**How to Play**

You will need 4 players. Each player gets their own 52-card deck and four marbles of the same color.

**Wording**

*Starting Block: This is the starting position for all 4 of your marbles*

*Starting Exit: Colored position on the outer edge of the board where marbles enter the main track.*

*Main Track: The chain of holes that form the route that marbles take around the board.*

*Home Base: A colored row of four spaces, which is the ending location for all of your marbles.*

*Bull’s Eye: The black center hole on the board.*

*Fast Track: The 4 colored inner corners of the Main Track, closest to the Bull’s Eye.*

**Object of the Game** To be the first team to move all of his/her marbles from their “Starting Block” to their “Home” row of the appropriate color.

**The Setup and Deal** Each play should choose a color and place 4 marbles matching that color in their “Starting Block”

**The Play** Start by shuffling your cards and placing them in a pile face down in front of you.Each player will draw a card from their deck. Highest card gets to go first. Players will then take turns clockwise around the table. You must begin your turn by flipping over a card from your deck face up. You must move a marble or marbles according to the value of the card (see Effect of Playing a card below). If the card was a “play again” card (Ace, Joker, King, Queen, Jack or Six), you must play another card and move again according to its value. You may play several “play again” cards in succession. When you play a card that is not a “play again” card (2, 3, 4, 5, 7, 8, 9, or 10) and make the corresponding move, your turn ends. If the game goes on so long that your face down deck runs out, simply reshuffle and keep going.

**Rules of Movement** The basic route for a marble is from its Starting Block to Starting Exit, then clockwise around the Main Track until it reaches the space next to its Home Base row, then turning right into the Home Base row. Moving a marble out of the Starting Block to its Starting Exit requires a Joker, Ace or Six to be played. Once on the main track, in most cases, playing a card enables you to move one of your marbles forward a number of spaces corresponding to its face value, but there are several exceptions, listed below. As an alternative to the basic route, there are some possible short cuts:

1. Fast Track - A marble that ends on a move on the Fast Track gets to skip over the Main Track and continue onto the next Fast Track space until it reaches the Fast Track space of its own color, at which point it continues along the Main Track towards its Home Base row.
2. If a marble that is on the Main Track (but not Fast Track) moves so as to overshoot a Fast Track space by exactly one space, it may be moved into the Bull’s Eye instead of continuing on the Main Track. From there is can only move to the Fast Track space of its own color by only drawing a face card (King, Queen, Jack). It then continues along the Main Track towards its Home Base row.
3. A marble moving backwards may pass it’s Starting Exit and the entrance to its Home Base row, and later move forwards into its Home Base row without having made a circuit of the board.

**Other Rules:**

You must NEVER land on top of a marble of the same color or hop over a space occupied by a marble of the same color. This applies both to forward moves and backwards moves.

If you land on a space occupied by another marble color (another players marble), you have “killed” their marble and they are forced to put their marble back at their Starting Block.

Marbles on their Home Base row are safe and can not be moved backwards or taken out of the Home Base row. They can only move forward until all 4 marbles can fit in the Home Base row.

You can use a 4 to move backwards onto Fast Track or in the Bull’s Eye.

Once your marble is moved onto Fast Track, you must use that Fast Track on your next turn or you lose your Fast Track and must continue on the Main Track.

Once your partner has all 4 marbles in their Home Base, your partners cards will now move your marbles.

If you draw a Jack, this can be used to move forward one space or switch places one of your marbles with any other marble of a different color on the board.

If you draw a 7, this can be used to move forward 7 spaces OR you can split your 7 between only TWO marbles. These two marbles can be two of your own marbles or one of your marbles and one of your teammate’s marbles. You MUST move one of your marbles at least one space.

**Effect of a Playing Card**

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| --- | --- | --- |
| **Card** | **Effect** | **Comments** |
| **Joker** | **Move 1 or exit Starting Block** | **This is a “Play again” card** |
| **Ace** | **Move 1 or exit Starting Block** | **This is a “Play again” card** |
| **Two** | **Move 2 spaces** |  |
| **Three** | **Move 3 spaces** |  |
| **Four** | **Move 4 spaces *backwards*** | **You can move backwards onto Fast Track or into the Bull’s Eye** |
| **Five** | **Move 5 spaces** |  |
| **Six** | **Moves 6 spaces or exit Starting Block** | **This is a “Play again” card** |
| **Seven** | **Move 7 spaces or split between two marbles** | **You can only spit a 7 between two marbles.** |
| **Eight** | **Move 8 spaces** |  |
| **Nine** | **Move 9 spaces** |  |
| **Ten** | **Move 10 spaces** |  |
| **Jack** | **Move 1 or switch places with another players marble with one of your marbles** | **This is a “Play again” card** |
| **Queen** | **Move 1 or exit Bull’s Eye** | **This is a “Play again” card** |
| **King** | **Move 1 or exit Bull’s Eye** | **This is a “Play again” card** |