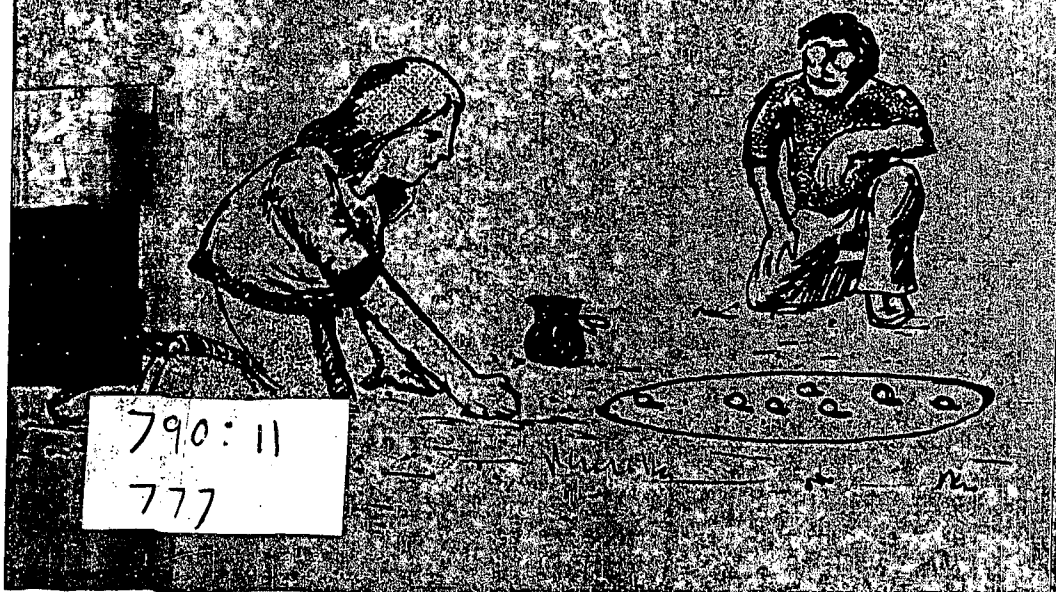


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CO-OP MARBLE GAMES

FAMILY PASTIMES
POPS
1844 PERTHONT
CANADA K7H 3G6

©1987, Jim Deacore



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INTRODUCTION

In this day of talking dolls, video games and endless television programs to sit in front of, isn't a game of marbles just ancient history?

Perhaps. But, if so, it's too bad, because marbles give active rather than passive play experience. Those who do play find marble games both skillful and just plain fun.

For those older people who used to play, this book will give you an added bonus - the joy of nostalgia.

For those younger players just learning marble games, this book will give you plenty of new games to play. Then in later years, you too can enjoy the pleasures of memory.

WARNING! These marble games are special. All of them are cooperative, rather than competitive. Usually, marble games are played "for keeps". This leads to a lot of marble warfare on the playground. My games are played for fun, skill and in the true spirit of friendship!

I say this because having your friends over is a chance to show them your stuff. You show them your collection of cards, matchbook covers, records, pins, stickers, jewelry or whatever. Your friends enjoy looking at, touching and talking about these treasures.

It would make no sense, if the whole time, your friends were trying to take away or steal these treasures of yours. Yet in competitive marble games that is what happens. A collection of marbles, aggies, steelies, glass eyes, crystals and crocks is an important treasure. And in most marble games everyone is out to get each other's treasures. Very strange!

So, in co-op marble games, we are friends, playing together, not enemies out to skin each other. In fact, to get a game going, usually one person may supply all the marbles, letting friends try out special pieces and play with neat-colored ones. Or maybe a couple of friends will all put in a bunch of marbles to play the game. Then when the game ends, we get back our possessions and go our way in peace.

Walk quietly on the earth and carry a big bag of marbles.

Jim Deacove

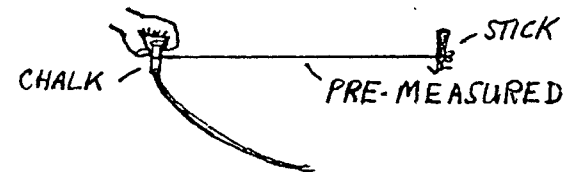
DEFINITIONS

When I played marbles as a kid in Small Town, Saskatchewan and, later, in Big City, Manitoba, I found some big differences in the ways things were done and what words were used for the same things.

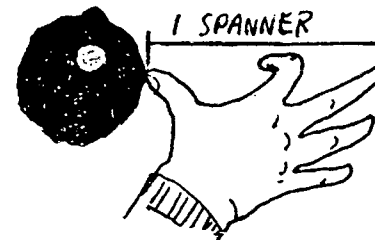
In Saskatchewan we played circle and chase games, while in Manitoba we played hole games and hidden hand games like BIRDS IN THE BUSH.

So, what follows is the vocabulary we used and I know it will be different in other places, but at least you will understand what I mean throughout the book.

DRAW A CIRCLE - you can mark the circle with chalk on a smooth rug in the livingroom, on a paved parking lot or even on a cement sidewalk. On dirt or sand, you can use a finger or thin stick to mark a circle or any of the other lines and shapes referred to in the book. Don't do a deep line or marbles get stuck. We often use a string and chalk like a geometry compass.



A SPANNER - this is a measured distance that extends from the tip of the thumb to the tip of the middle finger when stretched apart.

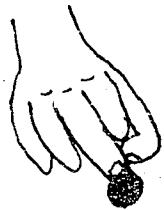


DIG A HOLE - you can use your heel or hand to scoop out a hole. A good hole is not too deep or steep. It slopes at a gentle angle both in and out and has no lip around the edge.

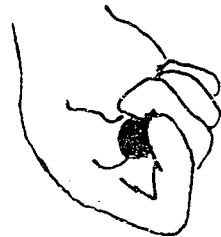


BOWLING - this is rolling or even throwing a marble along the ground from behind the BOWLING LINE. This action often starts off games and is used to find out who goes first, second, and so on.

SHOOTING - this is when you are propelling the marble from your hand, usually firing it with your thumb. Some purists really stick to the rules and say that shooting is done only when knuckles are touching the ground. We play it so you can use whatever technique works best for you as long as you be fair and not try to creep up ahead. Some ways to shoot could be:



Flicking the middle finger



Using mainly the thumb



The thumb but above



Just pushing with the index finger

CROCKS or BOWLERS- these are large marbles that we often use as shooters but also as targets to hit as well.

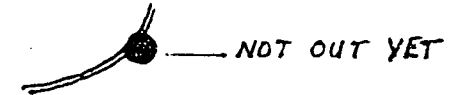
SHOOTERS - the marbles used to hit other marbles. Most often they are special marbles because you want something with added weight and size. So we use CROCKS or STEELIES. If we just want to keep better track of the shooters so they don't get mixed up with the target marbles, we will use CRYSTALS of different colors.

STEELIES - these are ball bearings. We use two sizes. Small ordinary ones. And BUSTERS, the big sized ones.

CRYSTALS - clear glass marbles, often tinted some light color and having tiny bubbles inside.

CATS EYES - clear glass marbles with little eye shaped wedges of color in them.

INSIDE A CIRCLE/OUTSIDE A CIRCLE - sometimes a marble ends up on the line or touching a line. Be nonest when refereeing the situation. We say that a marble is still inside the circle, square, whatever, if it is still even touching the line.



TAKING TURNS - whenever we say to take turns shooting, we always mean that you get only one shot on a turn, unless the rules for a game specifically say otherwise.

SLIPS - when a player is shooting and the marble sort of slips and rolls out of the hand instead of being really shot, we say "slips" and try again.

PLAYERS - Co-op games are flexible and each game can be played with as few as 2 or as many as 36. Some are good solitaire. Some are best with a big number. The general rule is: if you want to play just join in!

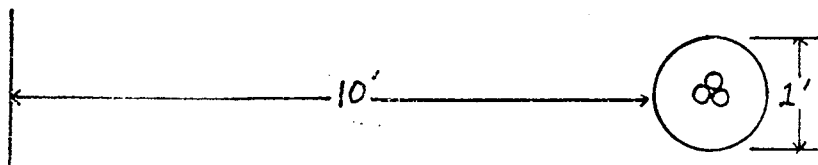
Remember that these are co-operative games, so that whenever we say "you" in the rules, we mean all of you together.

This also means that if any wrinkles come up in a game that our rules don't cover, use common sense and work out a new rule for yourselves. Be fair to yourselves when you do so, but also make a rule that keeps the game challenging. Referee yourselves.

BEGINNER'S KNOCK-OUTS

NEED: 3 Crocks 1 shooter for each player

SET UP: Draw a small circle, 1 foot diameter. Put the 3 Crocks in the middle, touching each other. Draw a bowling line 10 feet away from the circle's edge.



OBJECT: Knock all 3 Crocks out of the circle and not let any shooters be caught in the circle.

PLAY: Each player bowls a shooter behind the bowling line. Feet may not cross the line. Turns for shooting are according to closeness to circle. You always shoot from where your shooter lands. You have to knock out the Crocks with your shooter. A Crock that is out is left there.

PENALTY: If your shooter lands in the circle, you lose your turns until someone else knocks it out. Then when it's your turn again, you can shoot again from where the shooter landed.

When a shooter is in the circle, no one can knock out a Crock until that shooter is out. If a Crock does get knocked out, put it back in the circle as close to center as possible.

WINNING: We all win if we get the Crocks out. We all lose if all our shooters get stuck in the circle.

TIPS: Plan your shots so you don't get in each other's way. Take careful aim. It's hard to move a Crock.

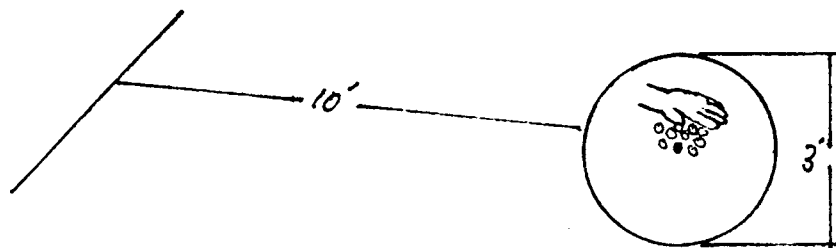
REAL TOUGH KNOCK-OUTS

Everything is the same, except that the circle is made 3 feet in diameter. This makes it a lot harder not to get your shooter trapped in the circle. A game for good shooters!

SIXERS

NEED: 10 marbles for targets 1 shooter for each player

SET UP: Draw a circle 3 feet in diameter. Mark its center with a spot. Draw the bowl line 10 feet away. Someone hold the 10 marbles about 3 to 4 inches over the center spot and drop them all at once. Any marbles that roll out of the circle are dropped again.



OBJECT: Knock 6 of the 10 targets out of the circle.

PLAY: Each player bowls a shooter from behind the bowling line. Turns for shooting are then according to closeness to the circle. Always shoot from where your shooter lands. With your shooter you try to hit a target marble so it is knocked out of the circle. All target marbles are put in a pile away from the circle.

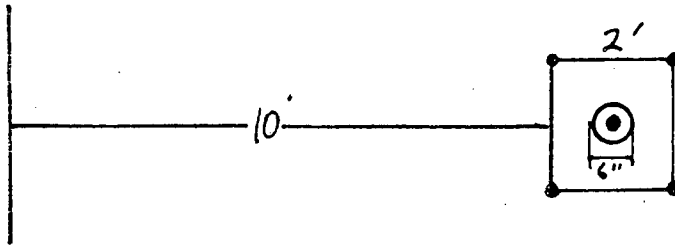
PENALTY: The catch is that your shooter must not go outside the circle after a shot. If it does you have to pay to get it back in action. It costs 2 marbles from the pile. The 2 marbles are dropped back into the circle at center. If there aren't enough marbles in the pile, the player misses turns until there are. To restart a shooter, you pick your best place anywhere on the outside of the circle.

WINNING: We all win when we knock 6 marbles out and no shooters are outside. Game is lost when all the shooters are out.

MIDDLEMAN

NEED: 1 Crock for the middleman. 4 marbles for the cornermen. 1 shooter for each player.

SET UP: Draw a square with 2 foot sides. Draw a small 6 inch circle in the middle of the square. Draw a bowling line 10 feet away from the square. Put 1 marble on each of the corners of the square and the Crock at the center of the circle.



OBJECT: To knock the 4 cornermen out of the square first then lastly knock the middleman out.

PLAY: Take turns rolling your shooters from behind the bowling line. Order of shooting after that is according to who is closest to the center of the little circle. Always shoot from where your shooter lands whether in or out of the square. If a shooter hits a cornerman out leave it where it is until the game ends.

PENALTY: If a shooter misses hitting anything, any 1 of the 4 cornerman must be moved into the little circle. Put it as far from the Crock as you can. If a shooter even touches the Crock (Middleman) before all the cornermen are knocked out of the square, there is a penalty. One of the cornermen must be put into the circle.

WINNING: Game is won when the 4 cornermen and the Crock are knocked out of the square. Game is lost when all 4 cornermen and the Crock end up in the little circle.

TIP: This is a challenging game for good shooters.

ON THE BUTTON

NEED: 1 Crock 1 shooter for each player

SET UP: Draw a little circle the size of a 50¢ coin. Draw a bowling line 10 to 15 feet away.

OBJECT: Knock the Crock into the little circle (we call it the button).

PLAY: One player roll the Crock from behind the line as close to the button as possible. If it lands on the button, this is an automatic win. Otherwise, each player then bowls a shooter. The order of turns for shooting is according to how close you are to the button. You use your shooters to hit and bump the Crock along to get it into the button.



PENALTY: The shooters have to at least hit the Crock on each shot. Three misses by shooters in a row and the game is lost.

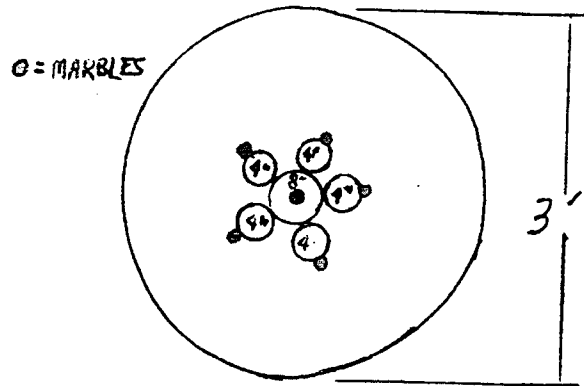
WINNING: We all win when the Crock is knocked into the button. No part of the Crock can be out of the button to win. Game is lost if there are 3 shots missed in a row.

TIPS: The game works best if players remember to set each other up. For example, one shooter could bump another shooter into a better position for a chance at the Crock.

BUBBLES

NEED: 6 marbles as targets 1 shooter for each player

SET UP: Draw an 8 inch circle. Draw 5 more smaller 4 inch circles around the big one so that the small ones are like attached bubbles. Arrange the 6 marbles in the places shown, so that 5 are on the outside of each small bubble and 1 is in the very middle of the big bubble. Now draw a large 3 foot circle around the bubbles.



OBJECT: With your shooters knock 1 marble into each bubble, so each bubble has only 1 marble in it.

PLAY: Players take turns shooting. They must shoot from outside the 3 foot circle. You choose the best place to shoot from. When a shot is taken, leave the shooter where it is until everyone has had a shot. Then every player picks up his/her shooter and have another round of shots.

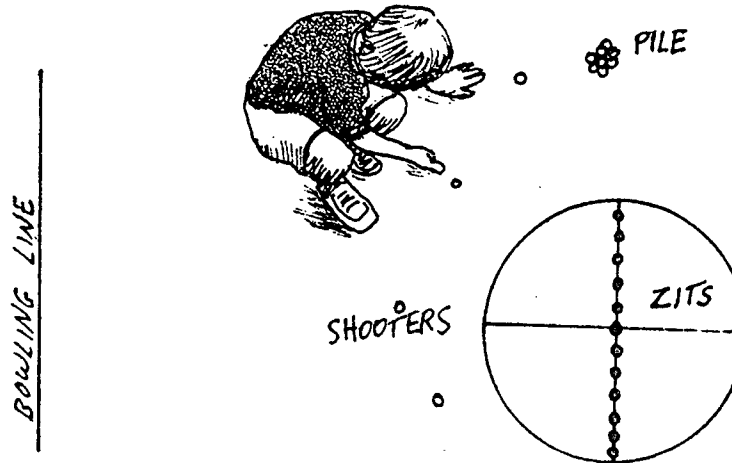
PENALTY: If a shooter fails to hit any marble at all (including shooters already on the field), the penalty is that 1 marble of your choice must be put into the big middle bubble. Put the marble as close to center as possible.

WINNING: We win if each of the 6 bubbles ends up with only 1 marble in them. Game is lost if all 6 marbles end up in the middle bubble.

ZITS

NEED: 24 marbles (the zits) 1 shooter per player

SET UP: Draw a 2 foot circle and add two diameter lines that cross at right angles inside the circle. Draw the bowling line 10 feet away. Put 12 of the marbles in a pile off to the side. The other 12 are put on the diameter line that is parallel to the bowling line. Space these 12 marbles evenly along the line.



OBJECT: Using your shooters, knock all the marbles out of the circles. In other words, clear the zits.

PLAY: Each player bowl a shooter from behind the line. Order of shooting turns is according to the closeness of shooters to the center of the circle. Each player shoots only once per turn. Any marble knocked completely out of the circle is added to the pile. Always shoot your shooter from where it lands, except if it lands inside the circle. Then the shooter is removed and when it is your turn again, you shoot one spanner away from the circle's edge. You can pick what location you think is best around the circle.

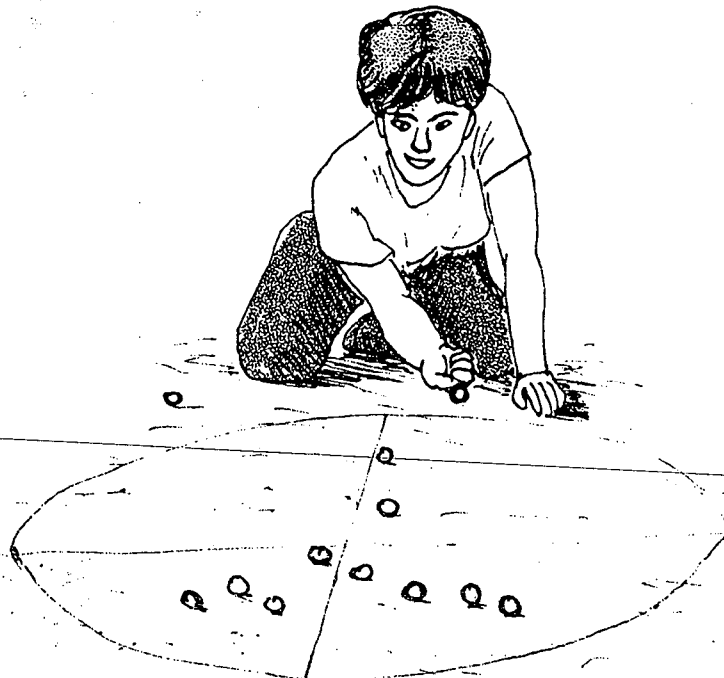
PENALTY: Zits can spread. If any shooter misses hitting anything in the circle, then 2 zits are added to the circle from the pile. Zits added for misses are placed on the other diameter line in the circle. Space them wherever you wish on the line. Just don't let them touch.

WINNING: Game is won if you clear the circle of zits. Game is lost if the circle is filled with zits and none remain in the pile.



MEASLES

This is played the same way as ZITS, but MEASLES is a harder game. We make the circle 3 feet in diameter and good shooters love the extra challenge.

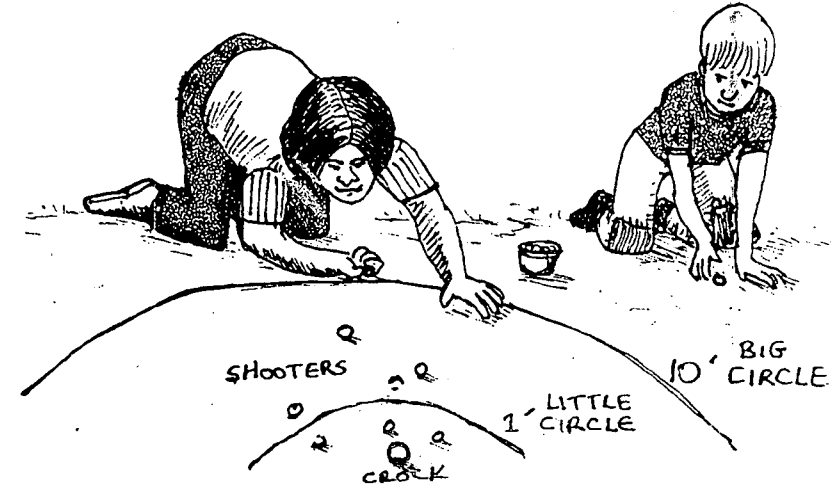


BIG AND LITTLE

A good game for group or tournament play

NEED: 20 marbles 1 Crock small container big space

SET UP: Draw a little circle, 1 foot diameter and mark its center. Now using this center draw another big circle, 10 feet in diameter. Put the Crock on the center point. Put all 20 marbles in the container. We use a little plastic yogurt cup.



OBJECT: To get 10 marbles in the Little Circle without their touching each other.

PLAY: Decide on turns. All shooting is done from outside Big Circle. On a turn you shoot 3 marbles or fewer if you get one in Little Circle or hit something before you use up the 3.

If a shot doesn't get in Little Circle, it stays where it stops. If a shot does get into Little Circle, it also stays where it stops. If a shot goes out of even Big Circle, it is put out of the game and can't be used again.

If a shot hits another marble in Little Circle, any marbles that it hits are put out of the game and can't be used again. The hitter stays where it stops.

A shot can hit another marble outside Little Circle and even knock marbles into Little Circle.

CROCK: Crock is special. If a shooter hits the Crock, any 3 marbles on the field can be picked up and used again. Put the 3 marbles in the container. Leave the Crock where it stops. If the Crock ever gets knocked out of Little Circle, it is lost for the rest of the game. Remove it.

Note that only the hitter causes things to happen; the hitter has to hit the Crock, not another marble on a bump. And any marbles that the hitter hits in Little Circle are out of the game. Not marbles hit by caroms and bumps.

WINNING: Game is won if you get 10 marbles (Crock not included) in Little Circle. Game is lost if you run out of marbles to play.

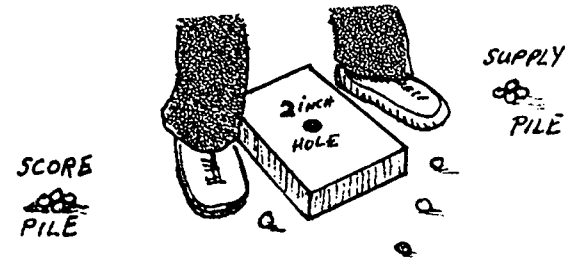
TIPS: This is a big circle game that lends itself well to a lot of players. It's a great school game or club game, one worth painting up a permanent 10 foot circle in a designated marble game area. Players from all grades and from different schools can join in on this co-operative marble game.



DROP IN THE BOX

NEED: 20 marbles a box about the size of a cigar or chocolate box.

SET UP: Cut a hole in the top of the box. A 2 inch diameter works well. Put the 20 marbles off to the side as the supply pile.



OBJECT: To score 10 marbles in the hole before running out of marbles.

PLAY: You get only 10 marbles from supply to start with. Take turns. On a turn you drop marbles until you miss. A player straddles the box, one foot on either side and drop marbles from belly-button high. If you bend your head over a bit you should be able to aim really well.

A marble has to stay in the box to count. If it bounces out - no score. You need 10 points to win the game.

After all 10 marbles have been tried, gather up any missed marbles and return them to the supply pile. Take out the marbles from the box and put them in a score pile. You have to get a pile of 10 to win the game.

Now take from the supply pile the same number of marbles you scored. This is how many you get to play the next round. Each round you take from supply what you scored on that round.

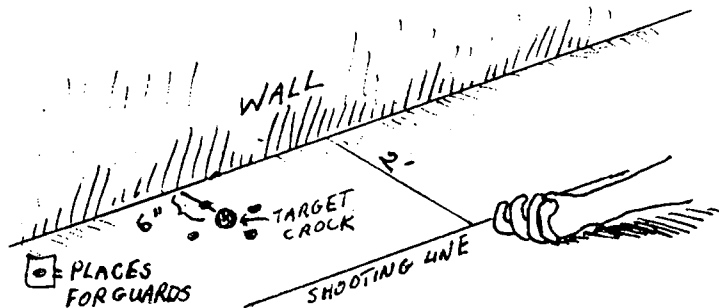
WINNING: Game is won if you score 10 marbles. Game is lost if you run out of marbles to shoot before scoring 10.

OFF THE WALL

NEED: 5 Crocks (1 for a target and 4 for guards)
1 shooter (smaller size) a wall, step or big plank to bounce shots off (wood works real well)

SET UP: Put the target Crock 1 spanner or about 6 inches away from the wall. Draw a starting line 2 feet away from the wall.

OBJECT: To hit the target Crock by banking your shooter off the wall within 5 shots.



PLAY: Take turns with your best shooters being last. First shot is anywhere behind the line. Pick your best angle. If you hit the target Crock, the game is won! If you miss, put 1 guard beside the target one finger width away (about 3/4 inch). You can pick which of the 4 spots to put the guards. See the spots on the diagram.

Each shot after a miss is one spanner farther back from the line. So by your third miss, for example, you are shooting two spanners back.

When all 4 guards are in place, you have one last shot left.

PENALTY: All shots must rebound off the wall to count. If a shot fails to hit the wall, put 2 guards out instead of just 1.

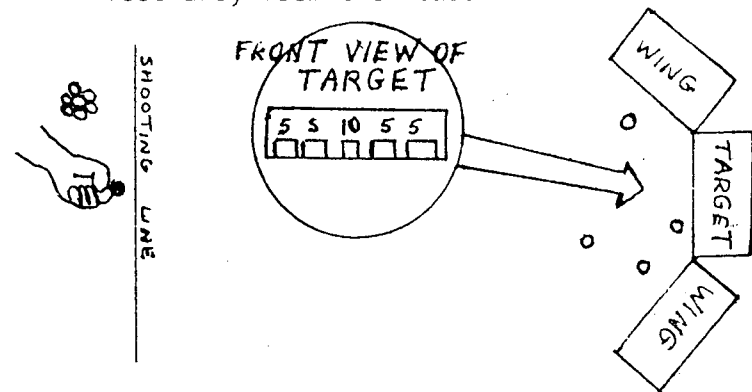
WINNING: If you hit the Crock target the game is won. Game is lost if you use up your 5 shots and don't hit the target.

TIPS: If a guard gets hit and moved, leave it there. Sometimes it is good strategy to knock a guard aside.

ONE HUNDRED

NEED: 10 marbles to shoot targets made from wood or corrugated cardboard.

SET UP: We use 3 boxes about 8 inches long. Or sometimes we get the side of a big box and use about 24 inches of it and make the right bends in it. The two wings are at angles of 45°. The 10 point hole is in the middle and is a little bigger than a marble. The 5 point holes are a bit bigger than a Crock marble. The spaces between the holes are about the size of a marble, say, a 1/2 inch. Draw a shooting line about 3 feet away from the holes.



OBJECT: Keeping a team score, try to make a score of 100 points before you run out of shooters. To count, a marble must go all the way into a hole.

PLAY: All shooting is from behind the line. Take turns. Be careful about keeping count somewhere because it's easy to forget. If you score on a shot by getting a marble through a hole, then you get another turn until you miss. Marbles that miss are left where they are until the end of the game. Sometimes a good shooter can knock in a couple of marbles on one shot.

After all 10 marbles have been shot, the only ones you get to keep using are the ones that scored.

WINNING: Keep shooting until you reach a 100 points. Then you all win the game. But if you run out of shooters, set them up again, because the game is over!

TILT

NEED: a cardboard box or lid that is narrow but pretty long, say, about $2\frac{1}{2}$ x 4 feet. Or get a big piece of cardboard and fold and tape up the sides.

20 marbles nails or candy apple sticks

SET UP: Make a play table as shown with holes, obstacles, and targets. Raise one end of the play table so it tilts down toward the targets.

OBJECT: Make a total teamscore of 100 points before you run out of marbles.

PLAY: Take turns rolling not shooting a marble from the top of the play table. You are trying to get marbles into the targets (either made of extra cardboard or we use the little yogurt cups too) that have point values as shown. If a player gets a score, take an extra turn until you miss.

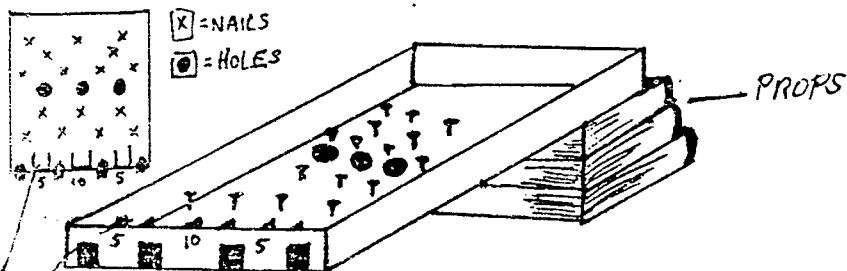
PENALTY: If a marble goes through a hole, it is lost for the rest of the game.

After players use up the first 20 marbles and don't have a score of 100, then the only marbles that can be used again are those in the score targets.

WINNING: Game is won if players get a total team score of 100 points. Game is lost if you run out of the marbles to roll.

TIPS: Make the course challenging. The trickier the better. This is a chance for the inventive kid to shine!

TOP VIEW



LITTLE CARDBOARD WALLS OR YOGURT CONTAINERS

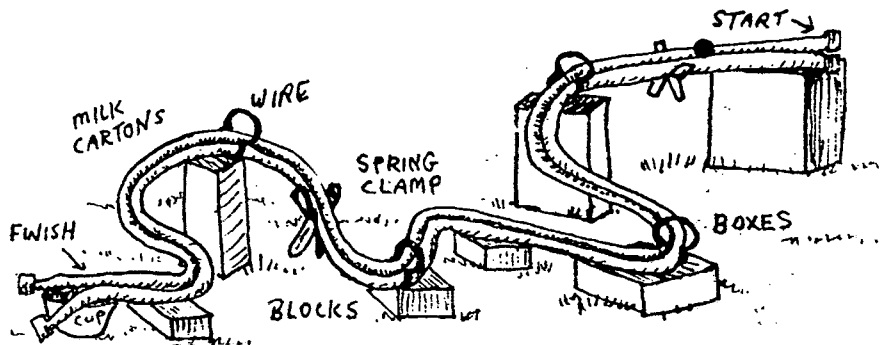
TRAINS (or called ROLLER COASTER by some)

NEED: a variety of marbles, crocks, steelies
some wire and pliers 1 or 2 long, flexible water hoses a bowl or cup

SET UP: Make a railroad track by putting the 2 hoses side by side or doubling up just 1 long one. Marbles will be running along the groove of the two hoses. Wire is used from time to time along the track to keep the hoses tightly together. Crimp the wire so it is tight on the hoses, but leaves room for the marbles to get by, as shown. Invent a tricky track for the marbles to run on with plenty of ups and downs and hairpin turns until it comes to an end. At the end have a bowl or container to catch the marbles. Some kids arrange a smooth landing strip instead. It will take trial and error to get a track that keeps the momentum of the marbles travelling the whole way.

PLAY: At the high end where you start, marbles are launched for the trip. A player on a turn starts with 1 marble to test the track and find out how much push to give the marble to get it to make the journey safely. Then the player can try 1 bigger marble or steelie. Finally, the player tries a group of marbles, the combination is up to players. Maybe a crock heading up three marbles with another crock at the end for a big caboose. Then let another player try something. The track can be adjusted at any time.

OBJECT: Make an exciting track. Try to get your train from start to finish without a derailment.



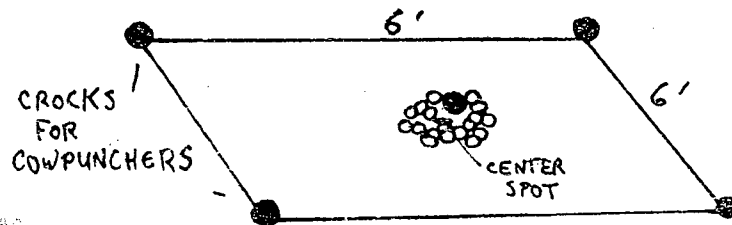
ROUND UP

NEED: 25 marbles for doggies 5 Crocks or steelies
for cowpunchers 1 plastic container

SET UP: Mark a center spot and draw a square around it with sides 6 feet long. Put 1 cowpuncher at each corner of the square. Put the remaining cowpuncher in the plastic container with all 25 doggies.

OBJECT: Round up all 25 doggies by knocking them out of the square with the crocks.

PLAY: With a quick motion dump the container over the center spot so that all 25 doggies and 1 cowpuncher are in a bunch to start the game.



Any 4 players now shoot the other 4 cowpunchers into the square from the corners. Be careful not to shoot any of the cowpunchers out of the square. At any time during the game if a cowpuncher goes out of the square it is lost for the game. You only have 5 of them to knock all 25 doggies out of the square. A marble has to be all the way out to count. On the line is still considered being in.

Use the plastic container to hold all marbles and crocks that are out of the square.

You keep shooting until you hit something or your crock goes out; then your turn is over.

You can shoot the crock from where it happens to be or you can spot a crock on the center spot and shoot it from there. Your choice.

WINNING: Game is won if you knock out all 25 marbles.
Game is lost if you run out of crocks.

TIPS: This is a good game for groups or tournaments in which players of different ages, grades, clubs, and schools can play together in cooperative fun.

ESP

NEED: 2 dice small plastic container 20 marbles

SET UP: Divide the marbles into a bank pile of 10 and a team pile of 10.

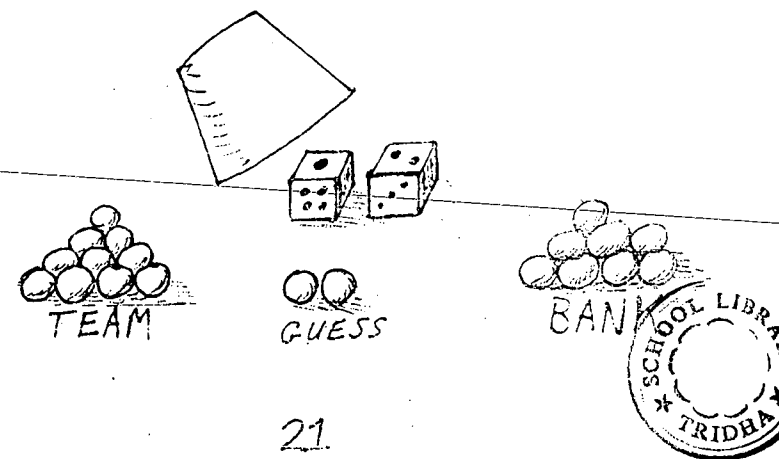
OBJECT: The team of players by using their ESP tries to win all 10 of the bank's marbles.

PLAY: Take turns. The person with the last turn shakes the dice in the container and without anyone being able to see turns the container open end down on a flat surface. Now the person with the first turn concentrates hard and tries to guess one of the two numbers that is rolled up. This player takes that number of marbles from the team pile and puts them near the container. The container is then lifted to see if the guess was right.

If any one of the dice is the guessed number, then the team keeps its bet and the bank matches that number of marbles. These go to the team pile as well. If two of the guessed numbers have been rolled (a double), then the bank has to pay off double. If no numbers are right, then the team's bet goes to the bank pile.

On following turns, it is the last person who guessed that rolls the dice.

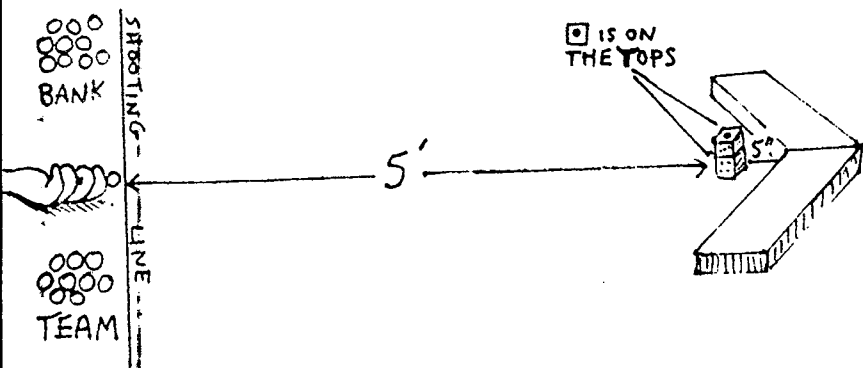
WINNING: The game is won if the team wins all the bank's marbles. The game is lost if the team loses all its marbles.



BREAK THE BANK

NEED: 20 marbles 2 dice (3/4 inch at least) 2 boxes the size of cigar or chocolate boxes (or two pieces of wood that long will do)

SET UP: Make a V with the 2 boxes. 5 inches from the tip of the V, on the inside, put 1 die on top of the other. Have the one spot sides showing up. 5 feet away from the dice draw a shooting line. Divide the 20 marbles into 2 piles of 10. Put 10 for the Bank on the left and 10 for the team of players on the right.



OBJECT: The players must gain all the Bank's pile of 10 marbles before the Bank gets all 20 marbles.

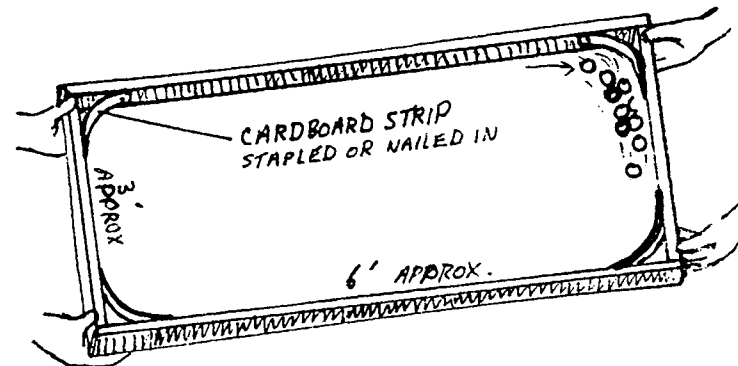
PLAY: Players take turns shooting one marble from their pile. Shooting is from behind the line and at the dice. You can hit the dice directly or with a banked shot off the V. You shoot until the dice are hit hard enough so that at least the top one falls right off. All marbles shot up to then are left where they land. When the dice have been toppled, then gather every marble shot, including the last one to hit over the dice, and put these marbles in the Bank's pile. The players now take from the Bank and add to their pile the number of marbles in the Bank's pile. The dice total up.

WINNING: Keep playing until you either clean out the Bank or else it cleans you out.

LAST OF THE MOHICANS

NEED: a large box lid about 3 x 6 feet or we also use a thin plywood side from a refrigerator crate. This side had a thin wooden strip around the edges. 6 to 8 marbles. 1 special marble like a crystal. Extra cardboard. Masking tape.

SET UP: Make a table top with sides and rounded corners to race the marbles around.



OBJECT: Run the marbles around the course, bumping them off the track until only the special crystal is left in play.

PLAY: One player is seated at each narrow end and holding one corner in each hand tilts each corner in turn so that the marbles run along the sides in a clockwise direction. The players coordinate their actions so that the marbles stay in a bunch along the straightaways and around the corners. The marbles will be jostling and bumping as they go around the course. Some times, one or more marbles get knocked out of the course. The two players keep doing this until only the crystal is left - the Last of the Mohicans. If the crystal gets bounced out earlier, then the game is lost.

TIPS: Usually other players want a try, so after each run, have players change off to give everyone else a try. It takes some practice to run a smooth race and get the hang of working together to do the tilts well. Adding more marbles to the bunch makes for a trickier game.

LUCKY SEVEN - a Bowling Game

NEED: 12 marbles for bowling pins. 1 Crock per player.

SET UP: The 12 pins are put out in groups of 2, each group being 1 spanner apart, as pictured. The two front pins are 8 to 10 feet away from the bowling line.

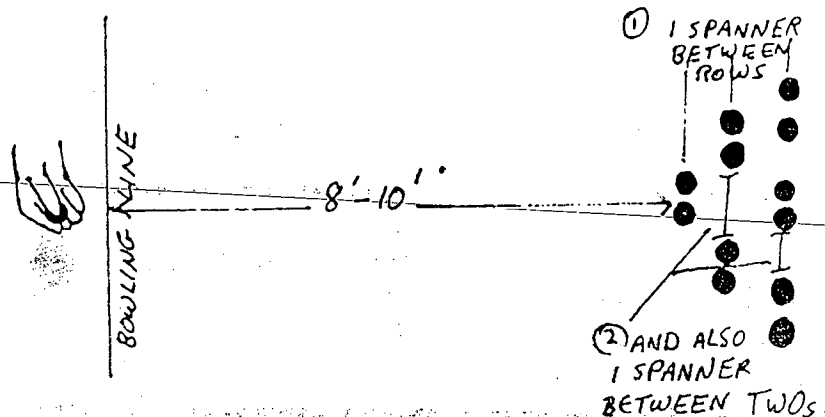
OBJECT: To hit and remove 7 of the 12 pins.

PLAY: Take turns bowling the Crock to hit pins. Feet cannot cross the bowling line. If a player hits any pins, remove these pins and the Crock before the next player bowls. Any pins hit by other pins the Crock strikes count, too. Pile up the hit pins and keep the Crock in your hand.

PENALTY: If a bowled shot doesn't hit anything, the Shooter is left on the field. Now the player has to take 1 marble from the pile and hold it as a shooter. This makes it harder to get your total of 7 marbles in the pile.

WINNING: When the pile hit numbers 7, game is won. But remember each player must always have 1 shooter in hand and these do not count toward the LUCKY SEVEN total. Game is lost if players run out of shooters to use.

TIPS: Don't bowl too hard, because if a miss happens, these marbles get very far away and are hard to hit later.

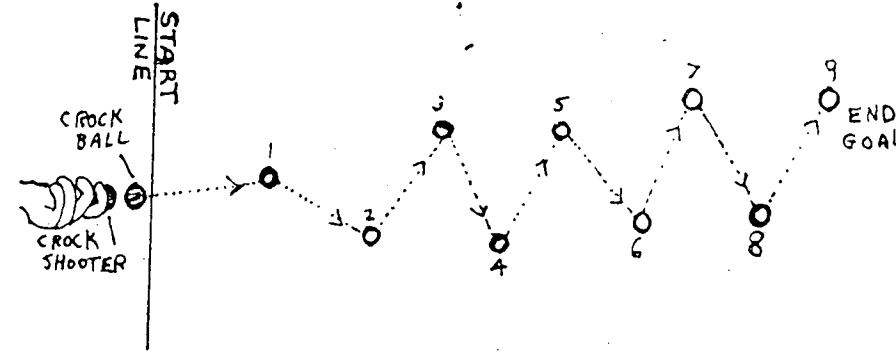


24

CROQUET

NEED: 9 marbles as goals 2 Crocks

SET UP: Put out the 9 marbles as goals in a zigzag course with each goal being at least 2 spanners apart. Mark a starting line 2 spanners away from the first goal.



OBJECT: Using 1 Crock as a ball and the other Crock as a shooter, get the ball to hit each goal in order in the fewest total number of shots you can.

PLAY: Take turns. Each player gets one shot at the ball per turn. You can position the shooter anywhere behind the ball to give you the best shot. But the ball cannot be moved from where it lands. When the ball hits a goal, remove that goal so it isn't in the way. You keep a team score, not individual ones.

SCORING: There is no winner or loser in CROQUET, but you can rate your team score with this chart.

9 SHOTS	10 - 18 SHOTS	19 - 23 SHOTS	24 & UP
You are either truly great or incredibly lucky!	An outstanding performance!	A fine team effort!	Need practice

25

GOLF

This is like CROQUET, but instead of marbles as goals, dig 9 small holes. But make the spaces between holes 4 spanners, since holes are easier than goals. When you knock the ball into a hole, whoever has a turn next starts the ball off just 1 thumb length away from the hole just completed. If the shooter ever goes in the hole too, as a penalty add 1 shot to the total. Use the same score ratings given for CROQUET.

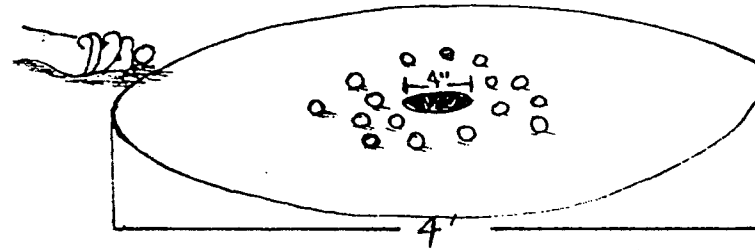


TAG

NEED: 24 marbles 1 Crock shooter per player.

SET UP: Dig a hole 4 inches in diameter and about 3 to 4 inches deep. Now using the hole as a center, draw a circle 4 feet in diameter around the hole. At random, inside the circle, scatter the 24 marbles around the hole.

OBJECT: To shoot all 24 marbles into the hole. To get a chance to shoot a marble, you must hit or "tag" it with your shooter.



PLAY: In turn, a player from outside the circle shoots to hit a marble. Any marble hit is then shot from where it stops, trying to get it in the hole. The shooter making the tag is removed before the marbles are shot. The same player makes all these shots on a turn. If a marble doesn't get in, leave it where it is.

PENALTY: If a shooter hits nothing, it is stranded on the field until another shooter hits it. Then it is recovered for more shooting. However, if the shooter misses and rolls out of the circle, then it is freed for more shooting. No tag needed.

If a shooter gets in the hole, to get it out all the marbles in the hole are removed and spaced around on the circle's line. When you shoot at any of these, you must be one spanner away.

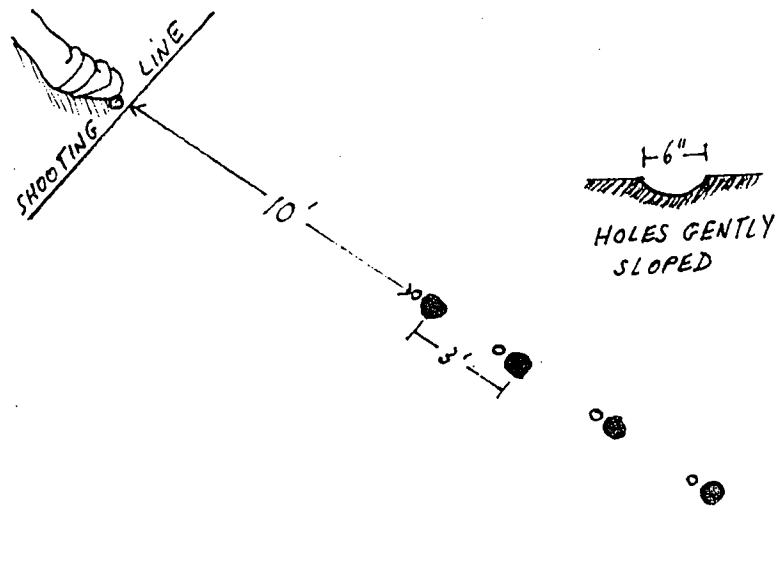
WINNING: Game is won if all the marbles are in the hole. Game is lost if every shooter gets stranded so no further play is possible.

TIPS: When hitting (tagging) a marble, it's good strategy to bump it closer to the hole for a better shot.

FIVE HOLE

NEED: A long play space. 5 marbles as targets.
1 shooter (steelie, Crock, etc) per player

SET UP: Dig 5 holes with 6 inch diameters, nicely sloped. The holes are in a line and 3 feet apart. The shooting line is 10 feet away from the first hole. Put 1 marble on the lip of each hole, facing the shooting line.



OBJECT: Knock the target marbles into each hole in order without losing your shooters.

PLAY: In turn, from behind the shooting line, players shoot (not bowl) their shooters trying to knock in the marble at the closest hole first. One shot per turn. Each time, you shoot from where your shooter stops. If someone knocks in the marble, the other players start shooting at the next closest marble and so on. If a marble gets knocked in out of order, just put it back on the lip.

PENALTY: If a shooter goes in a hole, then no further marbles can be knocked in until this shooter is knocked out. To earn the chance to blast at this trapped shooter, another shooter must be shot into the same hole. Then you can blast at the trapped one with yours from the lip of the hole. The freed shooter is then shot from where it lands. Same with the shooter doing the blasting, unless it ends up in the hole. Then another shooter will have to free it. If a marble gets knocked out too, after the shooter is out of the hole, then you start again trying to knock the marble back in the hole. Only now you have to bump the marble in from where it lies.

WINNING: Game is won when all 5 holes get their 1 marble and no shooters are in the holes. Game is lost if all shooters get in the holes and no more play is possible.

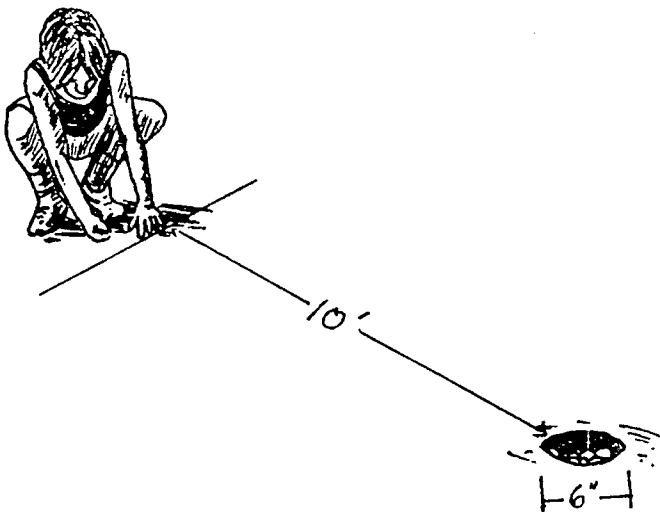


THREES

NEED: 12 marbles 1 Crock shooter per player

SET UP: Dig a hole 6 inches in diameter, not too deep and nicely sloped. The shooting line is 10 feet away. Put the 12 marbles in the hole.

OBJECT: Knock all the marbles out of the hole.



PLAY: From behind the line, players in turn shoot (not bowl) their Crock trying to get it in the hole. On a turn, you have 3 tries to get it in. After the first try, shoot from where the Crock stops.

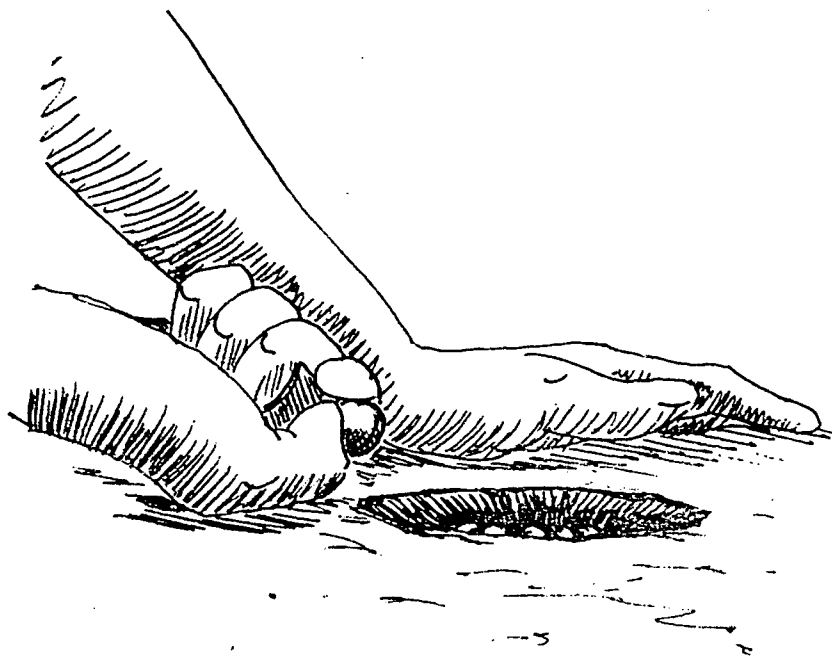
If the Crock is holed, then you get 3 tries with the Crock to knock marbles out of the hole. Carefully pick your Crock out of the hole so as not to disturb the marbles. You shoot just at the lip of the hole. You get all 3 tries per turn only if your Crock comes out of the hole on a try. When you have had your 3 tries at blasting out marbles, remove whatever marbles are out and pile them near the line. If you still have your Crock, then you will get another turn to shoot later. If you have lost your Crock, then you will have to wait until another player is able to blast your Crock out.

PENALTY: First, if you don't get your Crock in the hole within 3 tries to qualify for blasting, you have to put your Crock in the hole. Now it is another marble to knock out and you won't have any more turns until someone does knock it out.

Second, if on any of the 3 tries to blast marbles out, your Crock stays in the hole, you have to leave it there and miss turns until someone knocks it out.

WINNING: Game is won if the hole at any time gets empty. Game is lost if there are marbles left in the hole and no Crocks left for shooters.

TIPS: A good game depends on making a good hole, not too deep and not shallow so it is too easy to knock marbles out. We use a jar lid to scoop and shape a hole with a clean lip.



FREEZE

NEED: 3 shooters per player

SET UP: Draw a circle 4 feet in diameter. Make a hole in the center of the circle. Put all the shooters in a pile nearby.

OBJECT: Shoot all the marbles into the hole.

PLAY: Take turns shooting 1 marble per turn from the pile. All shooting is from outside the circle. You can pick the best place. Try to get the marble into the hole.

CATCH: If you miss and your shooter stops inside the circle, it is frozen. If the shooter rolls out of the circle, it can be used again.

A frozen marble can be freed if another shooter hits it. Then both the hitter and frozen marble are picked up for further use. During a hit, if any marble goes into the hole, leave it and pick up just the hit one still on the field. If a multiple hit happens on a shot, all hit marbles are freed.

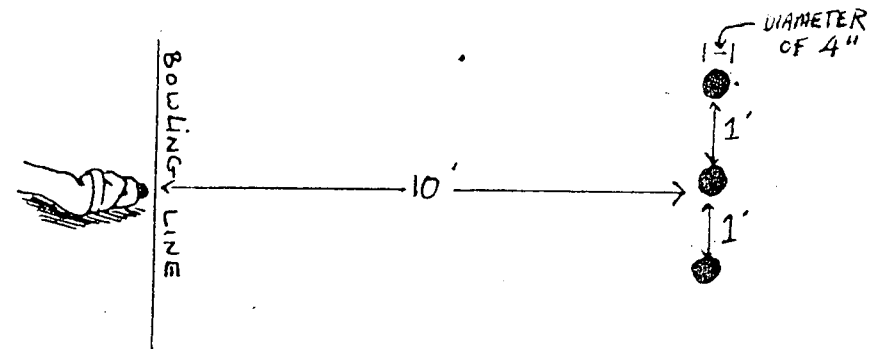
WINNING: Game is won when all shooters are in the hole.
Game is lost if all shooters get frozen.



MILKY WAY - A game in which stars appear and disappear.

NEED: 24 marbles as stars

SET UP: Draw bowling line and 10 feet in front of it dig 3 holes in a row. The row is parallel to the bowling line. The holes are 1 foot apart.



OBJECT: Within two rounds of play, get all the marbles into the holes, which we call the Black Holes of Space.

PLAY: Divide the marbles between the players. In turn, each player from behind the line bowls his/her share of the marbles. When all 24 marbles are on the field, each player takes a turn shooting any marble of choice into any hole. The turn ends when a miss is made and no marble goes into a hole.

CATCH: When a miss is made, the player empties whatever hole has the fewest marbles in it, goes back to the line and bowls them on the field again. Empty holes are ignored. If holes are tied for the fewest number, all the tied holes are emptied. This player's turn is now over.

WINNING: Continue playing until every player has two turns. If all the marbles at any time are in holes, game is won. Game is lost if, after two rounds of turns, any of the marbles are left on the field.

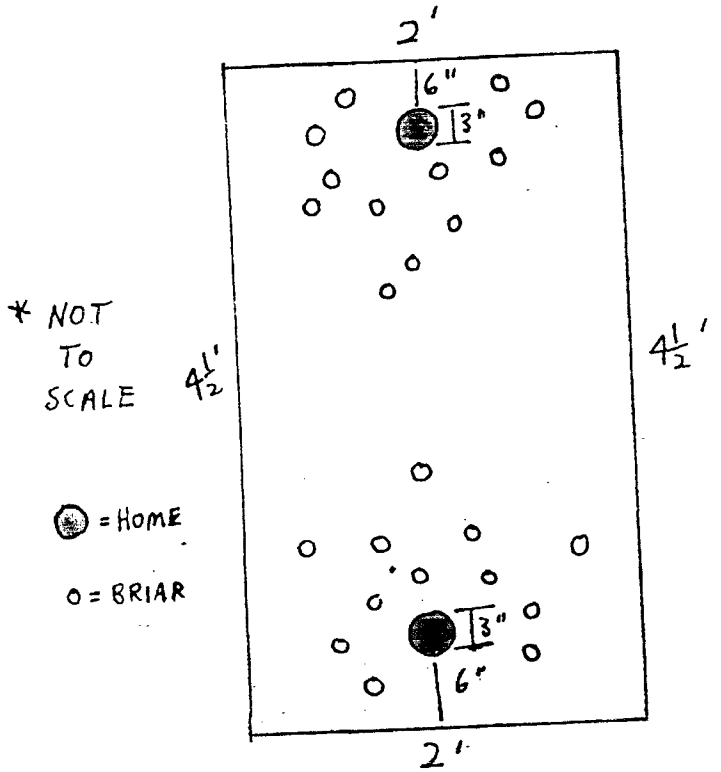
TIPS: This game is hard to win, but very satisfying when you do get it to work.

BRIAR PATCH

NEED: 24 marbles 3 Crocks 2 extra marbles

SET UP: Dig two holes, each 3 inches diameter, and 3 feet apart. These are the safe homes for the rabbit. Draw a rectangle enclosing the holes, $4\frac{1}{2}$ feet long and 2 feet wide, with each hole 6 inches from the narrow end of the rectangle and centered. This is the field.

Now for the briar patch. Make it challenging. Take 12 marbles and from about halfway between the holes roll them 3 at a time toward one hole. Roll them so they spread out and cover empty areas. If any land in the hole or roll out of the field, just roll them again. Now roll the other 12 in the same way at the other hole. These are the briar.



OBJECT: To get at least one rabbit from one hole to the other without touching any briar or leaving the field.

PLAY: You have to get only 1 rabbit safely home, but have 3 rabbits to try with. Take turns. First shoot a rabbit from just off the lip of one of the holes. Try to get it in or as close to the other hole as possible. If it leaves the field or touches a briar, this rabbit is lost. When it touches a briar, it becomes a briar. So, put an extra briar in this rabbit's place. If the rabbit stops without hitting anything, the next player now shoots to get it in the hole. Keep shooting until it is either lost or holed.

If holed, then set it up at the lip of the hole and try to get it back to the other hole to win the game. If lost, then go back and start off another rabbit.

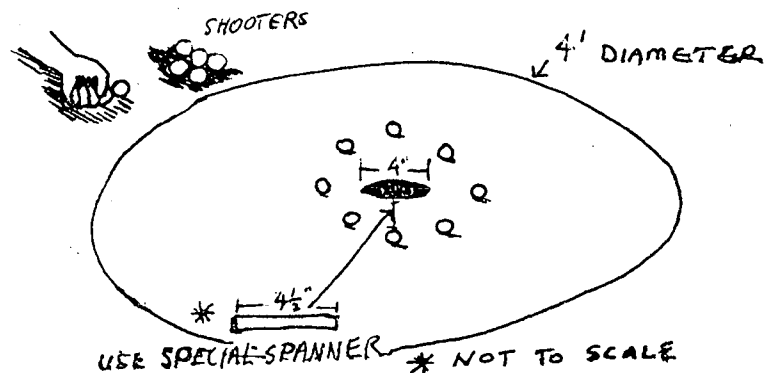
WINNING: Game is won if you get at least 1 rabbit back and forth to the holes. Game is lost if you run out of rabbits.



DUCKS ON A POND

NEED: 8 marbles (ducks) 6 shooters like Crocks
make a cardboard spanner $4\frac{1}{2}$ inches long
and no wider than a popsicle stick

SET UP: Dig a hole 4 inches in diameter and about 3 inches deep. Draw a 4 foot circle with the hole as the center. Arrange the 8 ducks in a circle around the hole, each duck 1 special spanner away from the lip of the hole. Decide on the order of turns and put the shooters in a pile near the circle.



OBJECT: With the shooters, knock all 8 ducks into the hole before they get out of the circle or you run out of shooters.

PLAY: All shooting is from outside the circle. Players take turns shooting a shooter from any place outside the circle. Try to knock a duck in the hole and not let the shooter go in. A round of turns is over when all the shooters you have available have been shot. Leave all marbles and shooters that go in the hole there for the rest of the game.

If there are more players than shooters, it does not matter. Just keep your order of turns and the next player gets to start off the next round with a shooter that didn't go into the hole.

After a round of shots, gather up the shooters not in the hole. Now each duck that is still not in the hole is moved one special spanner toward the edge of the circle. Be fair to the ducks and move them in the straightest line toward the circle's edge.

PENALTY: You can see why you get handicapped if you get shooters in the hole. This means that the next round of shots is shorter and ducks not in the hole get to move another special spanner to the circle's edge sooner.

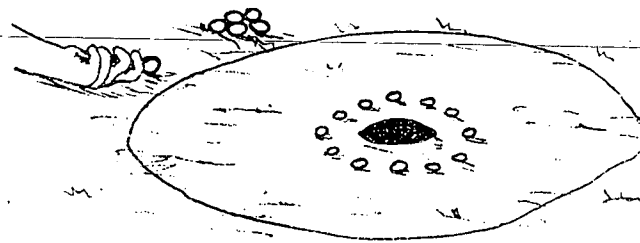
WINNING: Game is won if all the ducks are knocked into the hole. Game is lost if any one duck gets out of the circle. It takes about 5 moves for a duck to get out. Sometimes a duck can get accidentally knocked out of the circle. Game is then lost. If all your shooters end up in the hole, then game is lost as well.

TIPS: To avoid putting your shooters in the hole too quickly, try to hit the ducks at an angle and not always straight on.



TOUGH DUCKS

Play the same way as DUCKS ON A POND, but for really good shooters who want to challenge themselves a bit more, try putting out 12 ducks to start the game.



SPOTS (A good group or tournament game)

NEED: 20 marbles 8 Crocks

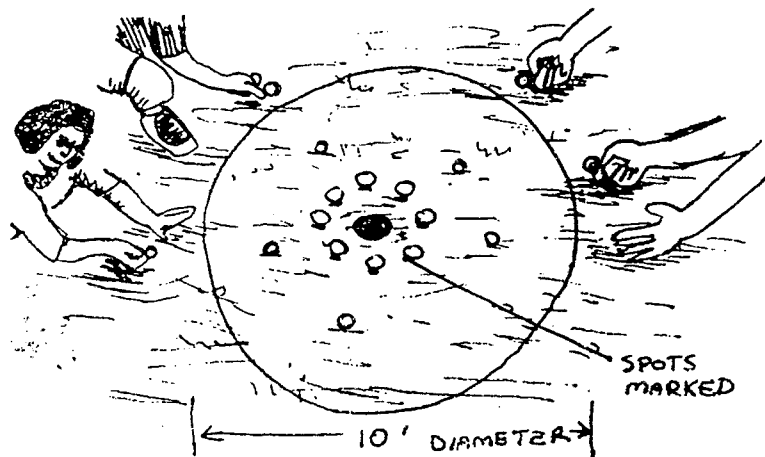
SET UP: Dig a hole with a 4 inch diameter. Mark 8 spots around the hole, evenly spaced and each 4 inches away from the edge of the hole. Place 1 Crock on each of the spots. Finally, draw a large circle, 10 feet in diameter around the hole, making the hole's center the large circle's center, too.

OBJECT: To capture all 8 Crocks off the field.

PLAY: Decide on turns. All shooting is done from outside the circle. A player can shoot until he/she gets something in the hole or else hits something or else has used up 3 marbles - which ever comes first. In other words, you can't shoot all day on a turn, just up to 3 tries unless you hole or hit something before the 3 tries are up.

What you try to do is get a marble in the hole. For every marble shot directly into the hole, or bumped into the hole, you can capture 1 Crock off the field. Remove it and put it aside. Get all 8 and win the game. You get to use any marbles that go in the hole again for future shooting. That's the only way you get to recycle marbles.

Any shots missed are left where they stop.



PENALTY: If you hit a Crock either directly or by bumping another marble into a Crock, the penalty for each Crock hit is that 1 captured Crock must be returned to an empty spot of your choice. The only exception is that if you hit a Crock and it goes into the hole, then this Crock is kept as a captured Crock. And any Crock hit and moved is left where it stops.

If you hit a Crock and then the hitter goes into the hole, the penalty and reward cancel each other. That is, you should capture a Crock for going into the hole and you should lose a Crock because you hit one on the field, so they cancel out. But you do get to recover the marble in the hole for reuse.

WINNING: If you get all 8 Crocks off the field, game is won. If you have no shooters left to use and any Crocks are still left on the field, game is lost.

TIPS: This game can accomodate a lot of players and we find it works well in schools, camps and clubs. You can mix grades, classes and schools, so the usual rivalry and adversarial attitudes between children from different areas need not be a factor.



Send all questions and
comments to:

FAMILY PASTIMES
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PERTH, ONTARIO
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CO-OP MARBLE GAMES (c) 1987

A collection of 30 marble games that are played co-operatively. Each one is described in detail. Line drawings illustrate the text. If you have marbles in the house, you will want to learn how to play these games. And if you don't, you'll want to get some after reading this book!

There are 9 CIRCLE GAMES, 10 HOLE GAMES and 11 VARIETY GAMES. All are played together, not against each other. Some can be played with as few as two people and others work well with a large group or in tournaments.

Playing marbles co-operatively is like having your friends over and showing and sharing your collections of treasures like comics, buttons, records, stickers, jewelry or whatever.

"Walk quietly on the earth and carry a big bag of marbles." - Introduction

Soft cover, 8½ x 5½, 40 pages. Illustrated.

Appeals to children from ages 6 and up.