

**WARNING:**  
CHOKING HAZARD - Small Parts  
Not for children under 3 years.

## THE SLAM, SHOUT & FAKE EM' OUT BEAD GAME!

# JERK™

**What You Have:** 36 Tokens • 6 Bead Chords  
2 Dice • Megaphone • Start Pad, and the rules  
you are holding!

**OBJECT:** Escape the SLAMMER and get paid!  
The player with the most tokens at the end  
of three rounds of play WINS! (*Tokens are won  
from other players during each round.*)

**GETTIN' READY:** Players should gather in a  
circle but a sloppy oval is fine just make sure  
the Start Pad is in the middle of the playing  
area. Each player gets a chord and six tokens  
to start. Players then place one bead end of  
their chord on the Start Pad and hold onto  
the other end.

The oldest player is the first SLAMMER.  
They remove their chord from the Start Pad  
and will control the dice & megaphone for  
three rolls. After that the duties are passed  
to the left. The player is "back" and puts their  
bead on the Start Pad.

**GAME ON:** The SLAMMER holds the  
megaphone in one hand and rolls the dice  
with the other. If 7, 11 or DOUBLES are rolled  
they attempt to trap their opponents bead  
on the Start Pad with the megaphone while  
the others try to escape!

**PLAYERS CAUGHT ON  
7, 11, OR DOUBLES: PAY  
THE SLAMMER 1 TOKEN!**

**PLAYERS WHO ESCAPE ON  
7, 11, OR DOUBLES: GET  
PAID 1 TOKEN FROM THE  
SLAMMER!**

**NOTE: THE SLAMMER ALWAYS, ALWAYS,  
ALWAYS, ALWAYS, GETS PAID FIRST,  
AND PAYS PLAYERS SECOND.**

But remember **JERK™** is all about the SLAM,  
SHOUT & FAKE EM' OUT! SLAMMER's can  
yell false numbers and/or "fake" slam the  
megaphone at any time to trick opponents  
and have them pull their bead off the pad.

**If players are TRICKED and pull their  
bead off the Start Pad when 7, 11, or  
doubles IS NOT ROLLED THEY PAY THE  
SLAMMER 2 TOKENS!**

**And of course if she SLAMMER traps a player when 7, 11 or doubles IS NOT ROLLED the SLAMMER PAYS 2 TOKENS to that player. When a player loses all of their tokens they are OUT of the game!**

**BUT, BUT:** What if the SLAMMER can not pay their penalty in FULL? Then NO payment(s) are made for that roll. The **SLAMMER and their tokens are OUT** and are removed from the game kicking and/or screaming!

**EXAMPLE:** Suzy is the SLAMMER and currently has 2 tokens. There are 5 other players in the game. Suzy rolls a 7 and traps only one bead under the megaphone and the other four players escape.

She first collects 1 token from the trapped player, BUT must now pay the other four players who escaped. She only has 3 tokens, the 2 she started with and the recently earned one. Suzy can't pay her penalty in full she is one short so NO payment is made. Suzy and her 3 tokens are kicked out of the game! The megaphone, dice and SLAMMER duties are then passed to the left and play continues for 3 full rounds. A round is a full rotation of every player being the SLAMMER. Some rounds might have players and/or slammers knocked out of the game.

If this happens simply pass the SLAMMER duties to the next available player on the left.

**FAME & FORTUNE:** The player with the most tokens at the end of three rounds is awesome and declared the WINNER!

**IF THERE IS A TIE:** The players who have tied each place 3 tokens in front of them and remove all remaining tokens from the game. Play continues as usual but instead of paying a token to a player, the player loses a token, like 3 strikes and your out. The last player standing is the winner!

**HOUSE RULES:** RULE! We have put forth these "rules" as merely a guideline for you and your peers to expand upon. It's your game, have fun and make it your own but... a fun house rule we like to use: players pay 1 token if their bead leaves the start pad on a fake-out.



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