# Knuckle Bones

Knuckle Bones is a game that is fashioned after "Shut the Box", which is a game that has been around for several hundred years. It is thought to have been played by French sailors, and brought to other countries by mariners. Boxes with nine, ten, twelve, and double twelves are found. The original games had wooden flip doors. We've chosen to use colorful glass pieces for our Knuckle Bones game. We named it "Knuckle Bones", because some of the first dice were made from the knuckle bones of animals. It is a fun game for all ages and will tune up your math skills. Enjoy!

PLAYERS: 1 or more or teams of 2 or more.
OBJECT: To cover as many of the numbers as you can with glass gems.
The score is determined by the addition of the numbers left uncovered.
Therefore, the player with lowest score after so many rounds is the winner.
PLAY: First player rolls the dice and covers a number or numbers determined by the roll.
Example: If a player rolls ten, they may cover the "10", the "6" & "4", the "7" & 3", the "1", "4", & "5", or any combination that adds up to 10. Once a number is covered it may no longer be used. After numbers 7 - 10 have been covered, player may choose to roll only one die. Players continue to roll dice until no more numbers may be covered. Numbers left uncovered are added up to determine that player's score and next player begins their turn. If playing one player, then continue to play games to try to improve player's score.
TO WIN: Either play a determined amount of rounds or play elimination. To play elimination, players are eliminated from the game when their score reaches 45. Play until all but one player are eliminated.

## Moon Marble Company
600 East Front Street Bonner Springs, Kansas 66012
913-441-1432  email@moonmarble.com  www.moonmarble.com

---

# Triangle Solitaire

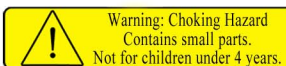**Setup: Fill entire board with marbles except for one corner hole.**

**Objective: Making valid moves, empty the entire board except for a solitary marble.**

**Play: A valid move is to jump a marble over an adjacent marble into a hole two positions away and then to remove the jumped marble. There are up to three directions that you can move on a turn.**



Step 1. Jump an adjacent marble

Step 2. Remove the jumped marble and set aside in pocket.

Continue steps 1 and 2 until only one marble remains on the board.

## Moon Marble Company
600 East Front Street Bonner Springs, Kansas 66012
913-441-1432  email@moonmarble.com  www.moonmarble.com