

JOKER'S SECRET

A Game of Strategy, Luck, and Deception

PLAYERS: 2–5 | DECK: Standard 52-Card Deck + 2 Jokers

THE OBJECTIVE

Escape the court! Be the first player to get rid of all your cards: first from your Hand, then your Face-Up cards, and finally your Face-Down "Secret" cards.

THE SETUP

1. **The Secret:** Deal 3 cards face down in front of each player. Do not look at these.
2. **The Visible:** Deal 3 cards face up, placing one on top of each face-down card.
3. **The Hand:** Deal 3 cards to each player's hand.
4. **The Swap:** Before the game begins, look at your hand. You may swap any cards from your Hand with your Face-Up cards.
5. **Tip:** Place your strongest cards (2s, 10s, High Cards) Face-Up on the table.
6. **The Deck:** Place the remaining cards in the center (The Draw Pile).

HOW TO PLAY

START: The player with the 3 of Clubs goes first. (If no one has it, play passes to the 4 of Clubs, etc.)

YOUR TURN:

1. Play a card (or multiple cards of the same rank) that is Equal To or Higher than the top card of the Discard Pile.
2. The "Rule of 3": As long as there is a Draw Pile, you must have 3 cards in your hand. Immediately after playing, draw from the deck until you have 3 cards.

THE SKIP: If you play a card that matches the exact rank of the card on the pile (e.g., you play a 7 on top of a 7), the next player is SKIPPED.

Can't PLAY? If you cannot play a valid card and have no Special Cards, you must pick up the entire Discard Pile and add it to your hand. Your turn ends.

SPECIAL CARDS

- **2 (THE RESET):** Play on anything. Resets the pile value to 0. Your turn ends. The next player may play any card they wish.
- **10 (THE BURN):** Play on anything. Removes the entire Discard Pile from the game permanently. You go again.
- **4-OF-A-KIND:** If four of the same rank appear in a row (played all at once or sequentially), the pile is Burned. The person who played the 4th card goes again.

THE JOKER'S SECRET



HOW TO USE: A Joker can be played at any time on any card.

THE EFFECT:

- **Scrap It:** The Joker is placed immediately into a separate Scrap Pile. It never touches the Discard Pile.
- **The Secret:** When played from your hand, you may peek at one of your Face-Down Secret Cards. You may then SWAP that card with a card from your hand (if you wish).
- **Safety:** Playing a Joker counts as your turn. The Discard Pile remains unchanged, and play passes to the next person.
- **Note:** If you flip a Joker blindly during the Face-Down phase, it simply goes to the Scrap Pile and your turn ends safely.

WINNING THE GAME

You must clear your cards in this specific order:

1. Hand Cards: (Remember to refill from the deck until it's gone!)
2. Face-Up Cards: (Play these once the Draw Pile and Hand are empty.)
3. Face-Down Cards: Flip these blindly, one by one. If the flipped card cannot beat the pile, you must pick up the pile and clear your hand again before flipping the next Secret Card.

First player with NO cards left is the winner!

MAY THE BEST JOKER WIN!