

JOKERS

TEXAS GOOD SAM

OBJECTIVE: Be first team to have all their marbles/pegs (10 total) in home

The game is played with two teams each having two players, four game boards, five games pieces (marbles or pegs) of the same color for each player, and two decks of poker cards with jokers. All cards move one marble at face value except for Special Cards list below.

SPECIAL CARDS:

7 – moves **forward** only. Moves one marble **or** may be split between two marbles

8 – moves marble **backwards** only

9 – **must be split**; moves two marbles, one forward and one backward

Jack – use as “come out” card or move forward 11 spaces

Queen – use as “come out” card or move forward 12 spaces

King – use as “come out” card or move forward 13 spaces

Ace – use as “come out” card or move forward 1 space

Joker – **must** replace another marble that is in play. The player may select a marble that is in play or a marble from the start position.

START OF PLAY: Draw for partners. If you draw a partner that is in your chapter, please change partners. Place 5 marbles of the same color in the “start” position for each player. Cut cards to determine first player. The person (dealer) to right of first player will shuffle cards and deal 5 cards to each player. Play begins with the first player left of the dealer and continues clockwise. Each player draws one card, selects a card from his hand, discards the card, and makes his move. To come out the player uses a “come out” card (face card or

Ace). For the first play of the game only, a joker cannot be used. (See Basic Rules below.)

NOTE: When the **only** play available is to “come out” from the start position and the player has NO come out card, the player discards and starts a separate discard pile to count cards. The player **will automatically come out on the 6th card drawn**. A “come out” card or joker drawn during the 2nd through 6th draw is played when drawn. On draws 1 thru 5, the player may select any card of his choice from his hand (6 cards) to add to the separate discard pile.

BASIC RULES: If you have a play, it must be taken even if it is a disadvantage to you or your team. You cannot pass a play. You must discard before moving your marble(s). A card laid, is a card played. If you discard a card and a move cannot be made, you forfeit your play for that turn.

Jokers are used only to replace another marble that is in play. The marble may be any marble that you have in play (cannot be in home) or the marble may come from the start position. When landing on an opponent’s marble, that marble is sent back to the start position. When landing on a partner’s marble, that marble is sent to the entrance to home (“ready to go home position”). You cannot pass or land (bump) on your own marble. You cannot back into home. Going into home is a forward move. Once a player gets all their marbles into home, the player will then help and move the partner’s marble(s). To get the last marble into home, the player must have the correct count card or may use a split card (7 or 9) to move the last marble into home and then use the remainder on a partner’s marble, provided a play can be made. You cannot pass the entrance to home. Otherwise no play is made.

DRAWING CARDS: Do not draw before your turn. If you make a play and forget to draw, you then, on your next turn, must draw one card and not make a play. Drawing one card per turn to fill your hand and not making a play will continue until you have 6 cards in your hand. With 6 cards, a play can be made and a marble moved. If you draw out of turn, you must discard that card and forfeit your turn (discard but do not move). Once the player on your right acknowledges they have drawn and discarded, you may draw your card while that player moves their marble.