



The course of the marble is random – where will it land?

WHAT HAPPENS ON A GALTON BOARD?

Marbles, inserted at the top, make their way past regularly arranged obstacles. What course the marbles take is subject to chance. The big question in this game is where they will land.

SET-UP OF THE GAME

2 players: Each player uses 21 marbles.

3 players: Each player uses 14 marbles.

Each player chooses one color. Fill the bag with the number of marbles according to the number of players, plus one joker marble per player.

At the underside of the gameboard, insert the round bar into one of the three holes; this will tilt the board to the level of slope you desire (see illustration).

The position of the gameboard and the number of players have an impact on the game flow.

OBJECT OF THE GAME

The winner is the first player to get 4 of his marbles into a row – horizontally, vertically or diagonally. The joker marbles can count for any color.

COURSE OF THE GAME

The youngest player begins. On your turn, you reach into the bag and blindly draw one marble. You must place this marble, no matter what color it has. You position it at the upper edge of any delivery chute of the gameboard and let it roll.

It can happen that marbles get stuck somewhere on the gameboard. Usually, they will come loose again during the further course of the game, which can lead to unexpected twists.

It's possible that a player accomplishes his row-of-four with more than one joker marble. If an inserted joker marble generates rows-of-four for several players at the same time, these players share the win.

QUICK VARIANT FOR TWO PLAYERS

Here, players don't use the jokers. They take the marbles in their own color in their hand and alternate turns in letting them roll through a chute onto the gameboard.

English translation: Sybille & Bruce Whitehill, "Word for Wort"

WARNING! Not suitable for children under 36 months. Choking hazard!