

Marbles and Jokers

**Presented by
Woodbridge Handcrafts**



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Objective

The first team to move all of their marbles from their Start Rings to their Home Slots wins. The game ends when each player of one team has all of their marbles in their Home Slots.

Setup

The game is played with a minimum of two players, and up to eight players with a full set. Each player receives a game board and links together. A player should link boards with an opponent, not a teammate.

If two or three players are competing, use the additional adapter pieces to connect boards together.



Each player is to receive five marbles, matching their own board colors. These marbles should be placed in the player's Start Ring.

Number of Players	Suggested Team Alignment
2	None
3	None
4	Two Teams of Two, with teammates sitting across from each other
6	Two Teams of Three
8	Two Teams of Four

The Deal

For two to four players, use two full decks, with two Jokers removed (play with only two Jokers in the resulting deck). For six players, use three full decks. For eight players, use four full decks. Each player will be dealt five cards from a shuffled stack. The stack is then placed in the middle of the playing field, or may be split into two or three smaller stacks if playing at a large table, to make it easier to reach.

Gameplay

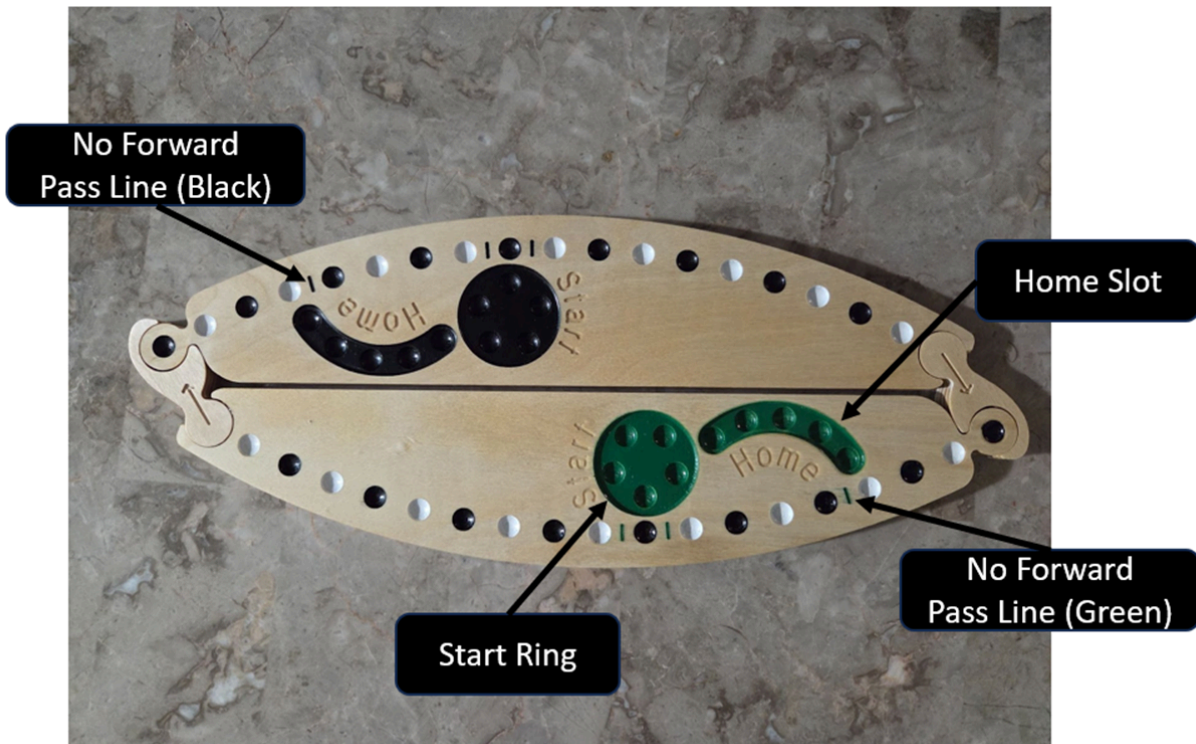
Gameplay will begin with the player to the left of the dealer. Turns will alternate, taking turns clockwise, and will continue until the game ends. Each player's turn consists of two actions. First, a player will draw a card from the pile. The player will then discard one card from their hand and take a corresponding action, which varies according to the card played. Cards with special actions include Aces, 7, 8, 9, Jacks, Queens, Kings, and Jokers. These special actions are discussed later. Other cards have the action of advancing the player's marble by the number shown on the card played.

If the draw pile runs out of cards, collect cards that have been discarded and reshuffle to continue gameplay.

Entering the Playing Field

To move a marble from the Starting Ring to the Playing Field, a player must discard an Ace, Jack, Queen, or King. After the player discards an Ace, Jack, Queen, or King, they will move one marble from the Starting Ring into the Start Position. After leaving the Starting Ring, a player's marble may advance on the playing field and interact with other player's marbles according to the "Bumping" and "Bopping" rules discussed later, until it reaches the player's Home Slot.

If a player has no marbles on the Playing Field, cannot advance any marbles in the Home Slot, and has no cards allowing them to leave the Starting Ring, they may lay a card sideways in front of them, indicating that they have no playable cards. If they have no playable cards for three consecutive turns, the player then moves a marble out of the Starting Ring into the Playing Field as if they had a face card. The player's stack of three cards resets the moment a marble is moved from the Starting Ring to the Playing Field.



If a player has a marble on the playing field, but has no legal moves, they must still discard from their hand. However, because a marble is on the playing field, they may not free a marble from the Starting Ring after three consecutive turns of doing so.

A player may have more than one marble on the playing field at once. There is no limit to the number of marbles in play at one time.

Advancing Marbles

A player may only move their own marble. A player may move their marble according to the value of the card. For example, a Five card moves a marble of the player's choice forward five spaces. Some cards have special actions. For example, an Eight moves the player's marble backward eight spaces.

A player may not advance a marble past (or skip over) another one of their own marbles. A player may not land directly on one of their own marbles. A player may not advance forward beyond their No Pass Line. However, they may move past the No Pass Line if going backwards using an Eight or Nine card.

Card	Action	Special Alternative Action (in lieu of primary action)
Ace	Advance a marble one spot forward	Move a marble out of the start ring and into the playing field at the starting space
2	Advance a marble two spots forward	
3	Advance a marble three spots forward	
4	Advance a marble four spots forward	
5	Advance a marble five spots forward	
6	Advance a marble six spots forward	
7	Advance a marble seven spots forward	Move two marbles. Both marbles must move forward. The total number of spaces moved must equal seven.
8		Move a marble eight spots backward
9	Advance a marble nine spots forward	Move two marbles. One marble must move forward and one marble must move backward. The total number of spaces moved must equal nine.
10	Advance a marble ten spots forward	
Jack	Advance a marble 11 spots forward	Move a marble out of the start ring and into the playing field at the starting space
Queen	Advance a marble 12 spots forward	Move a marble out of the start ring and into the playing field at the starting space
King	Advance a marble 13 spots forward	Move a marble out of the start ring and into the playing field at the starting space
Joker	Take any marble in your starting ring or in the playing field and move it to the location of your opponent's marble on the playing field. The opponent's marble returns to their start ring. This is known as Bopping.	Take any marble in your starting ring or in the playing field and move it to the location of your teammate's marble on the playing field. Your teammate's marble advances to their home space on the playing field. This is known as Bumping.

Hint: Backwards cards (eights and nines when using their alternative action), are very useful for taking a shortcut to the Home Position.

Entering the Home Slot

When a marble enters a player's Home Slot, it is safe from Bumping and Bopping. A marble may only move forward into the Home Slot (i.e. it cannot be backed into). Once in the Home Slot, a marble CANNOT move backward. It must move forward only, and cannot pass over another marble already in the Home Slot. When a player has all five of their own marbles in their Home Slot, they have completed their board.

Completing A Board

When a player has all five of their own marbles in their Home Slot, they have completed their board. When a player has completed their own board, they may then play as if they were one of their teammates. Therefore, on the player's turn, they will discard from their hand and move a marble of their teammates. If the player discards a Seven or Nine, they may use the special action to play two marbles, even marbles of two different colors if the player has more than one teammate. This is advantageous for the team.

The match is complete when all players of a team have completed their respective boards with all of their marbles in their home positions.

Bumping

When a player's marble lands on their teammate's marble, this is known as Bumping. When this happens, the player's marble replaces their teammate's marble. The teammate's marble is then transported to their home space, just outside of the Home Slot. This is a shortcut across the playing field to the home position. Bumping is not allowed if the bumped player already has a marble resting in their home position. To bump a teammate, a player must play the card to land exactly in the teammate's position. For example, a Four must be played if the teammate's marble is exactly four places ahead of the player's piece. Alternatively, a Seven could be played to move the player's piece four forward, and a second marble could be moved forward Three, in accordance with the Seven's allowable Alternative Action.

Bopping

Bopping occurs when a player lands directly on an opponent's marble on the playing field. When this happens, the opponent's marble is transported from the playing field back to their Start Ring. Bopping has no restrictions on when it may be done, but must be done on the Playing Field. A player's marble in the Home Slot is unreachable and may not be bopped.