The Game of Manipulation
Original Game Rules

PURPOSE
A game of skill and chance designed for two, three, or four players, playing separately or in partnership.

OBJECT
Each player manipulates his four marbles from his starting corner to his home refuge as quickly as possible, using a deck of cards for counting, and using the center crosscuts for accelerated play.

RULES
1. Each player selects four marbles of the same color and a deck of regular playing cards.

2. The cards are shuffled and placed face down in front of each player.

3. The player who starts play is determined by each player drawing a card. Highest card goes first. Play proceeds to the left around the board, with each person drawing single cards from his deck.

4. To place a marble in play, an ACE or a SIX must be turned up. An ACE allows the player's marble to be placed on the playing track. A SIX allows the player's marble to be placed on the playing track and the player draws another card.

5. Each number card allows a marble on the track to count the number of holes of the card's value. A face card always counts one but allows the player to turn over another card. The marble played must use the entire count of the drawn card. If the total cannot be used, play passes to the next player. A player cannot pass his own marble at any time.

6. Each FOUR card is special. A player turning a FOUR must go back four spaces. If the player has just exited from the center diamond, he must return to the spaces whence he came. If he has just entered the center diamond, he must leave by the same entrance, and he must qualify again to enter the center area.

7. The center diamond area allows short cuts to the home refuge. To enter this area a player must land on a marked entrance hole. The player is free to choose whichever direction he desires.

8. An opposing player's marble must be sent to its starting holes if it is occupying a hole which is disputed by another player's marble. No marble is safe unless it is in one of the marked refuge holes. The hole immediately in front of the refuge holes is playable, if it is occupied by an opponent's marble. Partners may use this hole to avoid resting on partner's starting hole.

9. The first player to bring all of his marbles home is the winner. When players are competing as partners, both partners must have all of their marbles home in order to win. Partners may use their turn to move partner's marbles, after he has all his marbles home.

10. Players should play opposite each other. For a longer and more exciting game, two players should play two positions each, using a separate deck of cards for each player's spot.