

Corner

Pick up the best set of marbles!

Board game for 2 or 4 players by Sid Sackson
Ravensburger® Games No 60451249

Contents: Board, 36 marbles (8 yellow, 7 red, 6 green, 5 blue, 4 white, 3 grey, 3 black), 2 red and 2 yellow arrows.

Object of the Game

The players pick up marbles from the board, trying to score with them more points than their opponent. Each move made plays a part in the move the next player has to make.

The Game for Two

Preparation

The players sit opposite one another with the tray side of the board nearest them. The marbles are set into the holes on the board at random. One player uses the red arrow, the other the yellow one. Red begins.

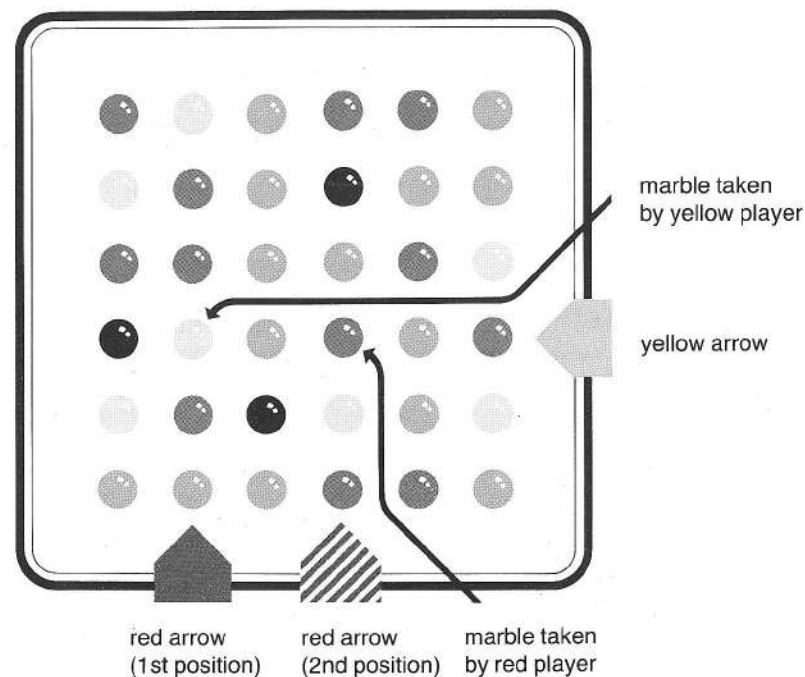
Play

The red player places his arrow in the groove at the edge of the board so that it points to any vertical row of marbles.

The yellow player similarly places his arrow in the groove at either side so that it points to a horizontal row of marbles. The yellow player picks up the marble at the intersection of the two arrows and puts it in his tray.

Important: The 3 black marbles cannot be taken. This means that the intersection of both arrows may never be a black marble.

The red player now slides his arrow to a new position and picks up the marble at the new intersection. Players continue to pick up marbles in this manner, each player moving only **his** arrow.



The arrows must be pointed at marbles as long as there are marbles available. Players cannot "pass" or "sit out" by pointing their arrow at an empty row or an intersection that is a black marble.

Scoring

It is important to get as many marbles as possible of the same colour as the point score rises steeply within the same colour. For 1 marble the score is 1 point, for 2 of the same colour 3 points, for 3 of a colour 6 points, etc., as shown in the following table.

① = 1 ② = 3 ③ = 6 ④ = 10 ⑤ = 13 ⑥ = 16 ⑦ = 20 ⑧ = 24

This table is also shown on the board.

Important: If only one player has marbles of a particular colour – even though marbles of that colour remain on the board at the end of a round – the score for that colour is doubled.

End of Play

When, on a player's turn, all positions to which he can slide his arrow point to empty spaces or a black marble, which cannot be taken, the round is ended. Winner is the player with the highest total score, i. e. the score for all marbles he has taken.

New Round

The trays are tilted so that the marbles roll onto the board where they are mixed and set up for the next round. This time the yellow player starts.

Game for Four

The rules are the same as for two players, with the following additions:

Play is in teams, with the partners sitting opposite one another. One team uses the red arrows, the other one the yellow arrows.

The first player of the red team begins by placing his arrow. Then the yellow player to his left places his arrow at his side and picks up the marble at the intersection.

The second red player now places his arrow at his side and picks up the marble at the intersection.

Then the second yellow player places his arrow. This player may take the marble at the intersection with **either one** of the red arrows. From this point on the players usually have a choice of intersections from which to take a marble. Sometimes there will be only one marble which can be taken, namely when one of the two possible intersections is empty, when it holds a black marble, or if both arrows of the opponents point to the same row. Marbles taken by a team are kept in front of one member of that team. The score is for the team.

On his turn a player **must** slide to a new position. If no new position allows him to take a marble, the round is ended, even if his partner were able to take a marble on **his** next turn.

Winner of the game is the team with the highest total score.