Jokers and Marbles card values

Texas rules · 5 cards · play, move, draw

A	**Come out, or move 1 forward.**
2 to 6	**Move forward that many holes.**
7	**Move 7 forward, or split the 7 between two of your marbles.** Both parts go forward: 1 and 6, 2 and 5, or 3 and 4.
8	**Move 8 backward.** Always backward. A marble in home cannot take it.
9	**Move 9 forward, or split: one marble forward, another back.** The two parts add up to 9. The marble going back must be on the track.
10	**Move 10 forward.**
J, Q, K	**Come out, or move 10 forward.**
Joker	**Swap one of your marbles with a marble of another color on the track.** With marbles in start you must use one: it takes the other marble's hole and that marble goes back to its start.

Your turn

- Play one card, move, draw back to 5.
- If a card can move, you must play one. You pick which.
- No card can move? Discard one and draw.

Bumping

- Land on an opponent: they go back to start.
- Land on your partner: they go to their in-spot.
- Jump anything except your own color.

Home

- Turn in at your in-spot. Count straight in.
- Exact count. No running past the 5th hole.
- No jumping your own marbles in home.
- No backing into home. No joker on home marbles.

Partners

- Move only your own marbles until all 5 are home.
- Then play your left-hand partner's marbles.
- First team with every marble home wins.