

Billiard Marbles

A new
“Old Time”
Tradition





Remember when the greatest thrill of your day was winning a few cool cat's-eye marbles from your buddy in the school yard? Can you still recall that fun slap-pop of marble against marble when it flew from your fingertips?

For many of us, those days have long since passed us by. For some, the hands and knees just don't bend like they used to, making the ups and downs of traditional marbles difficult at best. But that

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~ Patent Pending ~



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old time fun...that same feel of yesteryear can still be enjoyed on a much friendlier playing surface. Let's take a look at Billiard Marbles.

This new look at an old-fashioned game is just as fun as the old school yard fancies that just don't seem to be played all that much anymore. The fun of marble shooting is almost a lost art now-a-days. But for those who know where to find a pool table, this simple little game can be a blast from the past, all resurrected right here at your fingertips (and you don't have to play on your knees!).

If you are looking for something to spice up the usual games of nine-ball and standard billiards every now and then, we have an age-old game bent to some new rules and regulations. We have

a fun pastime that can be played on your same table, with little more than our game pack and a piece of chalk.

It's fun for all ages. Here's how it works.

Our nine-pack of big marbles (over one inch in diameter!) are placed in a rectangle diagram on the pool table, stenciled with chalk and our template. At any time, these tiny chalk markings can be dusted off as easily as pool cue dust. There is no harm at all to the felt of the pool table, thus making it a fun amendment to both home pool tables and those of any pool hall across country.

**Note* The six holes of commercial pool tables with auto-return of pool balls should be plugged to ensure the smaller marbles do not become lost within the inner workings of the*



back onto the green on the marked billiard dot. He then places his shooter marble back onto one of the designated nine spots on the green. The opposing team then shoots.

Any marbles can be used with this family fun game, but seasoned players may opt for our top of the line flint marble set created by master stoneworkers at Out-of-Round Marbles, Inc. Their marbles are guaranteed against breakage from game play and are made of the best flint rock from the Upper Cumberland Region of Tennessee and Kentucky. This kit contains all the same essentials as our introductory kit, and includes the master grade flint marbles.

Contact Out of Round Marbles at 270-487-8281.

table. Wash clothes or sponges will suffice as plugs.

With our nine marbles in place on the table (see illustration on front page), shooters take aim at them—trying to knock the big marbles (called money marbles) out of the rectangle created by the chalk diagram. Once out of the rectangle, the shooter picks up and keeps that money marble and continues to shoot from where his shooter marble came to rest after the shot. The shooter continues to shoot until he misses a live player's marble or fails to knock a money marble out of the rectangle. Play continues with the next shooter (opposing player or team).

Once a money marble is attained by a shooter, he is now considered “live”, which means that his shooter marble is now also a

target on the green for other shooters. If this player's marble is hit by another shooter, that shooter takes one of the live player's money marbles. This can be done twice consecutively. **Note* If a different marble is hit in conjunction with a live player's marble, only the first marble hit counts. If two money marbles are hit outside the rectangle in one shot, both marbles are attained by the shooter.*

Shooting) Where a shot marble comes to rest is where the next shot will begin, either immediately after a money marble is attained, or upon the player's next turn if no money marbles were captured (their shooter marble remains on the green where it came to rest). Players alternate after a turn when the shooter fails to capture a money marble. If the

marble on the table. It is often advantageous for one teammate owning only one money marble to relinquish his marble, thus allowing him to shoot freely at his opponents without worry of that team then firing on him in return (he has no money marbles to shoot for ... nothing to lose.) His teammate will then play more defensively.

If a player on one team scratches (let's his shooter marble fall into one of the six pockets on the table), he must immediately place his marble back upon the table in one of the nine positions and give up his turn. If this happens on the last shot of the game ... the winning shot by removing the last money marble from the board (team having all other eight marbles), the shooting team then places the last marble gained (before the scratch)

quick, more fast-paced game. Experienced shooters will quickly pick up the game and a fast turnover of money marbles will occur in nearly every game, keeping each player (or team) constantly at odds with his opponent, both stealing and having been robbed of their money marbles back and forth. The game is more often won by strategy and pirating than merely knocking money marbles off the rectangle.

When the last money marble is shot from its position on the rectangle, the opposing shooter (or team) must relinquish a money marble from their stash—placing upon any one of the nine positions on the table. This placement is purely choice and strategy of the placing player/team. **Note* When playing in teams, either player of the team can place the payment*

shooter's marble comes to rest beneath the bump rail of the table, the shot is delivered from atop the rail, off the green. If the shooter's marble leaves the table, that player loses his turn, but still retains any money marbles he's captured. He then must place his shooter marble back on the table in one of the nine locations on the green. If none of those spaces are available, the marked billiard dot is used. If an opponent's marble is hit and that player has no money marbles in his possession, there is no consequence to either player.

Since shooting requires picking up one's shooter marble, the marble should be held directly above where it came to rest, with the player's knuckles or hand resting upon the green. No softball pitches with the hand. No fudging

(or spanning) with the hand is allowed.



Getting Started) Players can select a beginning shooter by shooting their marbles down the playing green—beginner being the one closest the far rail without touching it...or something similar).

Play starts with the first shooter making his shot from the rail, outside the playing green, hand resting on the rail. If this shooter hits and knocks out a money marble, the shooter picks up the money

marble and continues to shoot at another money marble until he eventually misses. Then, the opposing player (or first player on team two) takes his shot, trying to attain money marbles by either knocking the current money marbles out of the rectangle, or by hitting player one's "live" shooter marble thereby stealing one of his money marbles from him. This stealing can be done twice consecutively (but not after another shot is attempted).

Winning the Game) The game is won when all nine of the money marbles are possessed by one player (or team, played alternately as in billiards). A short version of the game can be played by allowing a win to be gained by being the first player (or team) to gain five money marbles. This allows newcomers to the game a