HOW TO PLAY MARBLES

Printable Game & Instructions

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TERMS FOR PLAYING MARBLES:

Game of Friendlies - marbles will be returned after the game.

Keepsies - the player keeps all the marbles he/she wins.

Ring - the circle marking the playing field.

Shooter - a larger marble used to shoot the other marbles.

Lagging - shooting your shooter marble to see who goes first.

Pitch Line - exact position where player's toe touches when lagging.

Knuckle Down - at least one knuckle must remain on the ground while shooting.

Sticking - when a player shoots 7 straight times and wins before another opponent takes a turn.

Taking Rounders - picking the best position to start shooting.

STEP BY STEP INSTRUCTIONS:

1. Decide if you are playing for friendlies or for keeps.

2. The player who goes first is determined by lagging.

3. Draw a large circle and line 13 marbles in the center in an X formation.

4. Taking turns, each player shoots from anywhere outside the circle and tries to knock marbles out of the ring, while keeping his shooter inside the circle.

   > If the shooter hits a marble out of the ring, he continues shooting from where his shooter landed in the circle.

   > If the shooter misses, his turn is over.

   > If the shooter rolls out of the ring, the player's turn is over.

5. The player who shoots the most marbles out of the ring wins.

MARBLES