

12. Marbles-Shuffleboard: This a "marbles" version of the recreational game played with sticks and disks. Marbles-Shuffleboard can be played by 2 or more players or teams as follows:

- Players determine the "Pitch Line" (line from which to start shooting) and place the game mat approximately 4'-6' away.
- Each player/team takes 4 glass marbles of the same color.
- Players alternate turns shooting (shooting, rolling or tossing) their colored marble toward the target.
- When all 8 marbles are shot the round is over.
- Players/teams add up their total score as indicated by where the marble rests "totally" within the number rings. The Center Ring is worth 10 points.
- The first player/team to reach 50 points is the winner of the game.

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FRONT PORCH
CLASSICS

KNUCKLEDOWN MARBLES™

About Marbles and this game:

Marbles have been a favorite game worldwide for centuries. Over the years games of marbles have been referred to as *Mibs*, *Ringer* or just *Marbles*. In America in the early 1900's, dirt alleys, empty lots and playgrounds were often where shooters of all ages were seen kneeling, standing or knuckling down to a wide variety of clever games of Marbles.

This booklet provides instructions to play some of the classics (under the CLASSIC GAMES OF MARBLES section). Also included are Rules of Play for some new games (under the NEW GAMES OF MARBLES section). The NEW game variations utilize 1/2 dome pieces and include marbles of different sizes, weights, and materials. What makes marbles so much fun is the wide variety of games that can be created! We encourage you to create your own games with the components included.

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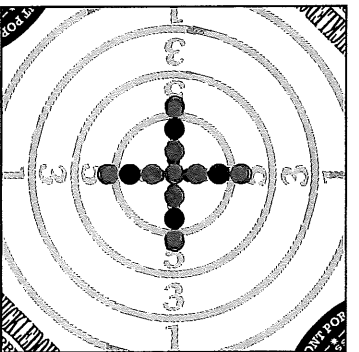
- 44 Marbles of wood and glass and of 2 sizes (for numerous game applications)
- 8 Glass 1/2 dome stones
- 1 Game mat

MARBLES TERMINOLOGY:

- **Bombies:** A Player dropping their "shooter" marble onto the target marble.
- **Hand span:** The linear distance between the outstretched end of one's pinky to the end of their thumb.
- **Keepsies:** Where a player keeps all marbles they win.
- **Knuckling Down:** This is a hand position to shoot a marble toward the intended target whereby a knuckle (or knuckles) of the shooting hand are in contact with the game surface. Most players rest their index finger knuckle on the ground and flick their thumb toward a marble which sits in front of their index finger to launch it toward the target.
- **Lag line:** The target line players try to get closest to when lagging.
- **Lagging:** This is a method to choose the order of play between players, whereby a player shoots, rolls or tosses a marble from the "pitch line" toward the "tag line" (or wall). Order of play is determined by whose marble lands closest (next closest, etc.) to the "tag line".
- **Mib:** Any target marble.
- **Pitch line:** This is a line that players stand behind when lagging, or in games where a shooter marble is tossed or rolled.
- **Punking:** This is when a shooter's marble hits a target marble "on the fly".
- **Taw (or shooter):** A large marble used to shoot at small marbles.
- **Taw line:** The line from which a player shoots.

CLASSIC GAMES OF MARBLES:

1. **Ringer:** This is the game played at the annual National Marbles Tournament. Ringer can be played by 2 or more players as follows:
 - Players select their "taw" (larger glass marble) to shoot at smaller target marbles. The game mat should be laid out on the floor.
 - Players arrange 13 of the smaller glass marbles in the form of a cross in the center circle of the mat (see diagram). These 13 marbles are known as "mibs" (or target marbles).
 - Players "tag" to determine order of play (see "Lagging" under MARBLES TERMINOLOGY).
 - A player may shoot or "knuckledown" (see MARBLES TERMINOLOGY) from a position anywhere outside the perimeter of the mat.
 - The object is to knock more mibs outside the mat area than your opponent while keeping one's shooter (taw) inside the mat area.
 - Players take turns shooting their "taw" and when they knock a "mib" from the ring, they keep it and can continue playing as long as their "taw" comes to rest inside the mat. If the "taw" comes to rest outside the mat, then their turn is over.
 - Over time, players learn to control their taw shot so that it comes to rest within the mat area after hitting a mib.



EXAMPLE: Player #1's shot hits a mib that doesn't leave the mat AND Player #1's "taw" comes to rest inside the mat. Player #1's turn is over. If Player #2 then hits the "taw" of Player #1 this eliminates Player #1 from the game. If during the game the "taws" of all players remain in the ring, then all players remove their "taw" from the mat and play continues from there.

If played by 2 players, the game ends when the first player hits 7 mibs outside the mat. If played by more than 2 players, the game ends after all 13 mibs are knocked out. The player with the most mibs is the winner.

2. Boss Out: This game is for 2 or more players and plays as follows:

- The object is to chase down, hit and collect opponents' marbles. The winner is the player with the most marbles at the end.
- Players divide up the smaller marbles among themselves and each chooses a taw (larger glass marble) as their shooter. The game mat is not needed for Boss Out.
- The first player (Player #1) tosses, rolls or shoots one of their smaller marbles onto the designated game area. This marble becomes the "target" for the other players. We recommend marbles be tossed from a distance of 5'.
- From the same spot the marble was tossed, Player #2 shoots (via Knuckledown) with their "taw" (larger marble) and tries hit the marble of Player #1. If they hit or get within a hand-span of Player #1's marble, they win both marbles. If they miss, then the taw of Player #2 remains where it rests and Player #3 can aim for either marble.

- If Player #3 hits Player #2's "taw" they collect a smaller marble from the kitty of Player #2.

- If a player collects the last marble on the field, then they must toss, roll or shoot one of their marbles onto the field for the next player to shoot at.

- After each player has had a turn, the first player aims their "taw" from where it lies to shoot toward any opponent's marble trying to hit it or come within a hand span of it. When an owner's "taw" is hit, they must pay out one marble (from those originally divided up).

- The game ends when agreed upon or when a player runs out of marbles to shoot. At that time the player with the most marbles won is the winner.

3. Bunhole: This game is played by 2 or more players. The game mat is not used in Bunhole. The game plays as follows:

- Players divide up the smaller marbles (wood and glass) which serve as each player's kitty. Players then select their taw (which may be a large or small - wood or glass marble). A 1-foot diameter hole is dug in the center of the game area (outside).
- Game play is similar to "Lagging" (referenced in MARBLES TERMINOLOGY).

- Players take turns attempting to get their marble to rest as close as possible to the hole without going in. Players may shoot, roll or toss their marble toward the hole. Whoever's marble comes closest without going in, wins a marble from each player. Knocking in your opponent's marble is permitted.

- The player with the most marbles at the end of the game is the winner.

4. **Dropsies:** This game is for 2-4 players. Use of the game mat is required for Dropsies and the game play is as follows:

- The object of the game is to knock the most marbles out of the square mat. To start, each player randomly scatters, 3-5 marbles on the mat.
- Each player stands on one side of the square mat with toes behind. In turn, each player drops a taw one at a time from shoulder height attempting to knock marbles outside of the mat (see "Bombsies" under the MARBLES TERMINOLOGY).
- Players keep any marbles knocked out and take another turn. If a player fails to knock a marble out and the taw comes to rest outside the square, their turn is over. If no marble is knocked out and the taw comes to rest inside the mat area, then that player must put one marble on to the square mat in order to retrieve their taw from the mat.
- The game ends when all marbles have been knocked outside the square mat. The player with the most marbles, wins.

5. **Hundrededs:** This is a 2 player game and plays as follows:

- The object is to be the first player to score 100 points.
- Players dig a 1 foot hole and establish a taw line at least 3 feet away from the hole.
- Players take turns shooting their taw toward the 1 foot hole trying to get their marble to fall into the hole. If the taw of Player #1 goes into the hole but the taw for Player #2 does not, then Player #1 scores 10 points. If Player #1 is unsuccessful, then Player #2 has the opportunity to score 20 points by hitting Player #1's taw (for 10 points) and then sinking their taw into the hole (for another 10 points).
- Whenever a taw goes into the hole, both players restart from the Taw line.

6. **Off the Wall:** This game is for 2 or more players and plays as follows:

- The object of the game is to bounce a marble off a wall and knock it into the target marble.
- A taw line is established 5-8 feet from a wall. Players choose a marble (any size or color).
- Player #1 tosses one marble against the wall and where it lands it becomes the target for all players to try to hit.
- Player #2 then tosses their marble from behind the taw line and attempts to first bounce it off the wall to then hit the target marble. If they hit the target marble, they keep it. If they miss, then their marble remains in the play area and play passes to the next player.
- If, after all players have shot and no marbles have been hit, then play continues in the same order and in the same manner, making their next toss from where the original taw landed.
- The winner is the first player to 10 points.

7. **Poison:** This game is for 2 or more players and plays as follows:

- The object is to become "Poison". Only when a player is "Poison" and hits opponents marbles do they win points.
- The best place to play "Poison" is on the ground outside. Dig a shallow hole about 1/2" deep and 6" across. The taw line should be approximately 5' from the hole.
- Player #1 knuckles down behind the taw line and tries to shoot their taw into the hole. Play continues with Player #2 and so on. If a player's first shot does not go

into the hole, then their second and subsequent shots are taken from where their previous shot landed.

- Once a player's taw is successfully shot into the hole, they become "Poison" and the following occurs:

EXAMPLE: Player #1 sinks their marble and is the first player to become "Poison". Player #1 then removes their taw from the hole, takes it back to the taw line and shoots again, this time trying to hit an opponent's taw, and if successful the player whose taw is hit is eliminated. If Player #1 does not hit an opponent's taw, then it is Player #2's turn (who will try to shoot their taw into the hole to claim "Poison" from Player #1). Only one player can be "Poison" at a time.

- The winner is the player with the last marble in the game.

8. Pugg: This game is for 2-4 players and plays as follows:

- If played outside, a hole is dug approximately 6" - 8" in diameter. If played inside, use the game mat included.
- Players divide up the small glass marbles by color and each player selects their taw.
- Players then stand about 12" from the hole or game mat and randomly drop the 3-5 small colored marbles (as determined by players before the game starts) around but not in the hole or mat. Players then go back to the taw line (8-10' feet away from the hole or mat) and take turns shooting their taw toward the target mbs (small marbles) trying to hit them into the hole or onto the game mat. Any marble a player hits, they keep.
- If a player fails to knock a marble into the ring, their taw remains where it came to rest and this player's next shot will start from this spot.

- The game ends when all marbles have been knocked into the ring and the player with the most marbles wins.

NEW GAMES OF MARBLES

9. Boxcar: This new marbles game is played with the same rules as Ringer (game #1 above) but with the following twists:

- Players alternate turns "setting" the 13 "mbs" in a cross in the center of the mat and may use either the glass or wood smaller marbles (but not the big glass or wooden taws or ½ dome pieces).
- When it is a player's turn to shoot, they may use either a wooden or glass "taw" (larger marble). If they are in the middle of their turn, where they successfully hit a mb off the mat during the prior turn, they may switch their "taw" with another (either wood or glass) for their next shot.

The game Boxcar becomes extra fun as the mixing of different marble sizes and weights brings different strategy dimensions to the basic game play of Ringer.

10. Golf: This game can be played by 2 or more players as follows:

- The player with the lowest score after 18 holes is the winner.
- First, a golf course must be designed and players take turns designing an entire hole. The four green ½ dome pieces are "greens" (which players must hit with their marble) and the four brown ½ dome pieces are the tee-boxes (where players start each hole). These eight ½ dome pieces (four of each color) allows for 4 golf holes to be designed. Each player can determine the length and difficulty of the hole they design. After 4 holes are completed a new set of 4 holes are created.
- Players "tee off" on hole #1. They do this by knocking-down within a hand-span of

the brown 1/2 dome tee-box, and shooting their tee toward the green 1/2 dome hole. Players are attempting to hit the hole in as few shots as possible. During a player's shot they may use any one of the marble types they wish (large or small, wood or glass). Players may change marble types before every shot (as one would select different golf clubs if playing real golf).

- After each player tees-off (hits their first shot), the player furthest from the designated hole is always the next to play.
- As in real golf, players count the strokes taken to hit the 1/2 dome for that hole and enter their score on a separate piece of paper. The winner is the player with the lowest score after 18 holes.

11. Marble - Billiards: This game is for 2 or more players and is played like "Pocket Billiards" or "Pool". Game play is as follows:

- Players first create a Marble-Billiards table on any flat surface. We recommend a rectangular play area measuring approximately 2' x 4' in dimension.
- Players take six of the 1/2 dome pieces (any color) and create a billiard's table with the 1/2 domes representing the billiards table "pockets". We recommend that 1/2 domes be placed in the 4 corners and halfway between corner pockets on the 4 sides (similar to how a billiards table is configured).
- Just like in billiards (or pool) players set 15 balls in a triangular configuration toward one end of the play area (see diagram). For this, the 14 smaller wood marbles PLUS one of the smaller glass marbles should be used as the "pool balls". The smaller glass marble should be set up in the middle (similar to where the "8" ball is positioned in billiards). One larger glass marble is selected as the cue (or cue ball as in "Pool").

The game is played like 8-Ball "Pool" where players take turns shooting the "cue ball" into the smaller marbles hoping that the impact will send one or more smaller marbles to hit one or more of the 1/2 domes (which signifies making the shot). When a 1/2 dome is hit, the player keeps that marble. There are no "scratches" in Marbles Billiards.

Unlike the game of "Pool" where a billiards table has "walls" to keep the balls within the perimeter of the playing area, the marbles will occasionally come to rest outside the rectangular area. This is OK and part of the game. If a player decides to take their next shot at a smaller ball that has come to rest outside the rectangle, they may pick up the cue ball and move it to no less than a hand span of the ball they wish to hit. If, however, they are aiming for a ball within the rectangular play area, they must hit the cue ball from where it came to rest the prior turn.

The winner of the game is the player to "sink" the most shots and collect the most marbles after all 15 are played. If a player "sinks" the glass small marble before the game ends they are eliminated. The glass marble ("8" ball) must be the last ball sunk.

Expert players may decide to make the game rules

more difficult by integrating a "call your shot" requirement.

This means that before a player shoots they must announce what ball they are trying to hit into which specific 1/2 dome pocket.

