

Game rules (in France)

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A variety of marble game rules to have fun with friends in the playground !

1. The French Conventional Game

It's where the first player throws his marble the closest to the hole possible. The second player does likewise. If the two marbles go in the hole on the first round, the game starts over again. Otherwise, by taking it in turns, the players try to get the marble in the hole by using his or her finger. If the player succeeds, he or she plays again. If he or she does not succeed, it's the other player's turn. The player that puts the two marbles in the hole wins. If each player puts the marble in the hole, it's a draw. Sometimes, it is allowed to shoot directly into the hole or put up walls.

2. The Tap

The tap rules are very straightforward. The one who can touch the other player's marble wins. Bets can even be made : when the marble touches the opponents marble, the winner wins their marble.

3. The chase

Two players required, and a circuit needs to be drawn out. A player throws a marble in front of him or her. The second player throws his or her own marble too. The first player to get to the end of the circuit wins the opponent's marble.

4. The greedy circle

Draw a 30 cm diameter circle on the floor. Every player puts down one marble in the centre of the circle. The marbles must create a pile. Each player holds his or her marble at eye level and lets it fall onto the pile. If a marble comes out of the circle, it becomes the player's. If a player doesn't succeed in getting a marble out of the circle, the one he or she dropped down onto the pile stays in the middle of the circle. The game carries on until the pile has disappeared.

5. The pen

A game for several players. Draw two circles : one with a 20 cm diameter called "the pen" and around this circle, a second circle of 3.5 m diameter called the "barrier". Each player puts in one or several marbles in the pen. The first player throws a large marble, towards the pen. The marbles that he or she puts out of the pen become his or hers. If the player doesn't get any marbles, his or her large marble stays where it is, on condition that it's in the barrier and outside of the pen. If the large marble is found in the pen, the player must pick it up and give the pen a marble. The next players can shoot in the direction of the pen or the opponent's large marble. If one large marble touches another large marble, the owner of the large marble needs to put another marble into the pen. In addition to this fine, the owner of the large marble which was hit must give up all of his marbles that he caught during the game to the owner of the large marble that hit the player.