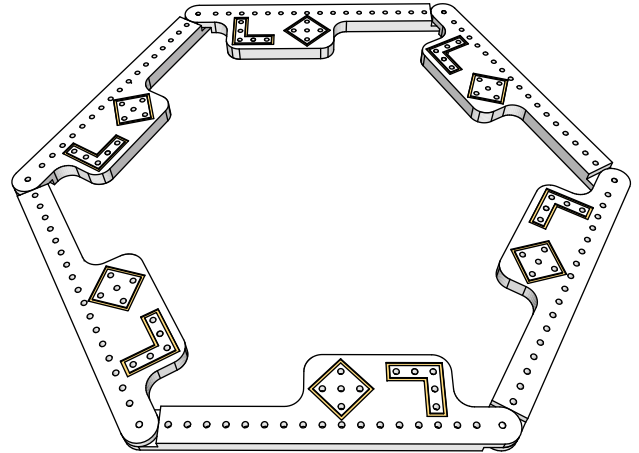
## Pegs & Jokers - Game Rules

### Visit our YouTube channel:

Visit [www.youtube.com/tommytomkins](http://www.youtube.com/tommytomkins) for videos on Pegs & Jokers and other woodworking videos.

### Shop Game Boards or Make Your Own:

Visit [www.liftbridgefurniture.com](http://www.liftbridgefurniture.com) to shop Pegs & Joker game boards, player expansion sets, and peg sets. Woodworking Plans are also available if you would like to make the boards yourself.



### Objective:

Move all five pegs, clockwise around the board, from your HOME area (the diamond), to your SAFE area (the "L" shape). The first team or individual to have all of their pegs in the SAFE area wins the game.

### Players:

Two Players: use 4 boards and 2 decks of cards.

Four Players: use 4 boards and 2 decks of cards. Play is two, two-person teams.

Six Players: use 6 boards and 3 decks of cards. Play is three, two-person teams.

Eight Players: use 8 boards and 4 decks of cards. Play is four, two-person teams.

For every two players, add one deck of cards. Each player chooses five pegs in a unique color. Each 2-person team sits across from each other.

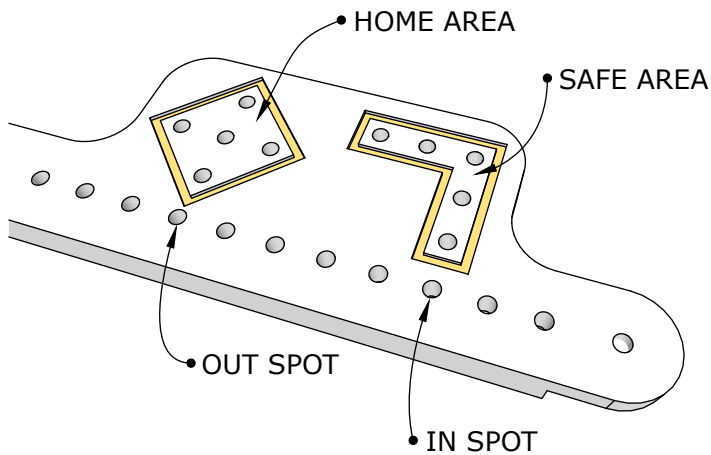
\* Teams are optional but much more fun!

### Dealing:

Shuffle the deck and deal each player five cards face down. The remaining deck is placed face down in the center of the table. Player to the left of the dealer makes a play from his hand, discards the card, then draws one card from the deck.

### Penalty:

If player forgets to draw a card after making a play, he must draw a card from the deck but forfeits his next turn to play.



### Making a Play:

Play begins by using a King, Queen, Jack or Ace to move a peg from any of the five HOME positions to the OUT SPOT. ACE or FACE or JOKER gets you OUT! All face cards, including the JOKER, that are used to come out must land in the OUT SPOT.

### If you have a player out:

- **Ace** moves forward one hole (or GETS a player OUT!)
- **2** moves forward two holes
- **3** moves forward three holes
- **4** moves forward four holes
- **5** moves forward five holes
- **6** moves forward six holes
- **7** moves forward seven holes, but can be split between two pegs (both must move forward)
- **8** moves BACKWARD eight holes
- **9** moves forward nine holes, but can be split between two pegs (one must move FORWARD and the other BACKWARD)
- **10** moves forward ten holes
- **Jack** moves forward eleven holes (or GETS a player OUT!)
- **Queen** moves forward twelve holes (or GETS a player OUT!)
- **King** moves forward thirteen holes (or GETS a player OUT!)
- **Joker** is a **WILD CARD** and replaces any other peg in play with your own peg (or GETS a player OUT!)

### Tips:

Try not to position your pegs:

- 1) at any of the corners
- 2) in an opponent's OUT SPOT
- 3) in an opponent's IN SPOT

### Other Rules:

- Anytime your peg lands on an opponent's peg, he returns to his HOME area.
- Anytime your peg lands on your teammate's peg, you help him out and send him to his IN SPOT.
- You cannot pass, or land on, your own peg on the main track or in the SAFE area.
- Once a peg is in the SAFE area, it is safe and cannot be removed.
- You cannot back into the SAFE area, even with an 8 card.
- When entering the SAFE area, if your only move is for more holes than the SAFE area allows, you cannot enter the SAFE area and must go passed it. An 8 or 9 can potentially move you back so you don't have to go all the way around again.
- You must move if you have a play.
- You must use the full count of the card played; i.e. a 4 card requires four moves, even into the SAFE position.
- If a Joker is used to get out of HOME, the peg can not go anywhere else other than the OUT SPOT.
- Each player must play his own pegs until all five pegs are in the SAFE position. Then he can help his teammate and play their team's remaining pegs.
- At no point can teammates discuss what cards they have with each other. NO TABLE TALK!

### Advanced Game Variations:

Many games are played with as many as ten players with one deck of cards for every two players. You can find minor variations of the rules of this game, but we like to play it using the rules above. The #1 rule is that you have fun so play the game however you like!

### Shop Game Boards or Make Your Own:

Visit [www.liftbridgefurniture.com](http://www.liftbridgefurniture.com) to shop Pegs & Joker game boards, player expansion sets, and peg sets. Woodworking Plans are also available if you would like to make the boards yourself.

