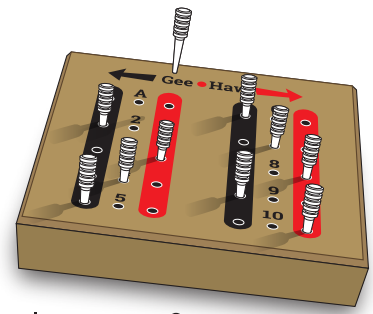


X	X	X
9	9	9
8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
A	A	A

Gee • Haw



Gee-Haw — A card-and-peg game for one player, ages 8+

When you find a few moments on your own, why not play a game? Gee-Haw is a solitaire game that uses a standard poker deck (with jokers) and the Gee-Haw score board (left). You will also need ten markers to play the game — pawns, tokens, cubes, peanuts, very small rocks... The production version will use a wood board and pegs (illustrated above).

Target Market:

This is a light solo game intended for the mass-market. The simple game play and attractive components would be appropriate in novelty shops, toy stores, the toy aisle at general stores, and gift boutiques.

COMPONENTS:

- A Poker Deck (without Jokers), the Gee-Haw Peg Board, and ten pegs.

SETUP:

1. Place the 10 markers in the center column, Ace (1) through X (10).
2. Shuffle the deck, then place it face-up. (You will need room for a discard pile, or simply place the played cards at the bottom of the deck.)

THE OBJECTIVE:

To move all the markers to either the **RED** or **BLACK** columns before the deck runs out.

THE RULES:

1. If the face-up card is a **RED** suit ranked A through 10, one or more markers are moved one space to the **RIGHT** which total that number. If a marker is already in the **RED** column, it is moved to the left one space instead.
2. If the face-up card is a **BLACK** suit ranked A through 10, one or more markers are moved one space to the **LEFT** which total that number. If a marker is already in the **BLACK** column, it is moved to the right one space instead.
3. If the face-up card is a **Queen** or **King**, any **ONE** marker must be moved one space **LEFT** (if the card is a **BLACK** suit) or **RIGHT** (if the card is a **RED** suit). These are sort of "wild cards" that can represent any single number, so you choose which marker gets moved.
4. If the face-up card is a **Jack**, any **TWO** markers must be moved one space **LEFT** (if the card is a **BLACK** suit) or **RIGHT** (if the card is a **RED** suit). Jacks are also "wild cards" that can represent any pair of numbers (you choose).
5. **The same marker cannot be moved twice in the same turn!** For example, if you draw a 10, you cannot move the "5" marker twice; you must move a 10, or 4 & 6, or 3 & 7, or 2 & 3 & 5, etc.)
6. When the moves have been completed, the revealed card is discarded face-down and the next card is played as described above.
7. **If you reach the end of the deck without all the markers resting on the same side, you lose!**

Please share your comments or questions at [YouTube.com/NewVentureGames](https://www.youtube.com/NewVentureGames), at [Facebook.com/NewVentureGames](https://www.facebook.com/NewVentureGames), or via email: newventuregames@gmail.com

Thanks for taking the time to download and try out this little game!

- David McCord, Designer

