Instructions
2 to 6 Players Ages 6+
Contents: Gameboard, die, 30 marbles (6 of each color)

Object
Be first to move all 4 of your marbles around the board from BASE to HOME. You don't have to "aggravate" the other players to win—but it sure helps!

Setup
1. Each player chooses a set of 4 matching colored marbles and places them in the BASE row that matches his or her color. Place extra marbles in box.
2. Each player rolls the die. The player rolling the highest number goes first. Play passes to the left.

HOW TO PLAY
On a turn, roll the die once and try to move a marble. Anytime you roll a 1, take an extra turn.

Start a Marble First
Before any marble can be moved around the board, it must be moved from the BASE row and entered into the START hole. See Figure 1. You can "start" a marble on a die roll of 1 or 6 only. Once a marble is in START, it can be moved on your next turn.

Moving Your Marbles
Once a marble has been "started," it is moved clockwise around the gameboard the number of spaces shown on your die roll. Count each hole, whether it is empty or occupied by an opponent.

Figure 1

Once you have one or more marbles on the gamepath, when you roll a 1 or 6, you have the option of entering a new marble into the START hole or moving a marble on the path the number of holes shown on your die roll. NOTE: When one of your marbles is sitting in the START hole, you cannot move a new marble into that space.

You can jump over or land on an opponent’s marble (see “Getting Aggravated” for details).

You cannot jump over or land on your own marbles.

If one of your marbles is keeping you from moving another marble the full count on the die, then you cannot move that “blocked” marble.

Getting Aggravated
If an opponent lands on one of your marbles by exact count, your marble is “aggravated” and must immediately return to your BASE row. Your opponent’s marble then occupies the hole given up by you. Marbles can be “aggravated” anywhere on the board except in their BASE or HOME positions.

IF your marble has been “aggravated” and returned to BASE, it can be moved back into the START hole on your turn by rolling 1 or 6 as explained previously.

NOTE: If an opponent’s marble is in your START hole when you roll a 1 or 6, you can move one of your own marbles from your BASE into your START. Simply “aggravate” your opponent’s marble and send it back to its BASE.

Center Hole Shortcuts
The center hole in the center of the gameboard is a shortcut. You can move into the center hole only by exact count on the die. See Figure 3. (You can move into the Center hole from a Star hole only by rolling a 1.)

Once you move into the Center hole, the only way out is to roll a 1 on a future turn. Exit the Center hole onto the Star hole closest to the path that leads to your HOME area. (You can also exit to any other Star hole if you wish.)

SHORTCUTS
Star Hole Shortcuts: Whenever a marble lands in a Star hole by exact count, it can be moved clockwise around the Star holes on your next turn. Move the marble the number of holes allowed by your die roll. Exit the Star holes onto the path that leads to your HOME area. Then continue moving down the path by the remaining count on your die roll. See Figure 2. (You can also exit from an earlier Star hole if you wish.)

Figure 2: Star Hole Shortcut

Figure 3: Center Hole Shortcut

Figure 4: Getting Safe Home

If your die roll gives you too many moves to get into your HOME area by exact count, you cannot move that marble. Try to move one of your other marbles instead. If you do not have any other marbles still in play, your turn is over.

WINNING THE GAME
Be the first to move all 4 of your marbles into your HOME area to win.

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PARENT EU PLAY
Your partner will play opposite you on the board. Game play is similar to individual play except for the following:
1. You can jump over your partner’s marbles. If you land on one of your partner’s marbles by exact count, you must “aggravate” it by sending it back to BASE.
2. If all of your marbles are HOME safe, you still continue to roll the die in turn. Your partner then moves his or her marble(s) the number of spaces you roll. The first partnership to get all of its marbles HOME wins the game.

TEAM PLAY
Each team consists of three players. Team members are seated alternately around the board. The game is played as in partnership play except for the following:
1. A player with all marbles HOME safe continues to roll the die in turn. If both of his or her team mates are still on the board, the player must declare, before rolling the die, which teammate is to use the number he or she rolls.
2. When the marbles of two team members are HOME safe, both these players roll the die in turn. The team member still on the board moves his or her remaining marbles according to the numbers rolled.

The first team to get all of its marbles HOME wine the game.

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