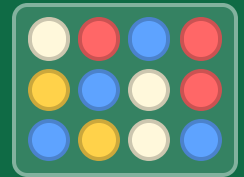


PEGS & JOKERS

Harmeyer Rules Cheat Sheet



CARD CHEAT SHEET

Green cards can bring a peg OUT of start.

A



Come out, or
move forward 1
or 14

Ace is a launch card with
two track counts.

2·3·4·5·6



Move one peg
forward that
many holes

Simple forward movement,
one peg only.

7



Move 7 or split
between 2 pegs

Both pieces move forward
when split.

8



Move one peg
backward 8

Back track only, never into
the safe track.

9



Must split 9
between 2 pegs

One forward, one back,
total 9.

10·J·Q·K



Come out or
move forward
that many

Ladder: 10, J 11, Q 12, K
13.

Stuck?



Discard if no
play; 5th stuck
discard can come
out

Only when stuck in START
with no come-out card.

Joker



Bump! Come out
or move your peg
to an occupied
hole

Partner to in-spot;
opponent to START.

THE RULES

Clockwise play · 5-card hands

GOAL



First team to move all pegs START to HOME
wins. On your turn, you may move any
teammate's peg.

SAME COLOR



You cannot land on or pass your own color. You
may pass other colors.

BUMP PARTNER



Land exactly on a partner to send it to its in-
spot. Illegal if that in-spot already has a peg.

SPLITS 7 & 9



7 may split forward between 2 pegs. 9 must
split between 2 pegs: one forward, one back,
total 9.

YOUR TURN



Discard one card, make its move if legal, then
draw back up to 5 cards. If you have a legal
play, you must move.

BUMP OPPONENT



Land exactly on an opponent's peg to bump it
back to START.

JOKER DETAILS



Use a START peg or one of your track pegs to
bump an occupied hole. Partner to in-spot;
opponent to START.

GOING HOME



Exact count into HOME. No backing into, out of,
or within the safe track. You may have to pass
your home entry.