

Jokers and Coins

Adaptation of a public domain game for piecepack by Craig Blumer (4/29/2005)

Players: 2 – 6

Equipment: 3 regular poker decks with 6 Jokers, 1 standard piecepack (for 2 – 4 players) or 2 piecepacks for 5 – 6.

Time: 15 – 30 minutes.

Object: to move all four coins, clockwise around the board, from your START Space into your HOME.

Board and Set up: (See Figure 1) Two players use four sided board with the Jokers removed. Three players play on a 3-sided board and use the 6 Jokers. Four players use a 4-sided board and play as two teams. Five players use a 5-sided board. Six players use a 6-sided board and play is either three, 2-person teams or two, 3-person teams.

Game Pieces: Each player chooses four coins in a unique color.

Winning: the first player or team to have all of their coins in their HOME row(s) wins.

Dealing: deal each player five cards. The player to the left of the dealer draws one card from the deck, lays down the card he is playing in a discard pile, and if possible makes a play by moving a coin. Penalty: if player fails to draw a card from the deck prior to making a play the player is penalized. On the penalized player's next turn, he/she must play from the remaining 4 cards. After playing a card, the player then draws two cards to replenish his/her hand to the standard 5 cards and plays resumes as normal.

Card value for moving coins: coins may only enter play from the player's supply of coins to the START Space when a King, Queen, Jack or Ace is played. (See Figure 1, a green coin is its START Space.) Entering a coin is the play for that card and no additional moves are made.

Coins on the board are moved clockwise around the track shown in Figure 1. The manner coins are moved is determined by the card played as follows:

- Ace moves coin forward one space (and may enter coin at the START Space)
- 2 moves coin forward two spaces
- 3 moves coin forward three spaces
- 4 moves coin forward four spaces
- 5 moves coin forward five spaces
- 6 moves coin(s) forward a total of spaces six spaces, but can be split between two coins

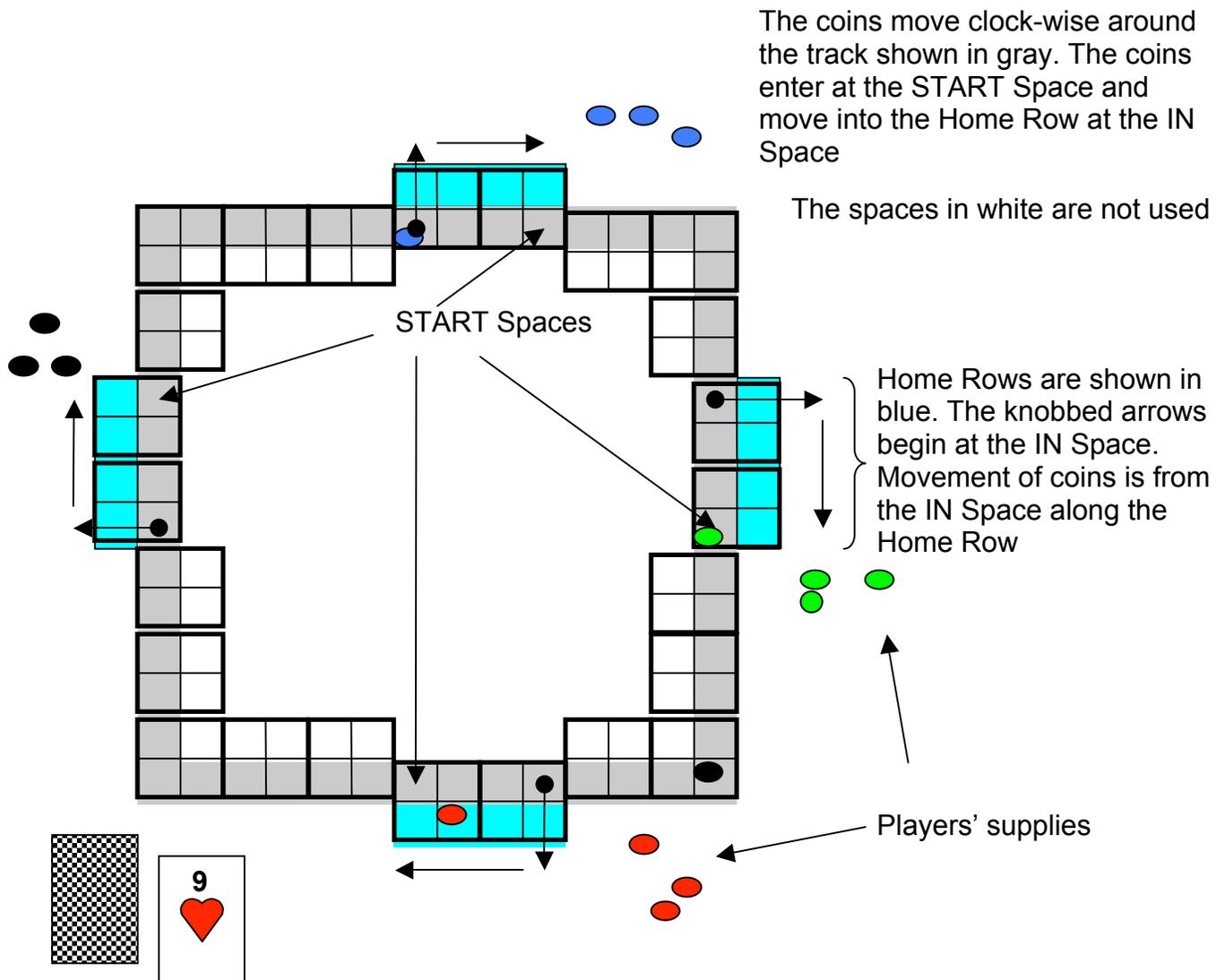
- 7 moves coin backward seven spaces
- 8 moves coin forward eight spaces
- 9 moves coin forward nine spaces
- 10 moves coin forward ten spaces (10 may not be used to enter a coin)
- Jack, Queen, and King all move coins forward ten spaces (and may be used to enter a coin). SPECIAL “Hit Man” MOVE: a Jack, Queen, or King may make a “Hit Man Move” if the player’s coin is on the START Space, it may hit a coin on the corner directly ahead. (Example, in Figure 1, if it were Green’s turn and played a Jack, it could hit the black coin in the corner directly ahead.)
- Joker is a wild card and replaces any other player’s coin in play with your own coin. If you replace your partner’s coin, his coin goes to his IN spot. If you replace an opponent’s coin, her coin is returned to her supply.

Play on the board:

- Anytime, your coin lands on your partner’s coin, you send the coin to his/her IN space. If your coin lands on your opponent’s coin, it is returned to the opponent’s supply.
- Once a coin is in the HOME row, it is safe and cannot be removed.
- You cannot back into the HOME row.
- When entering the HOME row, if your only play is for more spaces than available in the HOME row, the coin cannot enter the HOME row and must move past the IN Space.
- You cannot pass, or land on, your own coin. This is true for the HOME row as well.
- You must move if you have a play.
- You must use the full count of the card played; i.e. a four card requires a coin move four spaces, this includes the HOME row. If the entire count can not be used the card can not be played.
- Each player must play his own coins until all four coins are in the HOME row. Then the player’s cards move teammates’ coins. When playing with six players, you will help the teammate to your left, if he still has playable coins. Once all of his four coins are in his HOME position, then you can help the remaining teammate.

Hints for good play: avoid, if possible, positioning your coin..... 1) at any of the corners or 2) in the opponents START or IN Spaces; on the other hand the area between the opponents come START and IN Spaces tends to be a safe area.

Figure 1 – Board Setup and Play



Descriptions:

- A green coin in on the START space.
- The green coin on the START space could hit the black coin in the corner directly ahead, with a "Hit Man Move".
- A red coin has moved into HOME row.
- A blue coin rests on the IN space, ready to move into the HOME row.
- Players' supplies of coins lay conveniently near their START space and visible to all.
- Draw piles and Discard piles are set conveniently for the players