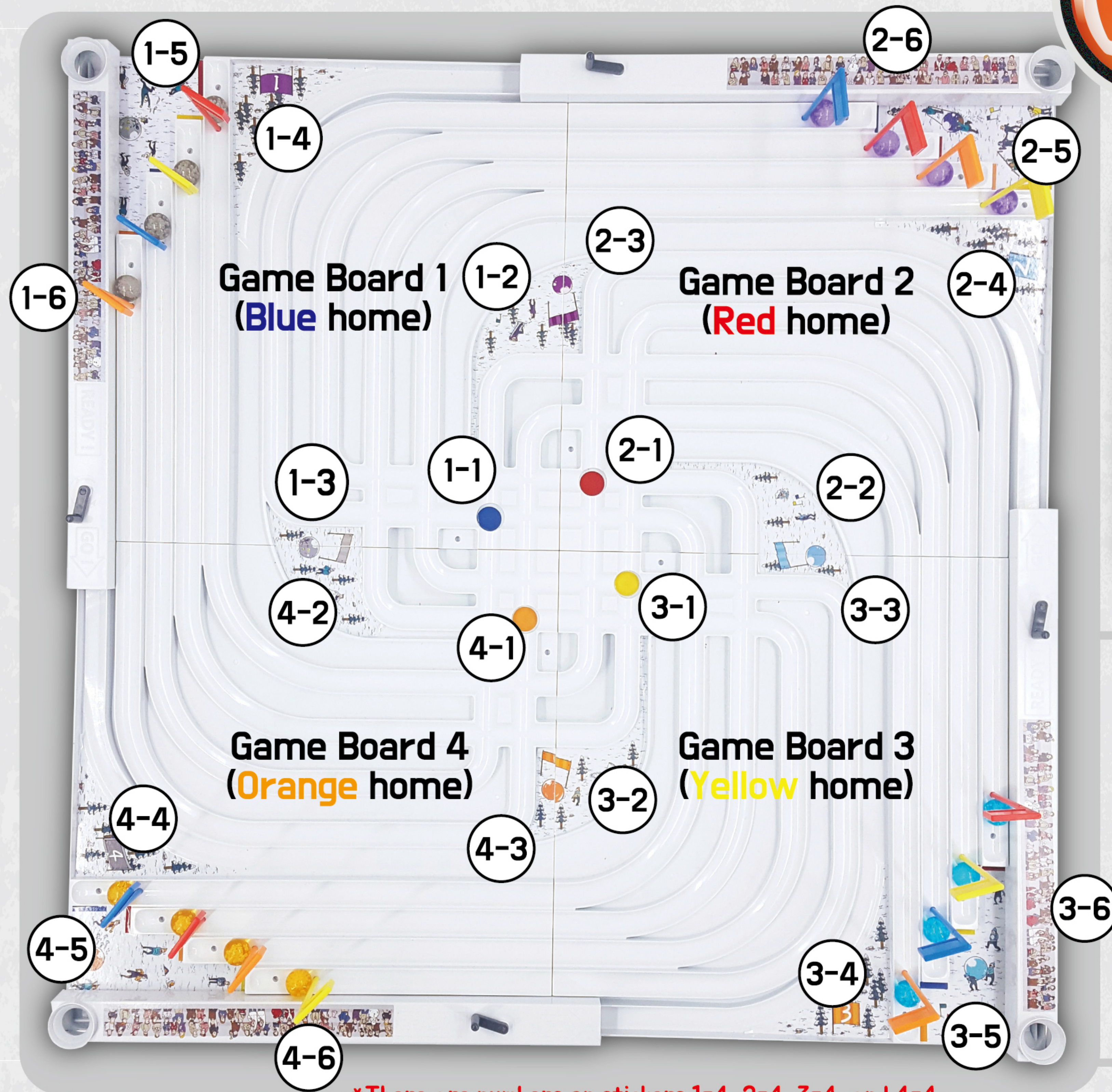


Assembling and Preparation of the Game

Are you ready for one thrilling marble race?

*Assemble four boards as shown on the picture below. And then attach stickers on where they are indicated.



*There are numbers on stickers 1-4, 2-4, 3-4, and 4-4. It will help you to figure out which board goes where on your next assembly.

Set up

1. Assemble the boards together. Make sure they are fixed firmly with the locking pin. Assemble four marble launchers to the boards. Each launcher is to be placed at four corners. They should be fit tightly onto the board, so they don't stick out of the board.
2. Each player takes four flags, one for each color, pin them onto the holes marked as the starting position. Each lane has designated colors and the flags should match them. Each player then also takes four "player-marbles" of a color and place them behind each flag. Put all "trigger-marbles" in the pouch.
3. Each player draws eight trigger-marbles from the pouch without looking at their colors and put them into the mouths of their marble launchers.
4. A player who visited a sports center for the winter sports most recently will start the game first.

A mouth of a marble launcher



Starting position of flags

Game play

The objective of the game is to pull out the flag and roll down your marble to the finish area as precisely and as quickly as you can. Once you get to the finish area before the others, you will earn trigger-marbles and the player with the most marbles at the end of the game will be the winner.

1 The first player will spin the handle counter clockwise to shoot a trigger-marble out to the rail.



2 The next player will do the same and shoot a marble.

***The handle should always be pointing at the mouth of the launcher. After a player spins the handle a circle, it must be stopped pointing at the mouth of the launcher in order to load the next marble.**

3 As players turning their handles one after another taking turns, marbles will pile up at the end of the rails. When you see a trigger-marble with the same color that is already piled up there coming out, the race is triggered!



All players pull out the color of their flag that matches the color of the trigger-marbles and let the player-marbles roll. Players may blow their marbles to make them go faster down to their home. But they must be easy on them, otherwise, the marbles can deviate from the rails.

***Translucent marbles are counted as the color of the marbles they will tag or be tagged. Quickly, check the color and pluck out the flag of an appropriate color.**



4 A player who made his or her marble to the home of the same color of the flag that he or she pulled out will win marbles. (The player will collect trigger-marbles from two areas. One of two areas must be the area with the last marble which triggered the race.) Put the marbles into his or her launcher.



1. Goal in!

2. Take marbles from two areas to his or her launcher.

Then the other players will plug in their flags and return their player-marbles. The one who won the last round will plug his or her flag in the hole further back from the starting position. Then set the player-marble behind the flag. The next round will begin with the player who won the last round.

***In case of a misplay like pulling out a wrong flag or a false start, the player will place that flag further back from the initial starting position as a penalty.**

Ends of the game

If any player turned the handle on his or her turn and did not shoot a marble, the game ends immediately. All players open their launchers and count how many marbles they have. The player with the most marble is the winner. In case of a tie, the player who has more translucent marble will be declared the winner. If it couldn't break the tie, the tied players play one last round to conclude.

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Special Thanks to

오형균, Carlos, Steven, 최연욱,
김기연, 오준오, 강상우, 권혁문,
김기찬, 최정희, 김진희, 오재윤, 오유라



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