

marble game set

INSTRUCTIONS

AGES: 6+

PLAYERS: 2+

OBJECT: To capture as many marbles as you can during play.

EQUIPMENT: 1 shooter & 12 marbles.

PLAY: There are many variations of Marbles games; below we have provided instructions for two of the most standard games played, 'Boss-Out' and 'Ringer.'

BOSS-OUT (aka Chasies, Trailing, & Bomber): Boss is the standard chase game. Two or more players can play. When only two play, the first person starts by throwing a marble several feet ahead on the ground. The second person shoots his marble, trying to hit the first or lay it within a span - the distance between the tip of the thumb and the tip of the little finger with the hand outstretched. If he doesn't hit the target marble or span to it, the first person takes his turn, shooting his marble from the point where it lies at the second player's marble. When one player is successful hitting or spanning to a marble, he wins the marble. His own marble stays where it stopped, and the other player shoots a new marble out at it. Play continues until one person has no marbles left to shoot out.

For a game with more than two people, after the first two miss, the third player aims for either player, and so on.

In a variation called Bomber, marbles more than a span apart but less than a footstep away can be bombed: the player picks up his marble and drops it from eye level at the other's marble. If he hits it, the opponent's marble is his.

WINNING: The person with the most marbles at the end of the game is the winner.

RINGER (aka, Ring Taw or Ringo): Ringer is the most common circle game. Two or more players can play. Draw a circle about six feet in diameter on the sand or ground with chalk (for younger kids, three to four feet in diameter). Each player antes the same number of marbles into the center of the circle. Then everyone takes a turn trying to hit marbles outside the circle and thereby claim them.

The first player starts by shooting from any point on the ring. If he hits any marbles, he may continue shooting from the point where his marble came to stop. He may collect any marbles he knocks out of the ring. The player's turn is over once he fails to hit a marble. When that occurs, his shooter remains inside the circle as a target, and the next person shoots from any point on the ring. A player's turn is also over if his shooter goes outside the ring (in that situation, he still gets to claim any marbles knocked out of the circle in the process). When a player's shooter rolls outside the circle, it can be moved to any point on the ring and shot from there on the next turn. The game continues until all the marbles have been knocked out of the ring.

WINNING: The person with the most marbles at the end of the game is the winner.

