Assembling the Monsters:
1. Ask an adult to carefully cut out the monsters and their stands from the back of the box. Don’t forget to cut the slits in each piece.
2. Slide slit A on the stands into slit B on each monster until they all have two stands to hold them upright.

Setup:
1. Construct a course using the monster cut-outs and some other materials on hand. Think pencils, twigs, cotton balls, building blocks, etc.

Game Play:
1. Take turns shooting your marbles around and over the obstacles and through the holes in the monster cut-outs. Keep track of your score. The first player to 100 points wins! You can also create some obstacles that are negative points for a fun challenge.

People have been playing marbles and marble-like games for thousands of years. So, what are you waiting for? Let’s get started!

- **Shooter or Taw**: The marble that is a little bigger and is used to shoot at the other marbles.
- **Mibs or Kimmies**: The regular sized target marbles in a game.
- **Lagging**: The way to choose who goes first. Players roll their marbles towards a line. The player whose marble stops the closest to the line without going over gets to shoot first.
- **Knuckling Down**: This means you must keep at least one knuckle on the ground while shooting.

**WARNING**: CHOKING HAZARD - Toy contains a marble. Not for children under 3 years.
**Ringer**

The classic game of marbles.

**Setup:**
1. Draw a circle using chalk or string that is 10 feet across.
2. Place 13 marbles in a cross in the center of the circle. The marbles should be spaced three inches apart.

**Game Play:**
1. Lag to see who goes first.
2. Using a shooter, each player takes turns knuckling down at any point outside the circle and trying to hit a mib out of the circle, while keeping the shooter inside the circle.
   a) If the shooter doesn’t knock any of the marbles out of the circle, the turn is over.
   b) If the shooter hits a mib out of the circle and also rolls out of the circle itself, keep the marbles that rolled out of the circle and the turn is over.
   c) If the shooter hits a mib out of the circle and stays inside the circle itself, the player shoots again from the spot where the shooter ended up.
3. On each new turn the player shoots from anywhere outside the circle.
4. Play continues until all the marbles have been shot out of the circle. The player with the most marbles wins.

**Dropsies**

Let gravity do the work!

**Setup:**
1. Draw a three foot square.
2. Each player scatters five marbles anywhere inside the square.

**Game Play:**
1. Each player takes turns standing anywhere outside the square and dropping his or her shooter marble from above waist height trying to hit the other player’s mibs out of the square.
   a) If the shooter knocks mibs out of the square, the player collects them and his or her shooter. If the shooter stayed in the square, the player gets another turn. If the shooter rolled out of the square, the turn is over.
   b) If no marbles are knocked out of the square, the player must put one marble into the square and collect his or her shooter.
2. The game continues until all the marbles have been knocked out of the square. The player with the most marbles wins.