



JUKEM

BASKETBALL

OFFICIAL PLAYBOOK

2 PLAYER

AGES 8+

AVG. GAME 20-30 MIN.

WHAT'S IN THE BOX?

Deck of 56 cards

OBJECT OF THE GAME

Outscore your opponent in four quarters of play. A quarter is one time through the deck.

ABOUT THE CARDS

The deck includes two types of cards:

- **Black-and-white offensive cards** are played on your turn to score points.
- **Red defensive cards** are played on your opponent's turn to block him/her from scoring.

PRACTICE GAME

For a faster, easier game, you may play a practice game by playing two halves, as in a college game. Once you've gotten the rules under your belt, play four quarters as they do in the pros.

SETUP

1. Choose a player to be the dealer. The dealer shuffles the deck then deals five cards face down to each player.
2. The dealer places the remaining deck face down near the center of the play area to form the draw pile.

The discard pile: During the game, a discard pile will form next to the draw pile as players place cards onto it. Players cannot draw cards from the discard pile.

3. The non-dealing player takes the first turn. Players then alternate turns.
4. Keep paper and a pencil (not provided) handy to keep track of your scores from quarter to quarter.

ON YOUR TURN

Make one offensive play (if you can). Will your opponent block it? Place an offensive card (or combination of cards) from your hand face up in the center of the play area.

- If your opponent plays a defensive card, you don't score (see "Defensive Plays" on the next page). Then take the top card from the draw pile to replace it. This ends your turn.
- If your opponent does not play a defensive card, he/she says, "Take it." You score the points shown on your card(s). Place the card(s) aside, face up into your scoring pile. Then take the top card from the draw pile to replace it. This ends your turn.

Can't make a play? If no cards in your hand are playable, discard two cards of your choice. Then take the top two cards from the draw pile (if they're available) to replace them. This ends your turn.

OFFENSIVE PLAYS

On your turn, play any one of the following cards, or card combinations, to try to score points.

2-Pointer, 3-Pointer, and Dunk

You may play any one of these cards to try to score the number of points shown on the card.



And 1

On the same turn that you play a 2-POINTER, 3-POINTER, or DUNK card, you may play an AND 1 card along with it to add one point to your score. **Always play these cards together, not separately.** Your opponent may then block the entire play. See the examples below.

EXAMPLE

Playing an AND 1 card together with any one of these scoring cards earns you a bonus point for the play!



Jukem

If you're lucky enough to have the JUKEM card, you may play it immediately before playing an offensive card on your turn. This unstoppable card doubles your score and prevents your opponent from blocking your play. Shout "JUKEM!" as you play the card, just to rub that in!

EXAMPLE

The JUKEM card protects your DUNK card and scores 4 points for the play.



STRATEGY TIP

If you can, save your JUKEM card for the ultimate offensive play: a 3-POINTER together with an AND 1. Total score for the play: a whopping 8 points!



Time Out

You may play this special card on your turn to swap up to three more cards in your hand for cards in the draw pile. After playing the card, do all of the following:

- Discard the TIME OUT card and up to three more cards from your hand.
- Take enough cards from the draw pile (if available) to replenish your hand to five cards.
- Take another turn.

STRATEGY TIP

If you have the TIME OUT card, keep an eye on the draw pile to make sure you can play it while there are still enough cards in the draw pile to make the swap.



Half-Court

You may play this card on your turn only after the draw pile has run out. This card automatically ends the quarter, even if your opponent blocks it. Both players discard all cards, ending the quarter (see "Ending The Quarter" on this page).

DEFENSIVE PLAYS

On your opponent's turn, after your opponent has made an offensive play, you may play a defensive card to block his/her shot.

Note: The DUNK card is protected against some defensive plays but the JUKEM card is unstoppable!

After blocking your opponent's offensive play, discard both your card and your opponent's card. Your opponent takes the top card from the draw pile to replenish his/her hand, then you do the same. This ends your opponent's turn.

Block!, Miss!, and 3-Second Violation

You may play any one of these cards to block any offensive card except the JUKEM card.



Brick! and Air Ball!

You may play either one of these cards to block any offensive card except the DUNK card or the JUKEM card.



Technical Foul

You may play this card to block any offensive card except the JUKEM card. If you also have a FREE THROW card, you may play it along with the TECHNICAL FOUL card to score one bonus point. See the example below. Place the FREE THROW card in your scoring pile. This is the only way to score a point on a defensive play.

EXAMPLE

By playing a TECHNICAL FOUL card and a FREE THROW card on an offensive play, you score one bonus point!



Offensive play



Defensive play



Free Throw

As indicated above, the FREE THROW card can only be played with the TECHNICAL FOUL card. This is the only time during the game that you can score a point on defense.

ENDING THE QUARTER

When the draw pile runs out, keep taking turns to play as many of your cards as you can. The quarter ends when neither player can make a play or when a player makes a HALF COURT shot.

Tally up your score for the quarter and record it on paper. Your opponent does the same. Shuffle all of the cards thoroughly, then play the next quarter the same way you played the previous quarter. The player who did not deal in the previous quarter deals in the new quarter.

HOW TO WIN

When the fourth quarter ends, the game is over and players tally their total points. The player with the highest score wins.

Overtime: In case of a tie, play another quarter to determine the winner.

