



# Moon Marble Company - Marbles Game Instructions

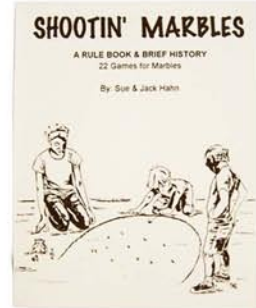
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These are sample games from rule books sold in our store and online (written here as you see them in the books).  
Try them out, and if you want more, buy the books!



## Shootin' Marbles: A Rule Book & Brief History, 22 Games by: Sue & Jack Hahn



### 1. Increase the Kitty



This is a court game for several players. Two circles are drawn in the dirt, the inner circle is about 8 inches in diameter, and this is called 'The Kitty'. The kitty is centered in a second circle about 11 feet in diameter, called 'The Rail'.

Each player puts one or more marbles in the kitty. The first player shoots from any point on the rail at the marbles in the kitty: any marbles knocked out of the kitty become his. He then retrieves his shooter, returns to the rail and shoots again until he misses. If a player fails to capture even one marble on their first shot, and the shooter is between the kitty and the rail, it remains where it stopped. If the shooter stops inside the kitty, the player can replace it with a common marble.

In turn, each player may shoot at the kitty or the other player's shooter. If your shooter is hit you must pay one marble to the kitty and give all marbles won in that round to the player who hit your shooter to 'ransom' it back. Take turns going first so everyone has a chance to shoot the full kitty.



### 2. Die Shot 2



A flat marble is set out in the middle of the playing surface and a regular game die is balanced on top of it, it doesn't matter what number is on top. From an agreed upon distance everyone takes turn shooting at it. Whoever hits it and knocks the die off gets marbles from each of the other players. The number is determined by what number is face up on the die when it lands. This is a game where a lot of marbles can change ownership quickly, so be careful who you play against.

### 3. Dropsies

A 1 foot circle is drawn or a shallow saucer sized hole is dug and smoothed. Draw lots or lag to determine 'firsties'. Each player contributes 2 marbles or more which are placed randomly in the circle or hole, and drops a marble from chin level. He wins any marbles knocked out and retrieves his 'dropper'. There is an advantage to using bigger marbles in this game, but you risk chips as well.

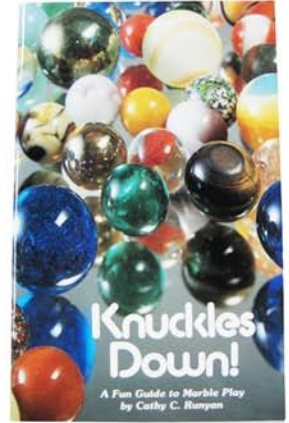


### 4. Archboard



This game is also called Bridges or Arches and can be played with any number. For this game, you will need a piece of board that 5 half-holes have been cut out of. The center should be about 3 inches across and they should get smaller in 3/4 to 1-inch increments to the outer edges, leave about an inch between each cut out. The largest center one should have a '0' over the opening, the next smaller, on each side, a '2', and the outer smallest holes, a '5'. It should read 5 2 0 2 5 when you look at it. Glue popsicle sticks on the ends to stabilize it.

One person is 'The Keeper' and collects one marble per turn as the players try to get through the arches. If they go through the center they get their marble back, if they go through one of the more difficult ones the Keeper pays them that number of marbles. The Keeper gets all the marbles that miss.



## Knuckles Down! A Fun Guide to Marble Play

by: Cathy C. Runyan

### 1. Pyramids

(Also called Castles and King of the Mountain)

**Object:** To knock the most marbles out of the ring.

**Set up:** A circle 3-8 feet in diameter.

**Ante:** Either five or twelve marble per player.

**Rules:** The first player builds a pyramid with three marbles in a tight triangle and one on top. (Or you can use a 6, 4, and one pattern) He then becomes the "Keeper of the pyramid or castle". Player #2 shoots at the pyramid in an attempt to knock a marble out of the ring. If he succeeds he builds a pyramid for the next player and Player #2 is now the "Keeper". If he fails then he must give a marble to the "keeper" and it is Player #3's turn. Winner is determined after 3 rounds.

### 2. Wall

**Object:** To shoot the marbles off the wall and hit the opponent's marbles on the rebound only.

**Set Up:** A wall next to a playing surface.

**Ante:** Any number.

**Rules:** The first player shoots against the wall and then leaves her marble where it stops. Player #2 then shoots trying to hit the target marble on the rebound from the wall. Player #2 also leaves marble where it stops if he misses. The first player now has two targets and the game continues until the W A L L is spelled out by getting a letter each time a hit is made.

### 3. Marble Golf

This is one of my (Cathy's) favorites because of the creativity and imagination it encourages.

**Object:** To complete the "golf course" with the lowest number of shots.

**Set Up:** The courses are marked off with fairways being 12 - 25 inches wide and small mounds of packed dirt become the tees. Holes may be anywhere from 10 - 80 feet depending on the play area available. Small tin foil pans sunk flush with the ground can be made into sand or water traps. According to granddad a favorite hazard was an old tire cut across the tread and set so a marble going into the side, if hit just right, would roll on through and onto the fairway towards the hole. Any child, given some cardboard tubes, cereal boxes or other objects will be able to make an interesting course to play. Players tee off by shooting and alternately take shots until everyone has "putted" into the hole before going to the next one. Each player keeps count of his shots and the lowest number total for all nine holes wins the game.

### 4. Spinning Circles

(Also called Peg-Tops)

**Object:** To knock the most marbles out of the ring using a spinning top.

**Set Up:** A small ring 12 - 18 inches diameter is marked.

**Ante:** Each player places three marbles in the ring.

**Rules:** Player #1 spins his top outside the circle, and then carefully picks it up (still spinning) and slips it into the ring - collecting any marbles that are knocked out of the ring by the top. The game is over when everyone has played three rounds or when the marbles are all knocked out.



## Let's Play Marbles: Simple Games, Fun Facts

by: Richard Maxwell

### 1. Picking Plums

2 - 6 players

Mark off a shooter line and a target line two feet apart (and parallel).  
Everyone places 2 - 4 marbles on the target line at least a two-finger width apart.

Players then take turns shooting at the target marbles from the pitch line. If you knock a marble off the line, add it to your pile. You only get one shot per turn.

When the "plums are all picked", players may decide to shoot another round. In the end, the player with the most marbles wins.

### 2. Old Bowler (Abraham Lincoln's favorite marble game)

2 - 6 players

Mark off a 3 to 5-foot circle with a 1-foot square in the middle. Set a marble on each corner of the square and a favorite marble, "Old Bowler", in the middle.

Shooting from outside the ring, players try to first knock the corner marbles out of the square. If you knock a corner marble out of the square, add it to your pile and shoot again from outside the ring. But don't hit Old Bowler.

If you do, add one of your marbles to a corner. Return Old Bowler to the middle and your turn is over.

Once the corner marbles are gone, the player to knock Old Bowler out of the box wins the favorite marble.

### 3. Bunny in the Hole

2 - 5 players

Each player scatters 5 marbles around a hole in the middle of a 7-foot ring. If you can't dig a hole use a cup or a loop of string for the target. Players take turns shooting from the outside the ring. The object is to knock the "bunnies" in the hole. Just for fun you can roll your shooter through a paper towel tube.

If you knock a marble in the hole, add it to your pile. If your shooter goes out of the ring, or into the hole, you have to give each player a marble. When all the marbles have been cleared from the field the player with the most marbles wins.

### 4. Ringer (the official game for tournament play)

2 players

Ringer is a circle game you will see played everywhere (including our annual Marble Tournament hosted by the Moon Marble Company the first Saturday in May, "Marble Day" in Bonner Springs, Kansas.

To begin a round set out 13 marbles in the shape of a cross or plus sign ("+" in the middle of a circle. The two players lag to see who goes first. Player One then takes his first shot from outside the ring, "knuckle on the ground". If you knock a target marble out of the ring, and your shooter remains inside the ring, you may shoot again from where your shooter lands. If you miss or your shooter goes outside the ring, your turn is over. (If you're using a hula hoop for a ring, a marble or shooter is out-of-bounds if it touches the hoop.) The first person to knock 7 marbles out of the ring wins.