Marble & Dice

MICHAUD TOYS
Est. 1984
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Object Of The Game: The object of the game is to be the first to move all 4 of your marbles around from your ***Base*** to your ***Home*** (same rules for travel, 4 player or 6 player size)



Setup the Game: Each player chooses a set of 4 matching colored marbles and places them in their ***Base*** section (player 1 ~ 4 Base sections. See dia) Each player then rolls one dice. The player that rolls the highest number goes first. Continue plays going clockwise.

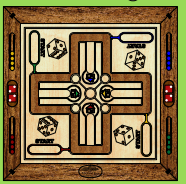
Getting Home Safe: Enter into any of the 4 holes in the ***Home*** by exact count. Remember, you cannot jump over your own marbles, so keep this in mind as you try to move into your ***Home***. If your dice give you too many to get into your ***Home*** area by exact count, you cannot move that marble. Try to move one of your other marbles instead. If you do not have any other marbles still in play, your turn is over

How To Play: On a turn, roll one dice and try to move a marble. Anytime you roll a 6, take an extra turn. NOTE: If you roll 6 three times in a row you then remove your marble closest to your home from the game and return it to the ***Base*** and then restart by rolling a 1 or 6 on your next turn.

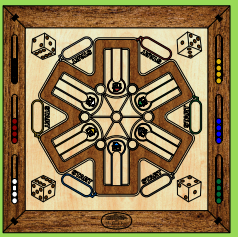
Getting a marble in play: Before any marbles can be moved around the board, it must be moved from the ***Base*** section and entered into the ***Start*** hole. You can "Start" a marble by rolling a 1 or 6 only. Once a marble is in the ***Start*** hole, it can be moved on your next turn by the value of the dice (ie: roll a 5 & move 5 spaces)

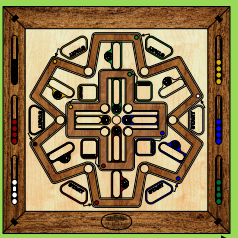


Moving Your Marble: Once a marble has been "started", it is moved clockwise along the game path holes the amount that your roll on your dice. Count each hole, whether it is empty or occupied by an opponent. Once you have one or more marbles on the game path, when you roll 1 or 6, you have the option of entering a new marble into the "Start" hole or moving a marble on the path the number of holes shown on your dice you just rolled. NOTE: When one of your marble is sitting in the "Start" hole, you cannot move a new marble into that space. You can jump over or land on an opponent's marble. You cannot jump over or land on your own marbles. If one of your own marbles is keeping you from moving another marble the full count on the dice, then you cannot move that "blocked" marble.



Getting bumped: If an opponent lands on one of your marbles by exact count, your marble is "bumped" and must immediately return to your ***Base.*** Your opponent's marble then occupies the hole given up by you. Marbles can be "Bumped" anywhere on the board except in their ***Home*** position. If your marbles has been "bumped" and returned to the ***Base.*** It can be moved back into the Start hole on your next turn by only rolling a 1 or 6 as explained previously.

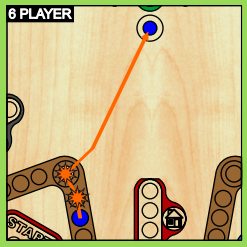




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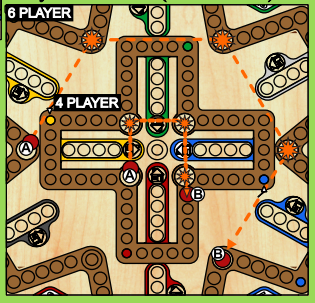
This player rolls a 3 to move into the centre hole





Getting home safe: Marble is located in hole "A" You roll a 4 then move your marble 4 spaces into the empty hole in Home "B"

Shortcut Holes: If you roll a 4 you can move clockwise around the shortcut circles going towards your home area (ie:"A" to "B")



Shortcut Holes: Whenever a marble lands in a ***Circle*** hole by exact count, it can be moved clockwise around the ***Circle*** holes on your next turn. Move the marble the number of holes allowed by your roll of the dice. Exit the ***Circle*** hole onto the path that leads to your ***Home*** area. Then continue moving down the path by remaining count of you roll. If your roll gives you too many moves to get into your ***Home*** area by exact count, you cannot move that marble. Try to move one of your other marbles instead. If you do not have any other marbles still in play, your turn is over. ***Center Hole Shortcut,*** the hole in the center of the game board is super shortcut. You can move into the ***Center*** hole only by exact count of the dice. Once you move into the ***Center*** hole, the only way out is to roll a 1 on a future turn. Exit the center hole onto the ***Circle*** hole closest to the path that leads to you Home Area. Shortcuts are optional. They're great because they shorten the time it takes to move around the board. But be careful! Opponents can "bump" your marble in the Center or Star holes! Keep this in mind whenever you take a shortcut.

Winning the Game: Be the first to move all 4 of your marbles into your ***Home*** area to win!

Partnership Play: Your partner will play opposite you on the board. Game play is similar to individual play except for the following:

1) You can jump over your partner's marbles. If you land on one of your partner's marbles by exact count, you must "bump" it by sending it back to their ***Base***.

2) If all of your marbles are Home safe, you still continue to roll the dice in turn. Your partner then moves their marble(s) the number of spaces you roll. The first partners to get all of their marbles Home wins the game.

*** Note: Game Rules are the exact same for all sizes ***

(Travel, 2 - 4 player, 2 - 6 player or two in one size of boards)

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WARNING:

CHOKING HAZARD - Small Parts.
Not for Children under 3 years old.