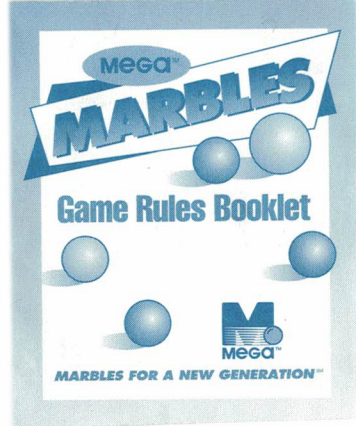


RULES

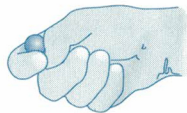
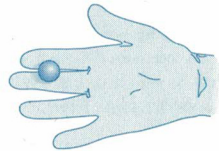
- Marbles knocked out of the ring are picked up by the player who knocks them out.
- When a marble or shooter lands on the ring line and its center is outside or exactly on the line, it's considered out of the ring. If its center is inside the ring, it's considered inside the ring.
- Always lag to see who goes first.
- The winner of the previous game plays first and all others lag for their shooting turn.

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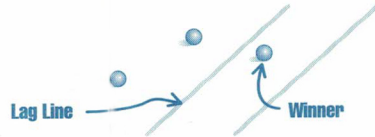
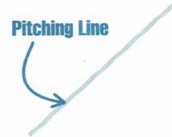
SHOOTING

Shooter marbles are a little bigger than the other marbles. Hold your hand flat and place the shooter marble between your first and second fingers. Close your hand, tucking your thumb under the marble. Touching the ground with one knuckle, flick the marble out with your thumb. At the same time, give the shooter some pressure with your first finger to create "backspin" on the marble. When releasing the shooter, it's against the rules to move your hand.



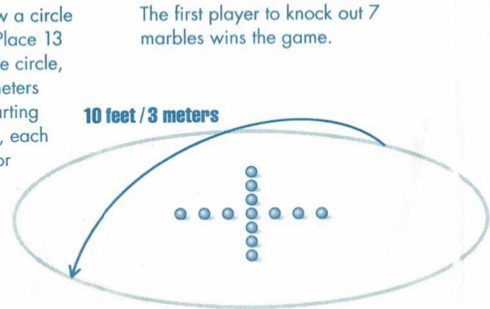
LAGGING

To begin a game, players "lag" (or throw underhanded) their marble from a "pitching line" to a "lag line" 10 feet/3 meters away.



RINGER

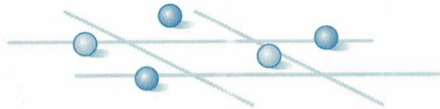
Use chalk or string to draw a circle 10 feet/3 meters across. Place 13 marbles in the center of the circle, leaving 3 inches/8 centimeters between each marble. Starting anywhere outside the ring, each player tries to knock one or more of the 13 marbles out of the circle.



The first player to knock out 7 marbles wins the game.

TIC-TAC-TOE

This game is for two players. Draw tic-tac-toe squares with chalk on a sidewalk or with a stick in the dirt. Draw a shooting line 3 feet/1 meter from the squares.



Players shoot at the tic-tac-toe squares, leaving their marbles in the squares and rotating play after each shot. The player who completes "tic-tac-toe" first wins.

BOXIES

Set a shoe box on its side with the opening toward you. Draw a shooting line 3 feet/1 meter from the shoe box. Players take turns bowling their marbles (or rolling their marbles on the ground) toward the box. The first player to land his or her marble in the box wins.

