

'Five Easy Pieces'

You will need some kind of playing pieces, (5) for each player (coins will work), and a deck of playing cards with two jokers. ENJOY!

PLAY:

The Game is played by two players on a board as shown above with a deck of 52 cards including two jokers. Each player has 5 play pieces which are placed in their "Home" area (The dots with the straight line through the middle of them is the Home area). Deal three (3) cards to each player and place the remaining cards on the table as a draw pile.

Players take turns playing one card per turn to move their piece(s) clockwise around the board into their respective "Finish" area (The dots with the square around the outside of the dots is the Finish). The first player to get all five of his/her pieces into their Finish area wins!

Players alternate turns and can move once per turn. With each turn you will discard the card you are playing and pick another card.

You start by advancing one of your pieces from the Home area onto the playing field (The outside ring of black dots). To "Come Out", as this is called, requires that you play an Ace, a Face card or a Joker. This only takes you out of the Home area to the RED starting dot. The position of your piece inside the Home area does not matter. You can move any piece Out in this manner. If you do not have a "Come Out Card", you will have to discard one of your cards, draw another and pass.

Once your piece is in the playing area you can advance it with each turn based on the following value of the cards:

- **Ace = 1, 11 or come out**
- **J, Q, K = 10 or come out**
- **2,3,4,5,6,9, & 10 = face value**
- **7 = 7, 6&1, 5&2, or 4&3 (can split move between two or more pieces)**
- **8 = must go back 8 spaces**
- **Joker = exchange one of your pieces (from anywhere including your Home area) with any of your opponent's pieces (opponent's piece goes to his/her Home). If the other player does not have any pieces on the playing field to take, you can use your Joker as a Come Out Card.**

If you land on a space occupied by an opponent's piece, it sends the opponent's piece Home.

The white dot at the entrance to your finish area is considered OFF of the playing field or Safe.

You must play if you have a move. If you do not have a move, you must discard and draw another card. Continue play until the first player gets all 5 of their pieces into the finish line.

Reshuffle as often as necessary.

TIPS

An 8 requires you to move back (counterclockwise). If you have a piece on your red starting spot an 8 can be used to put you at the corner just in front of your Finish area. Thus, you do not have to travel all the way around the board clockwise.

Be advised, the corner just before the entrance to your Finish area is 10 spaces away from your opponent's starting spot. If your opponent has a player on the starting spot and you use an 8 from your starting spot, your piece has a high risk of being taken because there are more 10's in the deck than any other value.

