

# ROLLER BOWL

2-4 PLAYERS  
AGES 7 AND UP

**“Out of Bounds.”** Whenever a marble falls into a colored chute other than its own and enters an opponent’s tray (for instance a blue marble goes down the red chute), that marble is “out of bounds” and its player must replace it on one of his starting positions.

6. **Winning.** Play continues until one player has “scored” all five of his marbles.

## 2 PLAYER GAME

Each player has two sets of adjacent marbles. First to score all ten wins!



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## OBJECT

To be the first player to roll all five of your marbles down your like-colored chute in the center of the “Roller Bowl.”

## CONTENTS

Roller Bowl “stadium,” and 4 sets of colored marbles (red, blue, green & yellow).

**Note:** To play the game you will need 5 of each colored marble; your game comes with one extra marble for each color, which serve as replacements.

## HOW TO PLAY (2-4 Player Version)

1. Each player chooses a set of **five marbles** of the same color (one player is “red”, one is “green,” etc.) and places all five marbles in the matching color slots (**starting positions**) in the top ring of the unit.

2. Each player has a **chute** in the center of the Roller Bowl colored to match his marbles. The **Object** is to maneuver your marbles to fall in your chute.

3. The oldest player moves first (play then proceeds to the left.)

4. A **move** is a turn of any one ring (your choice) until one or more marbles drop to the next ring. You must IMMEDIATELY stop your move the moment one or more marbles drop! (Tip: carefully choose which ring to move.) Your goal is to cause your marbles to drop closer and closer, and finally into, your chute. At times, one or more of your opponent’s marbles may drop. Drats!

**Note:** An **illegal move** is one in which a player speedily rotates the ring causing many marbles to drop at once. Rings must be moved slowly and stopped as soon as any marble(s) fall. If a player makes this illegal move, two of his colored marbles must be returned to their starting positions as a penalty. Also, a player cannot twist a ring unless marbles are adjacent to it. Marbles must drop on each turn.

5. **Scoring.** When your marble falls into your chute, it will roll into your **tray**. Leave it there. You’ve scored!