FAST TRACK RULES

Ace, 6 or Joker ........... Move peg out to start position
Ace ........................ Move one space or get peg out of start and draw again
2,3......................... Move forward applicable spaces
4............................ Must move backward four spaces
6............................ Move forward six spaces or one space or get peg out of start position
5,7,8,9...................... Move forward applicable spaces
10........................... Move either forward 10 or backward one
Face Cards ............... Forward one/draw again, exit center peg
Joker........................ Any of the above moves only (cannot move forward 4, only backward 4)

An abbreviated version of this chart is located on the playing surface.

GENERAL RULES:
Each player uses their own deck of cards. Play is started as each player turns over one card at a time
and moves appropriately. If a player cannot use his/her card, the play moves on to the next player.

Once a peg is out, use the cards in players own deck to move the pegs. One can land on the “fast track”
at any time during the play. However, if a peg is in the fast track, that peg must be moved out of the fast
track BEFORE any other peg can be moved. (you are out of fast track once your peg gets to your own
color). If your peg is in fast track and player cannot move without jumping his/her own peg, player must
move out of fast track and take the long way around. If players peg is in fast track and turns over a 4,
player must move backward out of fast track.

If a peg lands in the center hole, player must turn over a face card to get out, at which time the peg will
go to that players triangle color and can draw again.

A player cannot jump over his/her own peg/pegs. If that situation occurs, player must forfeit his/her
turn, and the play goes to the next player.

Any and all plays that can be made have to be made. For instance, if a ten card is drawn, a peg cannot
move forward ten, then the player must move backward one. Any peg that lands on an opponents peg,
can send that peg back to the start triangle. If there is a situation where a player lands on his/her
partner’s peg, and that is the only play available, the play must be made, and the partner must go back
to appropriate colors triangle.

If playing partners, when one gets all four pegs home, he/she can help their partner get home by
continuing to play their own cards to help their partner.