

Magnetic FastTrack - Rules

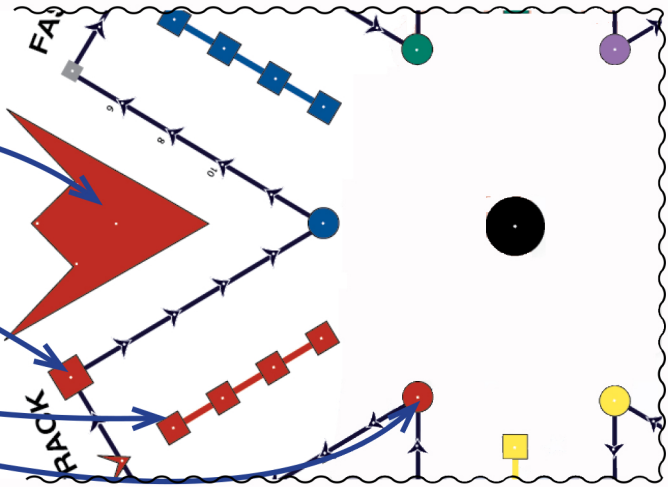
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OBJECT: Move all of your (or your team's) game pieces from the Starting Position to Home.

DEFINITIONS:

- Start Position:** The colored area to the left of the Start Square
- Start Squares:** The colored area to the left of the Home Position
- Starting Cards:** Any Ace, Joker or Six
- Face Cards:** Any Jack, Queen or King
- Home:** The four colored in-line squares to the right of the Start Square
- Fast Track:** The small colored Circles
- Four Card:** Any 4 will send a player backwards 4 spaces



TO START:

- Players shuffle and cut cards – player with the highest card starts. Joker is high.
- Player must have a starting card to move game piece from the Starting Position to the Starting Square.
- Player then turns another card; he then moves the game piece the same number as the card turned. A Face Card, Ace or Joker allows a move of one space.
- If a player lands on a colored Fast Track circle, either by moving forward or backward, he is then on Fast Track. On his next turn, he can go from one circle to the next colored circle to get to the circle closest to his home. He must move his Fast Track game piece on his next turn or lose the option to use the Fast Track. Once he moves that piece, he may continue on the fast track in successive turns. If a Four is then turned over, the player loses the Fast Track Option since the game piece moves back on a four.
- If a player lands in the optional Center Circle, he can go directly to the circle closest to his home, or any other colored circle he desires. A Face Card is required to move from the Center Circle.

TO PLAY:

- Each player has his own deck of cards, including the Jokers.
- All game pieces begin at their matching color Starting Position and play moves clockwise.
- Each player, in turn, turns over a card. If a Face Card or Starting Card is turned, another card can be turned and played.
- If the player doesn't turn over a Starting Card or a Face Card, play continues with the next player on his left.
- If a game piece lands on an occupied space, the other game piece is sent back to its Starting Position.
- If a FOUR card is turned over, the player must move one of his game pieces back four spaces. A game piece cannot be moved backward onto the Center Circle or Home.
- Players cannot pass any of their own game pieces.
- When a game piece is in a Home Square, it is safe and not required to move if a Four is turned.
- A move is completed once a player removes his hand from the moved game piece, and the next player has turned a card.

TEAMS:

When a player gets all of his game pieces Home, he can help his team by giving his next turned card value to a team member. He must announce which teammate he is helping before he turns the card.