

Me pēhea te tākaro perepere hītimi

How to play Marbles



Kupu Māori: Pēhea: how, Tākaro: play, Pere: to flick, Hītimi: marbles, Māpere : another kupu for marbles

Marbles is a game that has been played for thousands of years. Ancient Egyptians, Greeks, and Romans played with marbles made of stone or polished nuts. Marbles have also been made from clay, steel, plastic, and glass.

Goal of the game: To knock more marbles (“mibs”) out of the ring than your opponent or opponents.

Recommended age for players : older children who won't put the marbles in their mouths!

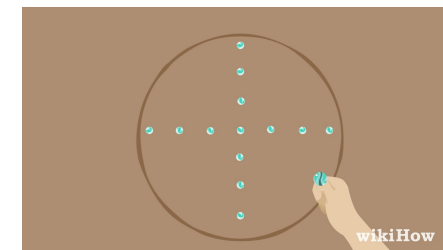
How many players? 2 - 4 players is best for Marbles

Who starts the game?

To determine who goes first, draw or make a line around 2 metres away. Players shoot their large shooter marble (by flicking their thumb with knuckles on the ground) to see who can get the closest. The closest player goes first.

How to play

1. Draw a circle on the ground, with a diameter of about 1-2 metres . You can use chalk on the ground, use string to make a circle on carpet or grass, or scratch a circle in a patch of dirt.
2. Take out the large marbles from the bag - these are called '**shooter**' marbles. Make sure each player has a shooter marble
3. Place 13 of the smaller marbles from the bag into a cross shape inside your ring - these are called '**mibs**'
4. When it's your turn, kneel outside the ring and flick your shooter marble with your thumb, aiming to hit many marbles out of the ring. You can play from anywhere outside the ring.



Rules

If you strike a mib and knock it out of the ring, and your shooter stays in the ring, you may take another shot (and you “win” the mib); you may take your next shot from inside the ring from the point your shooter came to rest.

As long as you keep knocking mibs from the ring and your shooter stays in the ring you may keep shooting!

If you strike a mib and knock it out of the ring, but your shooter also goes out of the ring, you “win” the mib but your turn is over

If you strike a mib but do not knock it out of the ring, and your shooter stays inside the ring you do not win any mibs and your turn is over

Your shooter must stay where it came to rest until your next turn

If you strike a mib and do not knock it out of the ring, but your shooter leaves the ring, your turn is over but you can pick up your shooter; on your next turn you can shoot from anywhere outside the circle.

If your opponent's shooter is left inside the circle, and his or her turn is over, then on your turn you may decide to try to knock it out of the circle rather than shooting at a mib ; if you manage to knock your opponent's shooter out you win all of the mibs that he or she has gathered to that point!!!!

5. Continue playing until the ring is empty.
6. The winner is the person with the most marbles at the end of the game.

Marble terminology

- Taw -another name for your shooter marble. It's usually a heavier marble than the ones in the centre so it can knock them out of the circle.
- Mibs or Kimmies - the marbles in the centre of the circle.
- Friendlies - games where the marbles are returned to the original owner at the end.
- Bombing - when marbles are dropped onto other marbles rather than shot.
- Lagging - shooting or rolling the marble to a line to determine who gets to go first.
- Mibster - marble player