Pegs & Jokers

Instructions

For 3-8 players

Best for ages 8+

OBJECTIVE

Be the first to move all your pegs from your Start Area to your Castle Area.
If playing as teams, beat the Opponents' team by getting all your Partners' pegs into their respective Castle Areas.

SETUP

Play with 3 or 4 decks of cards, include the jokers (3 decks is fine for 6 or fewer players).
Each player chooses a color board and places five matching color pegs into the Start Area (see diagram on back).
Connect the boards in a loop with the straight edges toward the players. If playing as teams, partners are every other player.
Shuffle cards and deal 5 cards to each player.
Set additional cards in center of the board circuit to be the Draw Pile.

VARIATIONS

INDIVIDUAL
Can be played with any number of players 3-8. Everyone plays on their own. All other players are your Opponents—you have no Partners.
TEAMS
Must be played with an even number of players (4, 6, 8).
Partners sit every-other between their Opponents.
When all your pegs are in the Castle Area, you then play the remaining pegs of the next partner to your left until an entire team has all their pegs in their respective Castle Areas.

BEGIN PLAY

If you cannot otherwise decide, the youngest player goes first.
Play a card by placing it face-up in front of your board.
Make your move (see Cards & Their Meanings and Movement sections). At the end of your turn, draw a card from the center pile (so you always have 5 cards in hand).
The next player to play is the person immediately to the left of the player who played last. (Play and peg movement are both clockwise)

CARDS & THEIR MEANINGS (see Movement section for additional info)

A (**ace**) - Get Out OR move forward 1 space
JQK (**face**) - Get Out OR move forward 10 spaces
2-6, 10 - move forward the number of spaces as the value on the card
7 - move forward 7 spaces OR
split the 7 spaces forward between 2 pegs (move one peg 3 forward & one peg 4 forward)
8 - move BACKWARD 8 spaces
9 - split the 9 spaces between 2 pegs, one FORWARD, the other BACKWARD (i.e. move one peg forward 2 & one peg backward 7). The player MUST have 2 pegs available to move to play a 9.
$ (**joker**) - Use any of your pegs from the Start Area to Bump Off any other player (if no more pegs in Start Area, select any peg of your color on the circuit not already in your Castle Area to be used instead). Opponents are bumped back to their Start Area. Partners are bumped to their Castle Doorstep (space C in diagram). Note: Jokers MUST bump off another player's peg. You **CANNOT** use it to move to any position; only a position on the Circuit occupied by another player's peg.

MOVEMENT

• **Get Out** An ace or face card is needed to move a peg from out of the Start Area to the Starting Space (space S in diagram).

• **Bump Off** When a peg moves to a space occupied by a different colored peg on the Circuit, the peg already there is replaced and sent to their Start Area, OR, if the peg belongs to a Partner, to the Castle Doorstep (space C in diagram) of the respective player's board. You cannot Bump Off a peg of the same color.

• **You cannot back into (or out of) your Castle.** Entry into the Castle Area is FORWARD ONLY. An 8 or the backward portion of the 9 cannot be used to enter a Castle Area directly. You can stop on the Castle Doorstep (space C) or pass it moving backward, but not enter your Castle Area. The peg entering the Castle Area must make a forward move to pass the threshold into the Castle. Once a peg has entered the Castle Area, it cannot be moved backward in any scenario.

• While moving, you count a space occupied by another's peg as a space. You do not skip it when counting spaces.

• **A peg CANNOT PASS a peg of its OWN COLOR.**

• When moving into your Castle, you must have the exact number required, and cannot pass your own pegs. (You may have to circle the board again.)

• **Team Play:** You cannot move pegs for your Partner until all of your pegs are already in your Castle Area.

** Disputes are settled by the owner of the game. If shared ownership, the eldest.

EDGE CASES

• If none of your cards play, you lay any one card in your hand down as if to play it and draw a new card from draw pile.

• You must move if you are able. You cannot pass your turn if you hold a card that can move your pegs by tossing an unwanted card that cannot be used (such as a 9 when you have one peg left and would otherwise have to pass your Castle Area to circle the board hoping for a better card to be drawn— this is an illegal move).

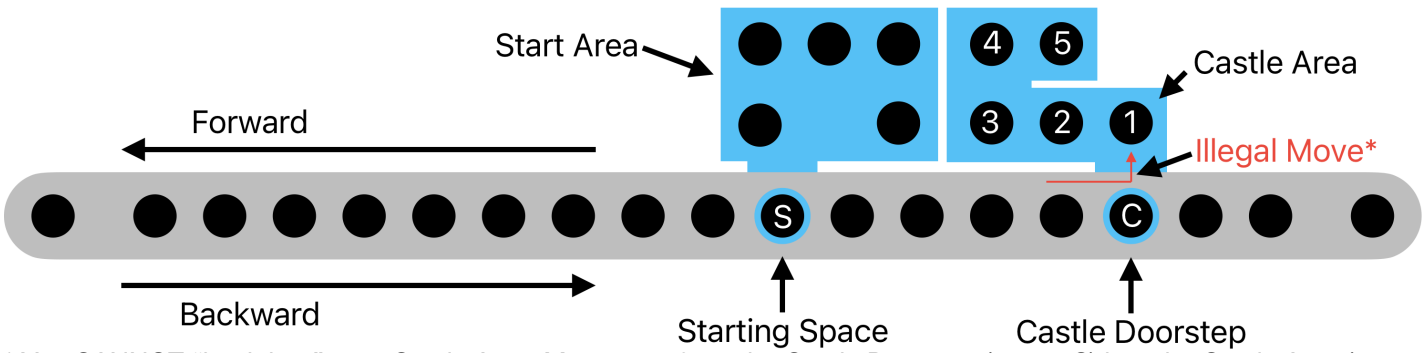
• If you forget to draw a card at the end of a turn, on your immediate next turn, you can EITHER skip your move and only draw a card to return to your 5 cards OR continue playing the rest of the game with only 4 cards.**

DOUBLE PLAYS & TRIPLE PLAYS etc.

• When you Bump Off a teammate which Bumps Off another peg, as long as the direct peg to Bump Off a peg was not the same color, this is okay.

• If you Bump Off your partner and your partner's peg would Bump Off his own peg, this is an illegal move and another card/play must be used.

BONUS HINT: When playing as Teams, 7s and 9s come in handy to get your last peg into your Castle Area—move the remainder of the 7 or 9 with your partner's peg. If the next partner yet to completely enter their Castle Area to your left does not have any available pegs to move the full remainder of the 7 or 9, it must be exact.



* You CANNOT "back into" your Castle Area. Movement from the Castle Doorstep (space C) into the Castle Area (one of the numbered spaces) is ALWAYS FORWARD.