Object. The object of the game is to be the first player to move his five marbles from start to finish.

Players. 2 to 6 Each playing for himself. With 4 or 6 players, you may play partners by having either teams of 2 or 3. (Alternate seating when playing partners)

Game Board Requirements. One game board segment is needed for each player along with five marbles of the same color. With 2 players, use 4 board segments (Each player sitting opposite each other. Two decks of regular playing cards including two jokers from each pack are needed for a total of 108 cards.

Game Setup. Assemble the game board by over lapping each of the board segments, one for each player, with the last board connected to the first for a continuous playing surface. Each player places his five marbles of the same color on his board segment in the "Home" position.

Deal. Elect someone to be the first dealer. The dealer then shuffles the cards and deals five cards to each player starting at his left. He places the remainder of the deck face down in the center of the game. This pile becomes the stock.

Play. The player to the dealer's left is the first to play. (The play continues clockwise) The player begins by drawing the top card from the stock pile. He then plays a card from his hand of 6 cards to form a discard pile next to the stock. He then moves his marble to the corresponding number. Ace = 1, Jack = 11, Queen = 12, King = 13, and all other cards their index value.

The first play a player makes is to move a marble from his home to the start space. This move requires the player to play an Ace or a Face card. If he is unable to play one of these cards, he still plays one of his 6 cards and does not move a marble. (See special "Six Card Rule")

When moving a marble, a player may not jump or land on his own marble. He may jump or land on an opponent or his partner. If he lands on an opponent, the opponent's marble is sent back to home. If he lands on a partner, his partner's marble is sent to the space just outside his "Finish" area. This is the space shown as "Entry to Finish" in the above figure.
Once a marble is in the finish area, it is safe. Another player may not put his marble in your finish area. You may not "back" a marble into the finish area. (For example: If you play an eight from the start position, you move this marble to where the game segments pivot, not into the finish area.)

When playing a card, you must use the full count of the card, no partials. If you are not able to move the full count then the marble is not moved at all. You are required to play the exact number card to move your marble into the finish area.

In one variation of the game, you are required to move the game piece on the playing surface even if you have to pass the finish area and go around the board again. This makes the game much longer to play.

Player continues moving their marbles around the board until one player has all 5 of his in the "Finish" spaces.

Winning The Game. The first player to get all 5 of his marbles into the finish area wins. When playing partners, the first team to get all their marbles into the finish area wins.

Special Cards. The following cards have special moves:
- Seven: You may split the moves of a 7 between 2 marbles, both moving forward.
- Eight: You must move a marble backwards 8 spaces.
- Nine: You must move one marble forward and another marble backward for a total of 9 spaces. If you only have one marble in play, this card becomes a useless card because a 9 must be split between two marbles.
- Joker. You may move any marble from "Home" or the playing surface to any space on the playing surface to land on another marble. You may also use this card to move a marble from “Home” to “Start.”

Special Rules:

Six Card Rule. This rule only applies when a player has marbles in his home and, if any, marbles filling the last available spaces in his finish area. This meaning, the only marble the player can move is one from "Home." Having no card to move a marble from home, a player discards one of his 6 cards. Instead of putting this discard in the discard pile, the player lays the card in front of him. If he is able to move from home on his next play, the discards are placed in the discard pile. If after 5 turns he is unable to draw an Ace, face card or joker, then on his 6th draw he places the 5 discards in the discard pile draws the top card from the stock and places it in the discard pile. Regardless of the value of the drawn card, he then moves a marble from home to the start space.

Forget To Draw. If a player forgets to draw and plays a card then moves, his turn is over. He must wait until his next turn to draw, at which time he'll draw 2 cards (or 3 if he's absent minded) to have 6 cards in his hand prior to play.
**Draw Too Many Cards.** If a player draws too many cards, he places the extra cards back on top of the stock pile.

**Play Out of Turn.** If a player plays out of turn, his marble is returned to its original position but he does not regain his played card.

**Playing Partners.** When playing partners the first player to get all his marbles in his finish then moves his partner's marbles on his next turn. When playing 6 with 2 teams, you can only help the partner on your left. When he's finished then you can help the other partner. You may use a seven or nine on your last marble if the move places your last marble in the finish and use the remainder of the split number on your partner's marble.

Once you have all your marbles in the finish area, your partner or partners may not give instructions or advise on which of their marbles to move.

**Progressive Partners.** When playing partners you may move any of your own or your partner's marbles. This is played as if all your team's marbles are of the same color except that each set of five marbles has its own finish area.

**Strategies.** It's good strategy to keep a marble in the start position. With a second marble moving around the board, the "start" marble can easily be moved backwards with an eight or nine. This is a much shorter distance to travel.

When playing partners, it's good strategy to land on your partner's "start" space if he has any marbles in "home." Then on his turn, he may come out and bump you to the "entry space to finish." If this is good strategy, then to land on an opponent's "start" position is bad strategy because you can be bumped to "home."