



# GAME PLAY INSTRUCTIONS

Freak Marbles are the most innovative marbles available as they are the world's only marbles with fully decorated vibrant characters. They even come with cool skins for you to convert them into figurines and display your collection. The following games are some top suggestions on ways to play. There are many ways to play marbles and you can also creatively make up your own games.

Marbles have been around for millenia, and have been found in Roman and Mayan ruins as well as ancient Egyptian tombs. They are still played with all over the world to this day, which means they are the world's favourite intergenerational toy!

## *Tips for Playing Marbles*

Playing marbles is exciting and fun. The objective is usually winning your opponents marbles via knocking them out or getting the highest score in a battlefield match. Remember to discuss and agree before you start if you're playing for Freak Risk (the winner gets to keep the marbles) or Freak Friends (everyone gets their marbles back at the end of the game).

Don't forget, be safe. Don't throw marbles at people, or inside a house, you don't want to hurt someone or break something. And remember to keep marbles away from small kids who might put them in their mouths as they are a choking hazard.

How to knuckle down. Knuckling down means that the knuckle of the hand shooting has to stay on the table or ground while you use your thumb and forefinger to shoot or launch the marble.

# 7 WAYS TO PLAY WITH FREAK MARBLES

## 1 Collect, mix 'n' match, trade and display Freak Marbles

2-∞ PLAYERS

CLASSIC

Each marble is a character you can put in a skin to play with it as a figurine or to use as a holder to proudly display your collection!

The skins are interchangeable, so you can mix and match. Different marbles have different values of Attack, Defense and Health Points as well as the personal value it might have to you as a favourite. Try negotiating and trading them with your friends to complete your ideal collection.



## 2 Freak Lagging

1-10 PLAYERS

CLASSIC

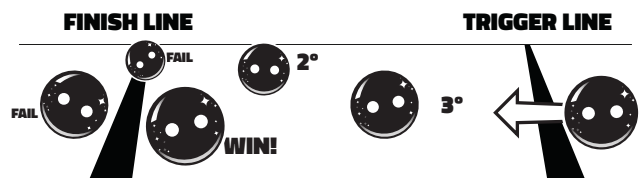
Freak Lagging is often played before another marble game to see who will be the first player to start the game, as they have an advantage.

**Objective:** Get your marble closest to the line without going on or over it to win.

**Set up:** Draw a start and finish line in the ground with chalk or a stick.

Players take turns standing at the start line and rolling their marbles towards the finish line with the intention of getting closest to the line without passing it.

After every player has a turn, inspect the marbles to see who's marble is closest. The player who's marble is closest to the line without going over is the winner! The next closest are second and third. If a marble lands on the finish line or goes past the finish line it is eliminated.



## 3 Freak Bowling

2-6 PLAYERS

CLASSIC

FREAK DYNAMICS

**Objective:** To knock over the most Freaks

**Set-up:** Place your Freaks in a triangle formation. Making a start line from where you will take turns to bowl your marble at the Freaks.

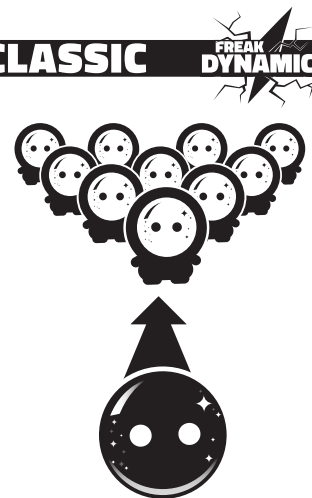
Player one stays at the start line and bowls a marble at the Freaks, and scores by noting how many Freaks they bowl over.

Player two sets up the fallen Freaks back-up again and takes their turn to bowl and score.

Continue until all players have had a turn.

After all players have taken their turn and noted their score, the winner is the player who bowled over the most Freaks getting the highest score.

For advanced gameplay, or for a tie break, each player sums the Health Points (HP) points of the Freaks that are knocked out. The player with the highest points is the winner.



## 4 Freak Ringer

1-∞ PLAYERS

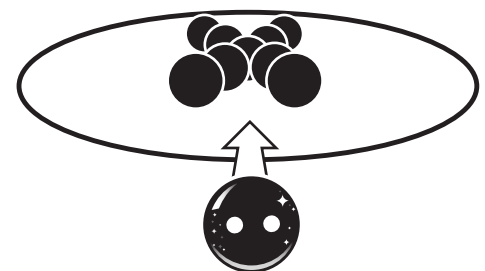
CLASSIC

**Objective:** take turns to shoot as many marbles as you can out of the ring. The winner is the one who shoots out the most.

**Set Up:** Draw a circle with a stick in the sand/ground, outside in a park or garden. Or make a circle with a piece of string.

Each player selects a shooter marble. Players each put the same number of their other marbles in the circle. Line up the marbles in a cross formation Player 1 takes their turn shooting marbles out of the ring with their shooter marble. Their turn continues, they keep shooting from the landing point inside the ring until they don't knock any more marbles out or their shooter marble goes out the ring. They keep all the marbles they knock out of the ring.

Player 2 and successive players take their turns as above, play until the ring is empty. The winner is the player who shot the most marbles out the ring.



## 5 Freak Battlefield

2-6 PLAYERS

CLASSIC



**Objective:** get as many points as possible by knocking over Freaks on the battlefield and trying to reach the bullseye.

**Set up:** This game can be played on the Freak Marbles Battle Arena or you can draw your own battlefield with a stick in the sand/ground, outside in a park or garden. It should be a circle with three concentric circles inside. Make the circle the size that suits the amount of Freaks you want to place in it.

Use an equal number of Freaks from each player and set up the battlefield to obstruct the shooters' ability to reach the bullseye in the centre.

Player 1 takes a turn to knuckle down and shoot from outside the battlefield aiming at knocking over Freaks and to land their marble in the highest scoring area. Add up the Attack Points (AP) of all the knocked over Freaks and multiply by the number of each area they landed. If the shooter's marble leaves the battlefield or falls in the elimination zone, there are no points for that shot.

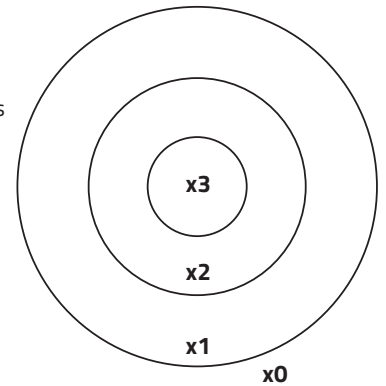
Each Freak that is knocked over is eliminated from the battlefield and held by the shooter that knocked it out. Shooter marbles are also eliminated if they leave the battlefield when shot.

Player 2 takes their turn to cast their shooter marble, and take score as above and the players continue taking turns until there are no more Freaks on the battlefield.

Each turn players add up their Attack Points (AP), remembering to also multiply by the knocked down Freaks landing Zone Points.

Compare the points for each player. The player with the highest overall points wins.

For an advanced version use the Freak Powers instead of points scoring to make the game more dynamic. The power activated is that of the first Freak that is hit. If the Freak is hit but does not fall over, their power is activated but the Freak is not eliminated/removed from the battlefield. Eliminated marbles do not score and stay aside, waiting to be rescued.



## 6 Freak Bases

2-6 PLAYERS

CLASSIC



**Objective:** Capture the most bases to win. A base is captured by rolling your marbles onto it with a combined 150 HP

**Set Up:** At home, use the Freak Marbles Battle Field

Outside: Trace a circular battlefield with chalk, or a stick. Inside the playing field draw 4 bases.

Each player takes turns to knuckle down outside the battlefield and shoot their marble into play, aiming to land on a base.

If your marble stops on a base it will stay there as long as no other player's marble knocks it out.

If any marble, shooter or defending marble in the field, leaves the battlefield, it is eliminated and cannot be played again unless rescued by using a rescue power marble.

If a marble does not enter a base, it is collected on the next turn, by its owner so it can be played again on a future turn.

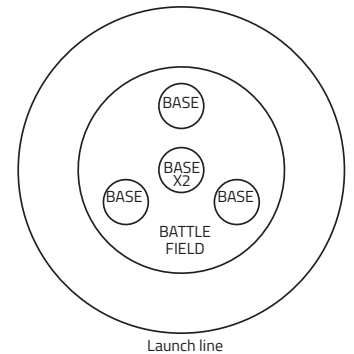
When one player's combined HP on a base reaches 150 points, the base is captured. Put a skin on one of the marbles in the base to stand guard. The remaining marbles from the base are returned to their respective owners. The base cannot be taken again.

Continue taking turns trying to capture the remaining bases, until all the bases are captured.

If you run out of marbles, you have lost and can no longer play.

The player who captures the most bases wins. In case of a tie, check the Attack points of the Freaks standing guard. The player with the highest score wins.

For an advanced version use the Freak Powers to make the game more dynamic. The power activated is that of the first marble that you hit on the field when you shoot. Once a marble is in a skin, whether that be by mutation or whether it is guarding a base, the powers are blocked and cannot be activated when hit.



## 7 Freak Rallies

1-∞ PLAYERS

CLASSIC

Marble rallies or runs are fun races to see which one gets to the finish line first.

**Set Up:** Make yours outdoors on any slope by digging a track in the ground from a high point to a low point or by setting up guides to make a track. Then just set your marbles off at the same time and follow them down to see which marble is the winner. Marble Races are held on our youtube channel, check it out for ideas!

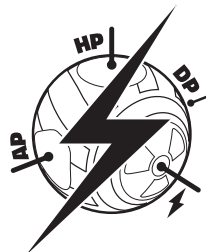
Indoor marble runs can be made with cartons, paddle pop sticks and improvised with other items from around the house. Elevate one end of the carton to get it on an angle so the marbles will run down from top to bottom.

TO BE CONTINUED...



Each marble has a symbol on the back that equates to a power. The following tables show the points grid and the powers and how they affect the game. Some games work with points and others with powers. Consult the instructions for each game.

♥ AP 130 ♥ DP 10 ● HP 50  <b>SNEAKY</b>	♥ AP 120 ♥ DP 20 ● HP 60  <b>SWIFT CLAWS</b>	♥ AP 110 ♥ DP 30 ● HP 70  <b>PEA POD</b>	♥ AP 100 ♥ DP 40 ● HP 80  <b>NIGHT WATCHMAN</b>	♥ AP 90 ♥ DP 50 ● HP 90  <b>MONSTER EYE</b>
♥ AP 130 ♥ DP 10 ● HP 50  <b>GODZY</b>	♥ AP 120 ♥ DP 20 ● HP 60  <b>MARTIAN</b>	♥ AP 110 ♥ DP 30 ● HP 70  <b>BEE BUG</b>	♥ AP 100 ♥ DP 40 ● HP 80  <b>PIGLY</b>	♥ AP 90 ♥ DP 50 ● HP 90  <b>BOT BOX</b>
♥ AP 130 ♥ DP 10 ● HP 50  <b>FURY</b>	♥ AP 120 ♥ DP 20 ● HP 60  <b>ALLIE</b>	♥ AP 110 ♥ DP 30 ● HP 70  <b>BABY BUG</b>	♥ AP 100 ♥ DP 40 ● HP 80  <b>SHADOW</b>	♥ AP 90 ♥ DP 50 ● HP 90  <b>TUFFY</b>
♥ AP 130 ♥ DP 10 ● HP 50  <b>FLAME FIGHTER</b>	♥ AP 120 ♥ DP 20 ● HP 60  <b>MIMI</b>	♥ AP 110 ♥ DP 30 ● HP 70  <b>KALAVERITA</b>	♥ AP 100 ♥ DP 40 ● HP 80  <b>JOHNNY THE BULL</b>	♥ AP 90 ♥ DP 50 ● HP 90  <b>LARA</b>
♥ AP 120 ♥ DP 40 ● HP 80  <b>SENTINEL</b>	♥ AP 90 ♥ DP 50 ● HP 100  <b>FROSTY</b>	♥ AP 90 ♥ DP 60 ● HP 90  <b>JELLY EYE</b>	♥ AP 60 ♥ DP 130 ● HP 10  <b>FANTASMA</b>	♥ AP 140 ♥ DP 20 ● HP 50  <b>GOLEM</b>



## Powers

When your shooter marble hits another marble, or various it activates the power of the first marble it hits. The powers are:



**Paralysis**  
Miss a turn



**Radiation**  
Eliminates the closest marble if it is eliminated



**Assault**  
Eliminates all the marbles you hit on your next turn



**Mutación**  
Add a skin to one of your marbles



**Luck**  
Your marbles are immune until your next turn



**Rescue**  
Rescue an eliminated marble



**Claw**  
Shoot again



**Venom**  
The next marble to hit one of your marbles is eliminated