


Pegoo

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About-- A board and card game racing pegs from START to HOME that involves strategic thinking and wise use of cards in hand. Difficulty is like Pegs and Marbles (AKA Pegs and Jokers) games. Holes for pegs are numbered to facilitate play and avoid mistakes when switching pegs.

May be played by:

- Two to eight people with each person playing for themselves.
- Four, six, or eight people playing in teams of two, three, or four.

Rules, written by Wade Walters Wilkerson in 2007, are a melding of [Pegs and Jokers](#) and the “Florida” version of [Wahoo](#) as taught by Canadians Shirley and Ben Cole.

Object:

Be the first individual or team to move your pegs from START to HOME.

Equipment And Definitions:

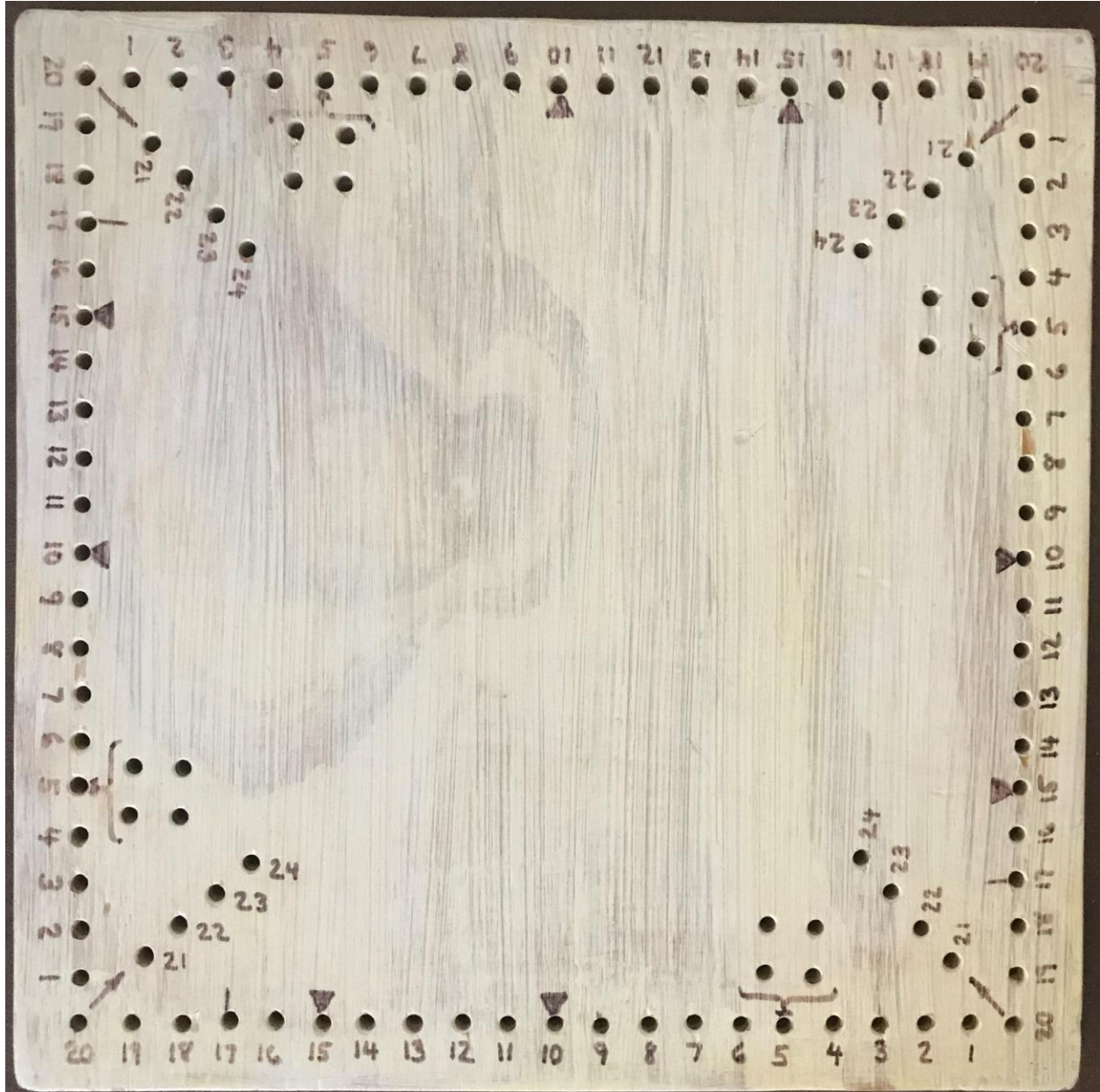
Board for up to four players:

- Twenty holes on each side of a square board numbered from right to left on each side from 1 through 20. These 80 holes are called the RING. To facilitate counting, Holes 5, 10, 15, and 20 are distinctively marked. Hole 17 is also marked with an interrobang (!?) to denote that if a player backs up a peg eight spaces from the #5 OUTHOLE, it will be on space 17.
- Four unnumbered START holes on each side of the board grouped near hole #5, the OUTHOLE.
- Four HOME holes on each side of the board arranged in a line near hole 20 and numbered 21 through 24.
- Four pegs per player of a distinctive color and or shape. [For those who are color blind, different shapes are helpful.]

Board Variations

- Holes are not numbered, holes 5, 10, 15, and 20 are not distinctively marked, and Hole 17 is not marked with an interrobang. [This variant slows play and introduces peg movement errors.]
- Holes per side may be 18 to 25. For example, Pegs and Jokers boards, with 18-holes/side, may be used as is.

- Number of pegs per player may be 3 to 6. For example, Pegs and Jokers boards, with 5 pegs / player, may be used as is.
- Board may be segmented so each player has a segment and segments may be connected 3 to 8 segments at a time to create a playing field for 3 to 8 players.



Decks of playing cards [four sets of A,2,3,4,5,6,7,8,9,10,J,Q, K, and two Jokers]

- For 2 to 4 players: Two decks; for 5 or more: Three or more decks.

Rules of Play

Card values: [Forward moves are clockwise.]

Play a 3, 4, 5, 6, 10—Move one peg forward 3, 4, 5, 6, or 10 spaces, respectively.

Play an Ace—Move one peg out of START to the OUT HOLE (space 5) or advance a peg one space.

Play a 2—Change places with one of your pegs on the RING with another player's peg on the RING or move one peg two spaces forward.

Play a 7—Move one peg 7 spaces forward or split forward moves between two of your pegs for a total of 7 spaces. [If you are moving your last peg into home with a 7 you can move one of your partner's, pegs so the total is exactly 7. If your partner does not have a peg to move, then you cannot split the 7.]

Play an 8—Move a peg backwards 8 spaces

Play a 9—Move a peg forward 9 spaces or split moves forward and backward on two of your pegs for a total of 9 spaces. [If you are moving your last peg into home with a 9 you can move one of your partner's, pegs back so the total is exactly 9. If your partner does not have a peg to move, then you cannot split the 9.]

Play a Face card (Jack, Queen, or King)—Move a peg from START to the OUT HOLE or advance a peg 10 spaces.

Play a Joker—Move any of your pegs or your team's pegs from any position (START position or on RING) to the door of their HOME—position 20.

Or

Move an opponent's peg on the ring to their START position.

Play:

1. When the cards are shuffled, a dealer deals five cards face down to each player. The rest of the cards are put in draw piles so that they are easy to reach. Each player may then look at their cards.
2. Play starts to the left of the dealer.
3. Each player draws before their turn so that after they discard, they will again have five cards.
4. Player puts a face-up card in front of them on their DISCARD PILE, then moves a peg, or pegs, in accordance with the card value.

Etiquette: To make the game pleasant and to avoid errors and misunderstandings, it is best to announce the value of the card played and the hole numbers of the pegs involved. For example,

- “Nine. 23 forward one to 24 and 5 back eight to 17.”
- “Six. 11 to 17. 17 back to START.”
- “Ten. 18 to 8.”

5. When playing as a team, players play their own peg(s) until after all of their pegs are fully HOME.
6. After a player’s pegs are fully home, they play their teammate’s pegs without consulting or obtaining advice from the teammate(s).
7. When a peg comes out of the START position with an Ace, or Facecard, it goes in space 5, the “OUT HOLE.”
8. Except for Jokers, a player must play if they can.
9. If a player cannot play, they discard a card in a different stack in front of them, the “CAN’T PLAY PILE.” Once there are two cards in the CAN’T PLAY PILE, on the third try any card may be used to move a peg from the START position to the OUT HOLE. When the card is played, the two cards in the “CAN’T PLAY PILE” are moved to the player’s DISCARD PILE.
10. If a player lands on his opponent’s peg, it sends the opponent’s peg to that opponent’s START position.
11. If a player’s peg lands on their partner’s peg, the peg landed on is sent to the door of its HOME—position 20. [This move is not allowed if the partner already has a peg on the door of their HOME.]
12. On the RING a player can jump their pegs—that is they can move a peg passed another of their pegs.
13. In the HOME positions pegs cannot be passed and can only move forward.
14. In the HOME positions pegs are safe; that is, they cannot be moved by the opponents.
15. Exact numbers must be used when moving pegs into the HOME positions. For example, a 5 card can’t be used to move a peg 3 spaces.
16. The first player to get all of their pegs HOME then helps their partner(s) to move their pegs. If using a 7 or a 9 to move your last piece to HOME, you may split the moves between your peg and your partner’s peg.
17. If, you only have one peg that is in play, and you are near to get that peg in HOME, and you don’t have a card of the correct number of spaces to get it in home,

and you don't have a 2, 8, 9, or joker, then you must move that peg passed the door of your HOME (position 20), and start it around the board again. Example: of your four pegs, 3 are in HOME positions 22, 23, 24. Your last peg in play is on hole 19. In your hand your cards are 3, 4, 5, 6, 7, 10. You must move your last peg 4, 5, 6, 7, or 10 spaces forward.

18. If there are no more cards in the DRAW PILES, collect all the DISCARD PILES, shuffle them, and refresh the DRAW PILES.

19. Game ends when one player or team has all their pegs fully HOME.

Irregularities:

A player who forgets to draw before playing, may replenish their hand to five cards at any time.

If playing with fewer pegs per player than the playing board has START and HOME holes per player, pegs must go into furthest HOME holes with no space between pegs.

Cue Card:

Pegoo Cues

Ace—Move a peg out of START **or** advance a peg one space.

2—Change places with a peg on RING with another peg on RING **or** move two spaces forward.

7—Move a peg 7 spaces forward **or** split forward moves between two pegs.

8—Move a peg backwards 8 spaces

9—Move a peg forward 9 spaces **or** split moves forward and backward on two pegs for a total of 9 spaces.

Face cards (J, Q, K)—Move a peg out of START or advance a peg 10 spaces.

Joker—Move a peg (or a peg from your team) from any position (START position or on board) to the door of their home—position 20; **or** send an opponent's peg back to START.

Land on Peg—If partner's send it to door of HOME; if opponent's send it to START.
