

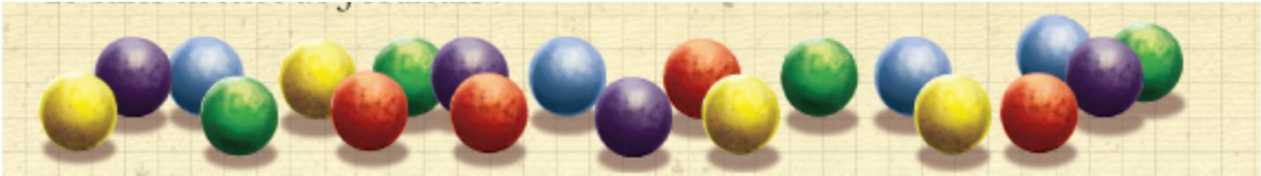
Hop the marble

The rule of the game

Contents of the game

Game contents:

- 20 marbles of 5 colors:



- 12 cards:

4 green (with 3 marbles); 4 blue (with 4 marbles); 4 red (with 5 marbles)



- A playground in cotton:



- This booklet:

How to play?

Aim of the game:

Each gamer must realize colors combinations of its cards in his game area, by winning marbles he needs and losing ones he does not need.

Set up:

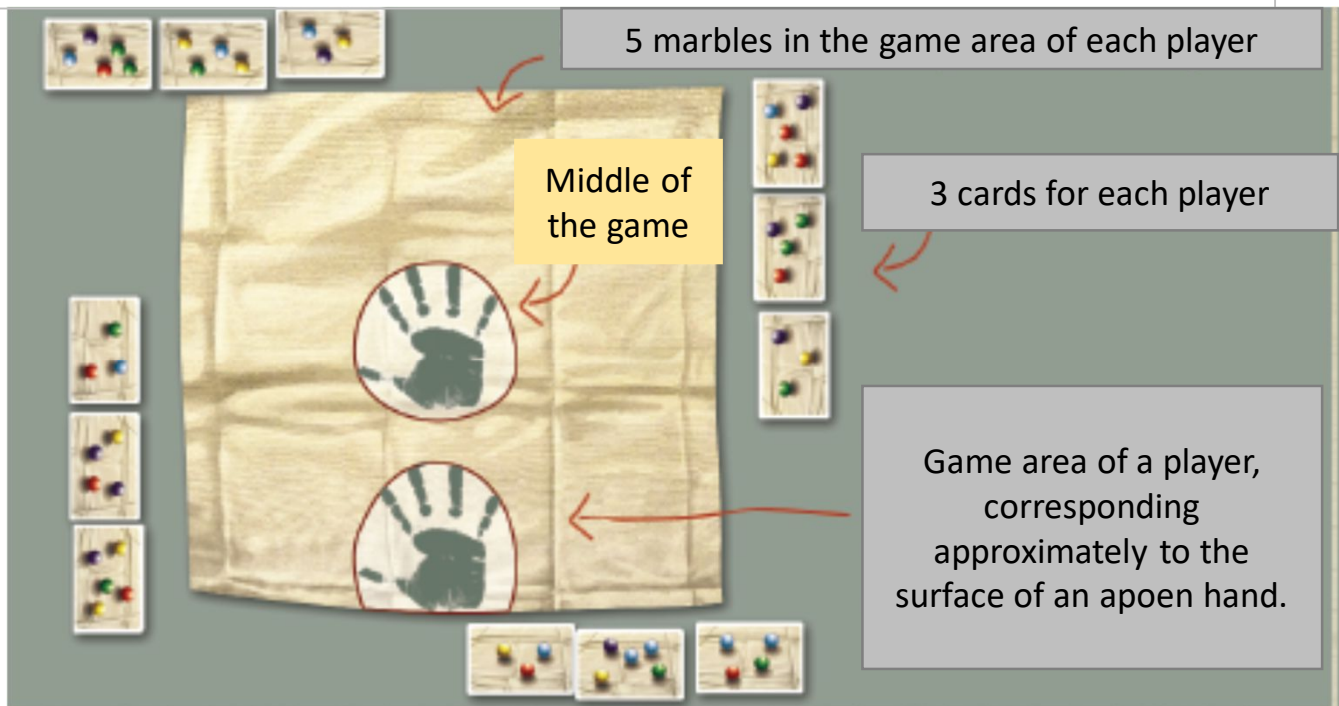
You can play where you want, in sand, on clay, in the playground, on a carpet or on the tablecloth of the living room table! Otherwise, better, you can use the tissu playground present in the box: fold it on the table. It's like in a real playground, the folds of tissu create a small relief...

Each gamer takes place in front of a side of the playground. At 2 players, we are face to face, and at 4 gamers, the 4 sides are busy. 3 cards are given to each player: a green, a blue and a red ones. Thus, at 4 players, the 12 cards are distributed. Each gamer puts its 3 cards on the visible face, on the table, in front of him.

Each player gets 5 marbles of 5 different colors. Each gamer places its marbles in the playground, in his game area, in front of him, as he wants. After that he can no longer move its marbles. And wherever they are, 2 marbles can never touch: always let a space between them.

Your game area corresponds approximately to the surface of your hand, splayed (like on the exemple on next page). And if someone complains because his hand is too small, take a representative hand for everybody!

Exemple of a starting game at 4 players



Game progress

You have to realise the combination of marbles present on one of your 3 cards. For that, on your turn, you make a flick on one of your marbles. Then, 2 possibilities:

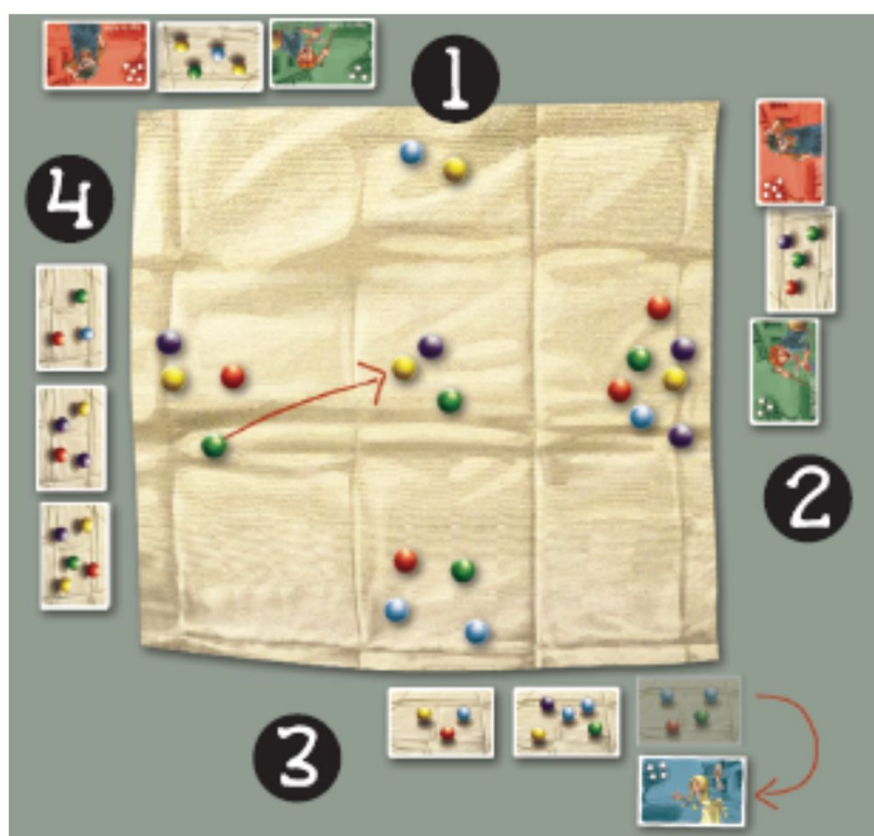
- The marble you flicked touches one or several other marbles (in game areas of other players or in the middle of the game): so you recovered it with also all touched marbles, that you can put where you want in your game area, without moving those already in place.

or

- The marble you flicked does not touch other marbles: then you take it to place it where you want in the middle of the playground. It could be won by anyone else thereafter.

All touched marbles, either directly or rebound, are won and put in our game area. If a marble I played touches one of my marbles, I win it!
As soon as a player gets a card combination in his game area, he returns this card.

Careful, to win a combination, you must have exactly the good number of marbles. And the position is not important... So, sometimes, you will have to voluntarily not touch other marbles just for loose one and put it in the middle of the playground.



Exemple of an ongoing party:

The gamer 3, made his combination of 4 marbles (2 blue clear, 1 red, 1 green). He returns the corresponding card. It remains for him 2 cards to win.

If, on his turn, the gamer 4 succeeds to touch only one yellow marble, he will obtain its combination of 3 marbles.

If a gamer has only one marble, he can't lose it. That means when he plays his last marble and it does not touch anything, he takes it again and put it where he wants in his game area. And if this last marble is touched by the one of another player, this last one chooses which marble he keeps and which one he gives to the other player.

As soon as a gamer returned his 3 cards, he wins the game !

Variant modes

Not time (faster parties)

The rule is exactly the same, but each player gets only one card at the beginning (but of the same color!).

The winner will be the first one to realize its combination!

Suite

The rule is always the same, but you have to realize your objectives in this order : combo 5 marbles, combo 4 marbles and then combo 3 marbles.

No card!

At the beginning, let the cards in the box and take all marbles except dark blue ones.

Each gamer gets 4 marbles, one of each color, and puts all remaining marbles at the center of the playground. So, at 4 player, there will be no marbles in the center.

We play like with the normal rule, but the winner will be the first one to obtain in his game area 4 marbles of one color.

Pile

The rule is nearly the same than in the normal game, but no cards are given to gamers. Cards are all shuffled and put ont the table like a pile.

Each player takes the first card of the pile and will have to realize this combination.

As soon as a player realize its combination, he returns its card and take a new one in the pile.

As soon as a player can no more take a new card in the pile (empty), game is over. Then, gamers scores points present on their returned cards