

## **Joker 28**

Components: Deck of cards, D4 die

### **Setup:**

Separate jokers from card deck. For n players, take n-1 cards off the top of the deck. Add the joker to these cards. Shuffle and do not look at the cards. Distribute one card to each person. These cards determine your role in the game and you can set them aside for the majority of the game.

- If you do not have the Joker, you are a standard player. Your goal is to help the group get 28 points by dice rolls.
- If you have the Joker, you are the Joker player. Your goal is to make sure that the group doesn't get to 28.

### **Gameplay:**

- Pass out as many cards as there are people, facing up. The person with the highest card value goes (Aces are high). If the person who wins is challenged to a roll-off, see section below.
  - If more than one person has the same highest card, the group gets to vote to see who gets picked. If you are a standard player you want to try to make sure who you think the joker is doesn't get to roll.
    - If there is a tie in the votes, the tied players redraw cards.
- If the person is the Joker, play the Joker Card now if wanted (see below for joker card information). The person picked rolls a d4 three times out of sight of the rest of the group. They pick whatever value they would like. That value is added to the current count, which starts at zero.
  - If you are a normal player, it is best you pick the highest roll possible.
  - The joker may want to pick the lowest, or maybe second lowest to hide from suspicion.
- The turn is completed and we start the process again. There are a total of 10 turns. If you reach 28 points, the standard players win. Otherwise, the joker wins.

### **Roll-off:**

- Each player is allowed one roll-off for the entire game. This means that once a game, if they would rather roll instead of whoever is picked to roll, they can choose to challenge that person by rolling a D4.
  - If the challenging person rolls higher than the challenged person, they win the roll-off and gets to roll for that turn.
  - If the challenging person rolls equal to or lower than the challenged person, the challenged person still gets to roll for their turn.

### **Joker Card:**

- If the Joker is playing a turn, they can choose to use the Joker Card. After playing the joker card, they can choose the roll of the next person. For example, if the next player rolls a 2, 4, and a 1, the joker can choose which of those numbers they want added.