

Joker 2 Go

A Game of Strategy, Revenge, and a Little Luck

Ages 12 to Adult
For 3 to 6 players

Contents:

6 board pieces, 30 golf tees, 3 decks of cards, 6 elastic bands and game rules.

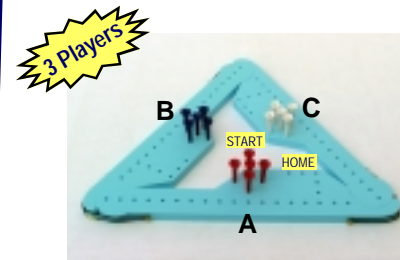
Additional boards or accessories are available for purchase. Refer to page 4 for ordering information.

Object:

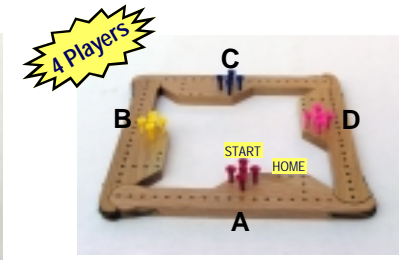
The object of the game is to move your five golf tees from your START area to your HOME area.

Setup:

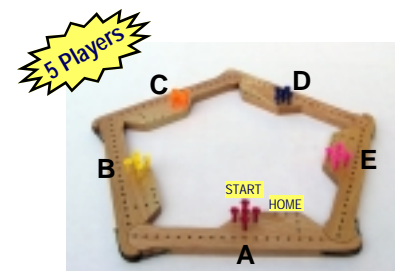
1. Based on the number of players, assemble the board as shown below. Use the elastic bands to hold the board pieces together.



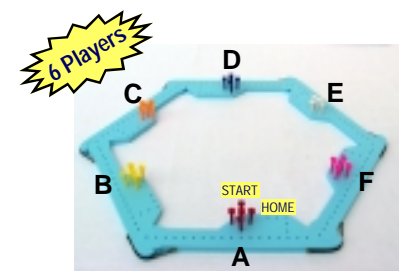
Individual Play



Partners: A & C
B & D



Individual Play



Partners: A & D
B & E
C & F

OR

Teams: A, C & E
B, D & F

2. Place five tees of the same color in your START area.

Variations:

- ♣ If a player moves their tee before drawing a card, the player may draw two cards on their next turn but cannot play or look at the cards until the following turn. The player plays with the four cards in their hand for one turn.
- ♣ If a player cannot move for five consecutive turns, the player is granted the right to use any card in their hand to bring a tee out of the START area.
- ♣ If a player's only move is into the HOME area and the card value is more than the spaces available in the HOME area, the player must move the tee around the board again.
- ♣ If a player bumps their partner's tee and their partner already has a tee occupying their entrance space into their HOME area, one of the tee's is placed back in the START area.
- ♣ The NINE card can be split between two tees, one backward movement and one forward movement. (Example: Move one tee forward four spaces and another tee backward five spaces.)

Additional Boards or Accessories:

Contact Just4Fun, LLC for pricing. Available in wood or blue plastic as shown on page 1. Accessories include tees, elastic bands, cards or bags.

Visit our website to check out our other great products.

Questions or To Place an Order:

Visit our website at www.Just4FunLLC.com or via email at sales@Just4FunLLC.com



WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

Not recommended for children under 12 years.

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General Rules:

- ♣ Three to six players can play.
- ♦ Play with three or more decks of cards. Do not remove the Jokers.
- ♥ A player must play if they have a playable card, even if it is an undesirable play.
- ♠ If a player has no playable cards, one card is discarded and play passes to the next player.
- ♣ Once a card is discarded it is considered played. A player may not change their mind and pickup the card.
- ♦ A player may pass any tee that is not their own color.
- ♥ A player may not pass their own tee EXCEPT when playing a JOKER or EIGHT card.
- ♠ Move tees clockwise around the board according to the card value (see card value chart).
EXCEPTION: An EIGHT card moves the tee backwards (counter-clockwise).
- ♣ Landing on an opponent's tee bumps them back to their START area.
- ♦ Landing on a partner's tee bumps them to the entrance of their HOME area.
Note: If the partner already has a tee occupying their entrance space to their HOME area, bumping them is not allowed. Two tees cannot occupy the same space.
- ♥ A player is not allowed to pass the entrance to their HOME area.
EXCEPTION: If a player is using an EIGHT card and moving backwards (counter-clockwise), they may pass their entrance to their HOME area.
- ♠ Once a player's tee is moved into their HOME area, the tee is safe from being bumped by an opponent.
- ♣ If playing with partners, when a player gets all of their tee's in their HOME area, they can use their turn to assist their partner sitting closest to their left. Once their partner's tees are in their HOME area, then both partners would assist the other partner.
- ♦ The winner/winning team is the first player/team to get all their tee's by exact count into their HOME area's.

Playing:

1. Each player selects a color and places five tees of that color in their start area.
2. Shuffle the cards. Each player randomly picks one card. High card deals.
3. Deal five cards to each player.
4. Player to the left of the dealer plays first, with play passing clockwise.
5. Each player starts their turn by drawing one card, decides which card to play, places that card on their discard pile, then moves one of their tees according to the card value (see card value chart).
Note: If the player moves their tee before drawing, the player may draw two cards on their next turn without any penalty.
6. A player must have an ACE, JOKER, or FACE card to move a tee out of their START area and onto the board. The tee is placed in the space directly in front of their START area.
EXCEPTION: JOKER may be used to bump any tee on the board. The player's tee will be placed in the space of the bumped tee. If the bumped tee belongs to an opponent, the opponent's tee goes back to their START area; if the bumped tee belongs to a partner, the partner's tee is placed in the entrance space of their HOME area.

Playing (continuation):

7. Move tees clockwise around the board according to the card value (see card value chart).
EXCEPTION: An EIGHT card moves the tee backwards (counter-clockwise).
8. Entire count from the card must be used when a player is moving their tees into their HOME area.
EXCEPTION: A player may use a SEVEN card (split card - see card value chart) to move their last tee into their HOME area and advance their partner's tee with the remainder of the card value. (Example: Player moves their last tee exactly three spaces into their HOME area and then advances their partner's tee four spaces.)
9. Once a player's tee is moved into their HOME area, the tee may not be bumped by an opponent. The space directly in front of the HOME area is not considered safe and an opponent may bump the tee in that space, which would send the tee back to the player's START area.
10. Game is won by a player/team moving all their tees into their HOME area's.

Card Value Chart

ACE	Moves a tee out of the START area and onto the board (space directly in front of the START area), or moves tee forward one space.
FACE	Moves a tee out of the START area and onto the board (space directly in front of the START area), or moves tee forward 10 spaces.
EIGHT	Moves tee backwards (counter-clockwise) eight spaces. An EIGHT cannot be used to move forward. A player may jump any tee, including their own, when using an EIGHT. HINT: Player moves tee out of START area, next turn moves tee back EIGHT, next turn moves tee into HOME area. Quick, great strategy in getting a tee into a HOME area in three turns, as long as, an opponent is not within striking distance of bumping the players tee.
SEVEN	Moves one tee seven spaces, or moves two tees a total of seven spaces. (Example: Move first tee 3 spaces and second tee 4 spaces.)
JOKER	Wild card. May be used to bump any tee on the board. The player's tee will be placed in the space of the bumped tee. If the bumped tee belongs to an opponent, the opponent's tee goes back to their START area; if the bumped tee belongs to a partner, the partner's tee is placed in the entrance space of their HOME area. If the JOKER cannot be used as a wild card, it also moves tee one space.
ALL OTHER CARDS	Moves tee clockwise only, at the face value of the card. Example: "4" moves tee four spaces; "10" moves tee 10 spaces, etc...