Marble & Cards

MICHAUD TOYS
Est. 1984
FROM OUR FAMILY TO YOURS
www.michaudtoys.org

Starting: Each player begins with four of the same coloured marbles in their start base. Each player is then dealt five cards each. To bring a marble out onto the track or in the start position (#18), a player must have an Ace or King. If the player has no Ace or King in their hand, then that player may discard and pick a new card per turn until an Ace or King turns up to start them into the game. The first player to line up their marbles in the home position wins.

Moving: All player must keep five cards in their hand at all times, and one card must be played or discarded at every turn. The marbles move around the board clockwise.

Card Value:

Ace = 1 space forward or
move a marble in play
2 = 2 spaces forward
3 = 3 spaces forward
4 = 4 spaces backward only
5 = 5 spaces forward
6 = 6 spaces forward
7 = 7 spaces forward
8 = 8 spaces forward or backward
9 = 9 spaces forward
10 = 10 spaces forward
Jacks = 11 spaces forward or
switch position with another players marble
Queen = 12 spaces forward
King = 13 spaces forward or move a marble in play







*** Note: Game Rules are the exact same for all sizes ***
(Travel, 2 - 4 player or 2 - 6 player boards)

cont...

Specials Cards:

4 = The 4 only moves you ***backwards*** 4 spaces never forward.

7 = The 7 you can choose to move one marble 7 spaces forward or your allowed to split the value of 7 allowing you to move two marbles instead of one as long as it equals 7. This is a great one to bump someone or setup your home marbles.
ie: move one marble two spaces (to bump an opponent) and then move your second marble 5 (the difference)

Jack = The Jack allows you to move one marble 11 spaces forward or you can switch with any other players marble on the board as long as they are not on their start position (18).

King = The King can be used in two different ways. The first is to move a marble into play at your start position(18) from your base. The other option is to use it as the ***"Killer"*** because it will move you 13 spaces forward while knocking out every marble within its path including your own marble back to their base resulting in the bumped marbles to start over.

Ace = The Ace can be used two different ways. The first is to move a marble into play at your start position(18) from your base or the other is to move 1 space forward

8 = The 8 can go forward or backwards 8 spaces (this is an alternate rule for the game if you would like 1 more trick card)

Other Rules and Tips: The start position (18) is known as the post position. When a player first moves into the post position it is considered safe. No other player may ***"bump, switch position or pass over"*** that marble until they move off of that post position. This can be used to hold back some of the other players will you move your other marbles around the board. When moving your marble around the track you are allowed to hop over any other player as long as they are not in their post position. You may not hop over your own marble, you have to move your marble in front of you first. When a players marble is in the home stretch area, the marble can be moved by the low numbered cards or this is a great time to use a 7 card. When you split the 7 you can move the marble in position correctly then move the difference with another marble in play. A good tip for using the 4 card is, once you move into your start position use the 4 card next. This will move you back 4 spaces which result in a huge shortcut home. Anytime you land on another players marble you send them back to the base resulting in them to start over. The exception being the marble you land on is in a post position. Once your marble enters into the home positions then it is safe from bumping and switching positions. If playing with partners you can help each other bump and enter into your home positions.

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

41 Talbot St. East ~ Jarvis, ON ~ N0A 1J0 ~ (888)-320-6769 email: info@michaudtoys.org