



# ROLLING JOKERS

INSTRUCTIONS





# SECRETS TO WIN ROLLING JOKERS

Rolling Jokers is a racing game for two to eight players, using playing-cards to move marbles around a board. The goal of the game is to be the first to move all your marbles from the START area to the HOME areas, all while dodging your opponents or getting stuck behind your own marbles.

Prefer video instructions? Scan here, or go to:  
[howto.rollingjokers.com](http://howto.rollingjokers.com)

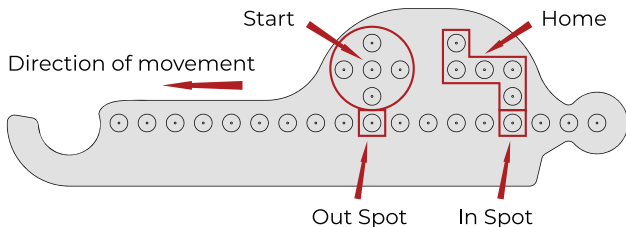


## Players and Equipment

You can either play the game individually or as a team. If playing as a team, the players are divided into even number of players per team. They sit alternating - each player seated between two opponents.

From two to eight players, the game will consist of one board per player, each associated with a different color. A minimum of 3 boards and up to 8 boards will be connected to one another until a loop is formed. Each player has five marbles in the color that corresponds to the side of the board they choose. The 8th hole after the corner is the **“out spot”** position for the marbles on that side, and next to it is the colored **“start”** area with five holes where the marbles of that color are stored at the start of the game. The 3rd hole after the corner is the **“in spot”** for that color and branching off at the “in spot” is a colored private track of 5 holes, which is the **“home”** where the marbles end their journey. The diagram below shows one side of the board.

Our specialty deck of cards includes 2 Jokers and 1 special Joker. You will need three decks (165 cards including jokers) for up to eight players. However, if you decide to mix all decks and play with fewer players, it will not affect your game experience.



# Basic Gameplay

## Deal and play of cards

Five cards are dealt to each player, and the remaining cards are stacked face down. From the top of this face down deck, four cards are placed face up next to it. Players do not share or reveal the cards in their hands with others even when playing in teams. Played cards form a face up discard pile on the table.



Discard Pile



Face down pile



Four face up cards

Players take turns in clockwise order. At your turn you do the following:

1. Pick one card from either the face down deck OR from the four face up cards.
2. Play one card of your choice from your hand face up onto the discard pile.
3. Move your marble according to the power of the played card.
4. If you picked a card from one of the four face up cards, replace this card from the top of the face down pile.

If none of the cards you hold allow you to move any of your marbles, you may discard one card of your choice without moving. This ends your turn.

If three out of the four face up cards are the same number, the four cards shall be discarded and replaced with fresh cards from the face down pile.

## **Movement of marbles - general rules**

All the marbles begin in their own start areas. From there they move to their board's "out spot" hole, and then around the board clockwise. On reaching its own "in spot" a marble may take the branch into its safe "home" track. No marble may ever move into any "start" or "home" area other than its own.

You may never land on or pass over a hole occupied by one of your own marbles, but you may pass over or land on any other player's marbles. Passing over a marble of a different player has no effect on it, but landing exactly in the hole occupied by a marble of a different player has the following results:

- When a marble lands on an opponent's marble, the opponent's marble is immediately moved back to its start area.
  
- If playing in teams, when a marble lands on a partner's marble, the partner's marble is immediately moved to its "in spot", provided your partner has no marbles in his or her "in spot".

## Movement of marbles - effects of individual cards

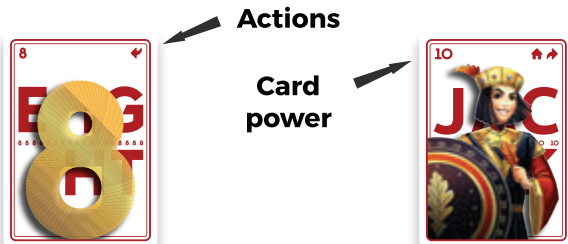
Cards can either move your marble forwards or backwards, or in some cases both forwards and backwards! The direction in which the card will allow you to move will be displayed in the top right corner of the card.

To move your marble out of your start area, you must play a one, jack, queen, or king (to move it to its "out spot" hole) or a joker (to move it to the hole occupied by a marble of a different color anywhere on the main track). The cards that allow you to come out of the home area will be marked with a home icon in the top right corner of the card.

## Understanding the cards

The top left corner of each card displays the power of the card. This is the number of spaces your marble or marbles can move when the card is played.

The top right corner of each card displays the different actions you can play with the card, which are explained below.





When playing a one, you may either move one of your marbles from your start area to your "out spot" hole or move one of your marbles forward one hole.



When playing a 2, 3, 4, 5, 6 or 10, you move one of your own marbles that is not in your start area forward that number of holes along the track.



When playing a 7, you must split the 7 between two of your marbles, moving them 1 and 6, or 2 and 5, or 3- and 4-holes forwards. These cards will only move your marble forward, as denoted by the icon in the top right of the card. If you do not have at least 2 marbles in play outside the start area you cannot use this card other than to add it to the discard pile.





When playing an 8, you must move one of your marbles backwards 8 holes, as denoted by the icon in the top right of the card.



When playing a 9, you must split the 9 between two of your marbles like with the 7, but unlike the 7, you must move one marble forward, and one marble backwards. If you do not have at least 2 marbles in play outside the start area you cannot use this card other than to add it to the discard pile.



When playing a jack (11), queen (12) or king (13) you may either move one of your marbles from your start area to your “out spot” hole or move one of your marbles forward 10 holes. These cards will only move marbles forward, as denoted by the icon in the top right of the card.



When you play a joker, you move any one of your marbles (for example one in the start area) into a hole on the main track that is occupied by another player's marble, belonging either to a partner or to an opponent. This has the effect of sending that marble to its "in spot" (if landing on a partner's marble) or start area (if opponent). A joker cannot be used to move to an empty hole, so if there are no marbles of any color on the main track a joker cannot be played.



There is also a special joker that is the only card that can be used out-of-turn for defense to stop another player's turn. This card can be used to stop any other player from completing any action (such as when they're about to win, or to stop them from sending your marble to the start section). Whenever you use this card, your opponent loses their turn and their marble goes back to the spot on the board where they started, and the card they were using must be sent to the discard pile. The special joker will also be discarded, and you will be allowed to take another card from either the face down pile, or the four cards on the board.

## **Endgame**

For a player or team to win the game, all their marbles must be in their respective home areas. Marbles move along the home tracks in the usual way. Since they cannot land on or pass over each other, the first marble to arrive must eventually be moved all the way to the end of the home track to leave room for the others, the second to the next space behind it and so on.

"Backing in" to the home track is not allowed. In other words, marbles cannot turn in to their home track while moving backwards. Also, marbles that are already in their home areas are not allowed to move backwards.

When, and only when, all five of your marbles are in the home position, occupying the five holes of your home track, you can use your turn to move the marbles of any of your partners.

The first team that manages to get all its marbles into their respective home areas wins the game.

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