

The diagram illustrates a basketball court layout with three vertical sections. The left section contains two red circles representing players, with a player labeled 'G' in a grey circle. Arrows indicate movement from 'G' towards the center. The middle section features a large blue circle with a blue dot in the center, and a player labeled 'C' in a grey circle. The right section contains two red circles representing players. Various symbols like crosses and dots are scattered across the court, likely representing other players or specific game states.

1. Play with teams of from 1 to 5 players.
2. Each team has a joker below the goal line.
3. No one checks the joker.
4. All goals must come from plays started by the joker.
5. Play both even and odd man situations.
6. Keep score and play tournaments.
7. Progress to jokers can check jokers.

**Key Points:** Move when they get the puck. Try to make passes for one timer shots. Either the puck or the player moves. Game works on Role One with the puck and Role Two supporting the puck.,