

INSTRUCTIONS FOR USING THE
INSTRUCTIONS FOR A PLAY OF
THEY SHOOT MARBLES, DON'T THEY?

This game can accommodate any number of players from a minimum of 8 to a maximum of well over 30. Players are given an opportunity to experiment with rule-governed behaviors, and to design situations in which such behaviors occur. They can then observe the consequences of various actions and decide for themselves what it is that works and what is appealing to them.

One person is usually responsible for the overall directing of the game. In the instructions that follow this person is called the Game Overall Director. In the classroom it is the teacher who will probably assume the role of the G.O.D. although students can certainly do it too. The G.O.D. acts as an impartial actor in the game, simply insuring that the sequence of play is correctly performed. It is up to the players and not the G.O.D. to determine the course of each play. The players determine the actual coalitions, the government laws, the innocence or guilt of individuals, etc.

Should you find difficulty in obtaining certain of the playing pieces please write to us at

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Playing Materials

Board

- 3' x 3' x 1/4" Plywood Playing Board
- yes 3' x 3' Felt covering for playing board
- 1" x 2" x 36' Side Bumpers -- 2 pieces at opposite ends
- 1" x 2" x 32 1/2" Side Bumpers -- 2 pieces at opposite ends

1. Temporarily tack the felt covering to the playing board making sure it is pulled tight to eliminate wrinkles.
2. Sand and finish the side bumpers; then place them appropriately around the board on top of the felt covering.
3. Screw in 3/4" screws from underneath the board. They should go through the board, then the felt, and into the bumpers to hold them in place.
4. Mark on the felt the pattern illustrated below. Use black felt-tipped pen for the lines, letters and dots; red for one set of numerals; green for the other. The inside square is 2' x 2'. The length of each line is 18", the length of each gap is 1.2". There are 4" between dots and 2" between an outside dot and the nearest line.

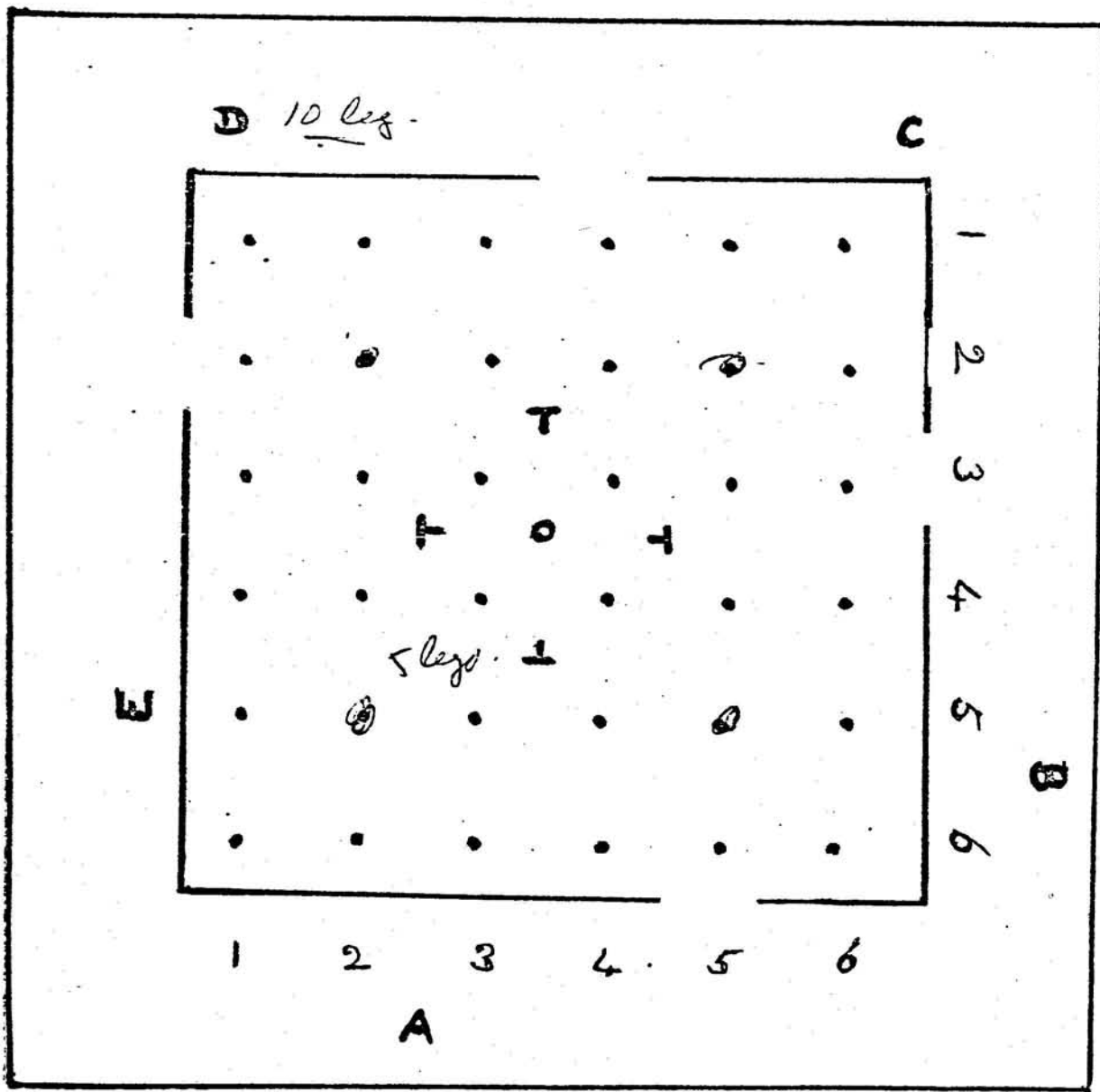
Accessories

- yes A 3 minute egg timer
- yes A one and one-sixteenth inch round wooden dowel cut into 5 pieces of lengths 4", 3", 3", 2" and 2". + 3"
- yes 5 identical dice
- yes 1 red die
- yes 1 green die
- yes 200 (at least) identically colored marbles, (typically multi-colored)
- ✓ 4 solid colored "trouble marbles" *
- ✓ 6 solid colored "job marbles" *
- ✓ 10 solid colored "public job marbles" *
- ✓ 10 large dark blue or black "police marbles"
- 30 approximately 7oz. plastic cups
- ~~30~~ approximately pin-on name badges numbered from 1 on up.
- 1 box assorted Lego (plastic toy construction pieces manufactured by Samsonite)
 - 2 nub x 2 nub, 2 nub x 12 nub, 2 nub x 16 nub
- 2-5 toy police badges
- 1 fishing tackle box large enough to hold all of the above accessories.

*NOTE: Within each group of "trouble marbles", "job marbles", "public job marbles" and "marbles" the colors must be the same. Between groups the colors must be different so each group of marbles can be distinguished.

Blackboard & Chalk

Playing surface for They Shoot Marbles, Don't They?



The outer square is 3' x 3'. The inner square is 2' x 2'.
 The 4 T's mark the locations for placing the 'trouble marbles'.
 The circle in the center marks the location of the tower.
 See the text for further details.

Instructions for a play of

THEY SHOOT MARBLES, DON'T THEY?

A. Start of the game.

- X 1. Give each player a plastic cup (in which to keep his marbles and a numbered badge (by which he is identified)
- X 2. Assign players to the roles of A, B, C, D & E. Ask them to sit around the board by their respective letters. The board should be situated in such a way that each of A, B, C, D & E have easy & identical access to it. (Place it on a surface the size of a bridge table, or even place it on the floor).
- X 3. Assign players to be the police. Have them wear the police badges.
- X 4. Assign players to the role of government.
- X 5. Assign a player to the role of judge.
- X 6. Assign players to the roles of land owners and wicket builders.
- X 7. Assign players to the role of opposition government.
- X 8. Assign a player to the role of journalist.
- 9. Create any other roles that may be necessary and assign players to them.

ASSIGN
ROLES

Note: The following table can serve as a guide in making the role assignments for those playing the game for the first time. The game is flexible and can accommodate any number of players from 8 to over 30. The essential roles for a play are A, B, D, & E, a government, a police force, and a judge.

(See table on next page)

PASS OUT MARBLES

- Pass out 10 marbles to government 10 marbles to start the game. Give each other player a small number of marbles. (Two each is a good number for a naive group but more experienced groups may want to try other assignments.)
- deter. poss. winning

START WITH BARGAINING ROUND.

B. Preliminary Shooting Round.

PUT OUT
JOB MARBLES

~~REMOVE MARBLES~~

EXPLAIN SHOOT

- X 1. The G.O.D. places out the 6 "job marbles" on the board. The placement of each is determined by the outcome of the shake of the one red die and the one green die. These two dice will define one point on the board. (For instance, (red 2, green 5) is the dot at the intersection of the row of dots given red numeral 2 and the column of dots given green numeral 5.) If further shakings result in an outcome that has already occurred then it is permissible to have more than one job at the same point.
- 2. During this round each of players A, B, C, D, & E is given an opportunity to gain more marbles. They do this by shooting one of their marbles at a job marble. Every time a shooting marble hits a job marble the G.O.D. gives the shooting player three marbles. A marble, once shot, no longer belongs to the shooter. Any marbles that come to rest outside the 2' square

Number of Players Available

Role	8	9	10	11	12	13	14	15	16	17	18	19	20	22	24	26	28	30
A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3
B	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3
C	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3
D	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3
E	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3
Government	1	1	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3
Police	1	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3
Judge	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Land Owner																		
Wicket Builder																		
Oppos. Party																		
Journalist				1	2	2		1	1	2	2	2	3	3	2	2	3	2
Others									1	1	1	1	1	1	1	1	1	3

The above are suggestions about how many players to assign to each role. Land owners and wicket builders usually compete with each other. Those playing the other roles must reach some way of making decisions for the role. Police may act individually subject to the restraints of the government and the court.

- Welfare - 2 marks per round
- BAWK

- are removed from the board by the G.O.D. All other remain on the board. Any job marble on the board returns 3 marbles when hit (A job marble can be hit more than once.)
- SHOOT ABC 3. Shooting order is alphabetical this round. A's turn to shoot is first, followed by B's, etc. Each of A, ..., E has one turn this round. A turn consists of a maximum of 2 shots. A player is free not to take one or both shots, at his discretion.
4. Any marble within the 2' square may not be touched by a player nor are any to be returned to their starting positions.
- AW: 5. Players are informed by the G.O.D. that during this round there is a government law in effect that states that each player must shoot from behind his own shooting line. (The ends of each shooting line are defined by the breaks in the 2' square; some shooting lines extend around corners.) The police are responsible for seeing that this governmental law (and indeed all governmental laws) are obeyed. The police are to arrest any player they suspect of breaking a governmental law and take the player before the judge. (NOTE: it is imperative that the judge not be allowed to see what has occurred at the board during the shooting -- have the 'courthouse' in a part of the room somewhat remote from the playing board.)
- STAY BEHIND LINE
POLICE RESPONSIBLE
6. Before the shooting round begins the four trouble marbles are placed on the board as indicated by the small T's and players are informed that there is currently a government law in effect that states that a player may not hit a trouble marble with his shooting marble. The police are responsible for enforcing this law and if the player is found guilty of violating it the judge can fine him from 3 to 5 marbles and/or deprive him of up to 2 shots at his discretion.
- AT OUT TROUBLE
T TROUBLE
JUDGE CAN FINE
7. By now players will usually be asking for clarifications of certain rules. By and large these should be referred to the government. The government is entitled to regulate the behavior of the players but not of the G.O.D. Any rules the government wishes to apply must be publicly displayed (for instance written on a blackboard). Government may define what constitutes going over the shooting line or what constitutes legitimate shooting styles, etc. They may choose to make certain actions illegal and impose fines and taxes. They may not legislate the placement of job marbles, the payoff for hitting a job, the maximum number of shots, nor the shooting order. At the end of these instructions there is a suggested set of rules on which the government may build -- these are entitled the "Laws of Man." There is also a set of rules entitled the "Laws of G.O.D." which may not be changed during a play of the game. It is important that players be aware of the existence of the two separate sets of rules and that they know that only one set -- Man's Laws -- can be changed by them.
- OUT CLARIFIES RULES
ITS RULES ON BOARD
FINES & TAXES
PM
- POLICE
- JUDGE
- PUB. & JDS

B. Bargaining Round.

1. Upon completion of the shooting round, players A, B, C, D, & E

count up the number of marbles in their cups.

- PASS OUT DOWELS*
2. Give the 4" dowel to the player who has the most marbles. In case of a tie use alphabetical order to give out the big stick. Give the two 3" dowels to the two players who have the next most marbles, the 2" dowel to the next most, and the 1" dowel to the player with the fewest. Ties are settled by going alphabetically from the player with the largest stick.

Eg. At the end of the shooting round the distribution of marbles is: A-3, B-4, C-7, E-4. Then the distribution of dowels should be A-1", B-2", C-4, D-3", and E-".

- AGREE TO SPLIT UP 7 MARBLES*
3. Roll the 5 dice and add up the numbers on each face. This is the total number of marbles that players can earn from the three minute bargaining round. These marbles come from the G.O.D. who will pay them off to those of players A, B, C, D & E who have reached an agreement at the end of the 3 minute period on how to divide up all the marbles offered. As soon as two or more of these players have agreed to a division they so indicate by stacking up their dowels end to end in the middle of the board. Any players wishing to effect a different division must reach an agreement with a stack of dowels higher than the stack currently on the board. A player may remove his dowel from a stack at any time during the three minutes.

Use the 3 minute egg timer to display for all to see the passage of the 3 minutes.

- HIGHEST STACK GETS MARBLES*
4. At the end of 3 minutes the G.O.D. checks with those players whose dowels are in the highest stack to find out what division has been agreed upon. If players still argue then clearly no agreement has been reached. In the event that no division is agreed upon during the bargaining round, then no player receives any of the marbles that were available that round.

- POWER MUST REMAIN UP.*
5. At the completion of the bargaining round there is a shooting round. The marbles that players agreed to divide are not given to those players until the end of the shooting round. (But see also Rule D.5.) The sticks of all those players in the agreement are stacked end to end in the middle of the board to form a tower. The sticks of all those not in the agreement are removed from the board.

de for no. job marbles

let go of job marks out

D. Shooting Round.

1. Rather than having six jobs placed out on the board this round the G.O.D. rolls one die to determine "the state of the economy" (i.e. how many job marbles will be placed). These jobs are then placed in accordance with the procedure described in B.1. As before rule B.2 is in effect: if a player hits a job marble with his shooting marble while shooting he is given three marbles by the G.O.D., marbles once shot no longer belong to the shooter, and marbles falling to rest outside the 2' square are removed by the G.O.D.
2. Public job marbles may be placed by the government anywhere

PUBLIC
JOB MARBLES
COST 2

within the 2' square. These return 3 marbles to the players when hit -- just as do job marbles. However, government must purchase these public job marbles from the G.O.D. at a cost of two marbles each. They must be in place on the board before the shooting round begins.

3. Police marbles may be placed by the police anywhere within the 2' square. These do not return marbles when hit. Police may use these marbles to "protect" players (e.g. help prevent them from hitting trouble marbles) or for any other reason they see fit. Government -- not police -- must purchase these police marbles from the G.O.D. at a cost of two marbles each. They must be in place on the board before the shooting round begins. With the payment by government to the G.O.D. of one additional marble the police marble obtained becomes a "tactical police marble". It need not be placed on the board before the start of the shooting round but may instead be shot by a policeman once anytime during the shooting round. Should a tactical police marble hit a job marble or public job marble when shot the G.O.D. will give the shooter 3 marbles. It is of course up to government to determine what happens if a tactical police marble hits a trouble marble.

POLICE
MAY BE
PLACED FOR
PROTECTION
COST 2 per
row.

4. ^{switch}
PLAYERS
SHOOT

Players not in the agreement take their turns to shoot first (in alphabetical order) followed by those in the agreement (in alphabetical order). If there is no agreement then strict alphabetical order in shooting prevails. A player during his turn to shoot may take a maximum of two shots -- he is free to pass up one or both shots at his discretion. Players must shoot when it is their turn to shoot -- they may not defer shooting until someone else has shot. Players are permitted to allow any other person to shoot for them. The resolution of any conflicts that arise because of this provision are left to the workings of the government and the court.

The G.O.D. may, at his discretion -- impose a time limit on a player's turn to shoot. Usually a one minute warning is sufficient to keep the game moving if it is slowing down. The G.O.D. does not wait for a player to return from the court if it is his turn to shoot. It is the player's responsibility for ensuring that shots are taken during his turn.

5. As long as the tower is standing intact the shooting may continue until each player has had his turn to shoot. If, at any time during the shooting round, any part of the tower is knocked over by a marble (accidental bumps of the board don't count) the shooting round immediately ends. Players who have not yet shot lose their turns to shoot. **THOSE PLAYERS IN THE AGREEMENT DO NOT RECEIVE THE PAYOFF FOR THAT AGREEMENT.** The payoff for the agreement is only made by the G.O.D. if the tower is standing intact at the end of the shooting round, and, of course, only to those who were in the agreement.
6. At the end of the shooting round the G.O.D. pays off the agreement if the tower is still standing. All job and public job marbles are removed from the board. Trouble marbles are

PLAYER
PAY OFF

returned to their proper positions surrounding the tower. All other marbles remaining within the 2' square are considered to be 'junk'. Junk may be cleared from the board at any time except during a shooting round. Upon receipt of an amount of marbles equal to 20% of the number of junk marbles on the board (always rounded up to the nearest marble) the G.O.D. will permit the payee to indicate which five junk marbles he wishes to clean up from the board. The G.O.D. will remove the 5 junk marbles so indicated and return them to his reservoir of marbles.

JUNK
OFF 20%

Count
& Dowels
out

7. Following this conclusion of the shooting round players again enter into a bargaining round. Dowels are redistributed as necessary at the start of each bargaining round. Play continues with a shooting round following a bargaining round. Usually the play ceases some time before the end of the time period set aside for the activity and players share with each other their observations about the issues that arose during the play of the game. This debriefing period, as it has come to be called, is quite crucial to the play of the game.

E. Some Additional Features.



1. Generally when the group has had a couple of rounds of full play experience with the game we introduce a feature into the play we call "subsistence costs." At the start of each round each person in the room must return to the G.O.D. one marble as the cost for his 'staying alive' for that round. Any player who cannot give the G.O.D. that one marble must cease playing and leave the game area. This feature is intended to prevent players from "coasting" and to get players actively participating at least to the extent of obtaining one marble per round. It is helpful if the G.O.D. keep a tally of the payments of each player. The numbered badges make this record keeping easy.

2. Along with E1. we generally introduce an 'industrial' feature into the play. We have Lego "wickets" which can be set out on the board and through which players can shoot marbles. (See Fig. 2)

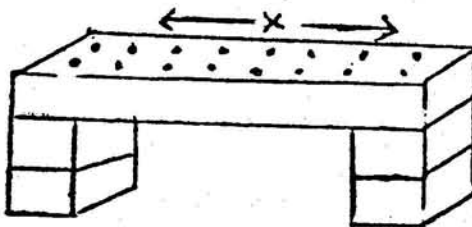


Figure 2

The opening through which the marble passes is variable and can be set by the 'owner' of the wicket. The wider the opening is, the easier it is for a player to shoot through it. Consequently we have it set so that his reward is less the wider

the opening is. The opening - x in the illustration -- is characterized by the number of Lego nubs above the opening (B in the illustration). We specify a return of $(10 - x)$ marbles every time a marble is shot completely through the wicket. So for the 8 nub wicket the payoff is $(10 - 8) = 2$ marbles for going through the wicket. The narrowest opening for a wicket that a marble will go through is 4 nubs leading to a payoff of $(10 - 4) = 6$ marbles. All payoffs go to the owner of the wicket (who is not necessarily the shooter of the marble).

An important feature about shooting through a wicket is that A PLAYER MAY PICK UP HIS SHOOTING MARBLE AND RESHOOT IT UNTIL IT HAS PASSED UNDER 3 WICKETS and still have it count as only one shot. The player may reshoot through the same wicket or choose another wicket. So with a 2 marble wicket a player, if accurate, can earn 6 marbles on his first shot and 6 marbles on his second shot for a total of 12 marbles if he is the owner of the wicket.

LAND
- 5 or 10 marbles
wicket
- 10 marbles
PAY OFF

Usually we play that a player cannot construct a wicket unless he owns the "land" on which it is to be constructed. Plots of land are specified as the square area between 4 dots. If there are enough players we generally assign 2 or 3 players (non-shooters) to be land owners and divide the land among them. We also have the Lego construction pieces given to another 2 or 3 players (non-shooters). These players may compete or cooperate as they see fit. This leads to a situation where at least 3 players must come to an agreement of some sort before the wickets will be placed and returning marbles.

Alternately if there are not enough players, the land and wicket materials can be left in the hands of the G.O.D. who sells them at a fixed cost. One formula for sales that we have had some success with is to have a fixed land charge of 10 marbles per square for squares closest to the shooting lines and 5 marbles per square for those further away. The center square on which the tower stands is no-man's-land. Lego materials cost one marble for every side piece and 5 marbles for the top piece. This results in a high initial cost for setting up a wicket. The reader is urged to experiment with other ways of getting the wickets into the game.

Wickets, once placed on the board, may not be touched unless the G.O.D. is paid a 5 marble "repair" cost. Even so they may not be repaired during a shooting round. So, if one is knocked over, it remains down for the duration of the shooting round. If players wish to move a wicket from one square to another there is a 5 marble moving charge in addition to the 5 marble repair charge.

NOTE: We generally provide that nothing on the game board may be moved or handled during a shooting round.

3. The game provides a fine opportunity for players to experiment with various forms and styles of government. For the first play of the game, it is suggested that players use the following "democratic" form. Have an equal number of players assigned to the roles of members of the incumbent government party and opposition party. Of course, the incumbent government party is the one making the rules during the initial part of the game. Then, prior to the fourth bargaining round say, an election is held. Players have a choice between the two parties.

We provide each party with a 2 to 5 minute opportunity to present its platform in the form of a campaign speech. Then every player in the room (who has managed to pay his subsistence costs) indicates the party he prefers for government. This is done by a roll call vote where each player, in turn, must publicly declare himself for the incumbent or opposition party when his badge number is called. The winning party is the one receiving a majority of the votes. (Let the players discuss what should be done if the vote should result in a tie -- but don't worry about it until it happens or someone brings it up).

- There are many other forms that can be used on subsequent plays. We have tried military dictatorships, monarchies, communism, "hippie communes", and an anarchy among others. Within each form, governments can adopt various styles. Players should be given an opportunity to see which ones appeal to them.
4. With a larger number of players we have found it useful to have one (or more) player take the role of journalist. This player has the responsibility for reporting the news to the other players. He keeps the players informed of the happenings of government, the proceedings of the court, the major business transactions and land deals. He can unearth scandals, expose police brutality and governmental corruption. At election time he can editorialize on the parties and issues as he sees fit. Some journalists maintain high individual integrity while others end up serving as dispensers of propaganda for one or the other political party.
 5. There are a number of other roles that fit naturally into the game which we sometimes use with more experienced groups. Among these are banker, lawyer, mercenary marble shooter, insurance agency and even psychiatrist. It is fun and instructive to try to fit these into the game.

THEY SHOOT MARBLES, DON'T THEY?

Laws of Game Overall Director (G.O.D.)

Summary of play of one complete bargaining and shooting round.

1. Count the number of marbles in each cup.
2. Distribute the five sticks according to who has the most marbles. In case of tie use alphabetical order from the biggest stick.
3. Roll the five dice to see how many marbles are in the bargain for that round. Set the three minute timer.
4. At the end of the three minutes check to see if an agreement has been reached. Make sure all those in the bargain are in agreement as to the distribution. Stack all sticks for those in the agreement in the center. At least 2 players must be in agreement.
5. Roll a single die to discover "the state of the economy" for that round. This determines how many "job" marbles will be placed out that round.
6. Roll one red die and one green die to determine where each job marble will be placed.
7. Check the government to see if they want to purchase any "police protection" marbles or "public job marbles" at a cost of two marbles each. Only the police may place the police marbles on the board. Government may do what they want with the public job marbles. All marbles must be placed on the board before the shooting round begins.
8. Players out of the bargain shoot first in alphabetical order followed by those in the bargain in alphabetical order. Players must shoot when it is their turn or they lose their shot. Players may allow another player to shoot for them. Each player has a maximum of 2 shots per round.
9. Payoff for hitting a "job marble" is three marbles. Payoff for hitting a "public job marble" is three marbles. Players may continue to hit these as long as they are within the playing square.
10. Any marble that comes to rest outside the playing square is immediately removed by the game director. All other marbles remain on the board as junk.
11. If the tower is toppled by a marble any time during the shooting round the round is over and no more marbles are given out for that round. Only if the tower stands at the end of the shooting round are the marbles for the bargain distributed.
12. At the end of each round all job marbles and police marbles are removed from the board. Trouble marbles are replaced in their proper positions surrounding the tower. Players pay to have junk removed according to the following formula: it costs in marbles 20% of the number of pieces of junk on the board to remove 5 pieces of junk. The game director receives the payment and gains possession of the junk marbles.

THEY SHOOT MARBLES, DON'T THEY?Laws of Man
A starting Constitution

1. 1-2 marble fine for not shooting from behind your shooting line (all fines payable to the government).
2. 3-5 marble fine and/or the loss of from 1-2 turns for hitting a trouble marble with your marble.
3. Tax of two marbles per round payable at the end of the shooting round.
4. Police receive a salary of two marbles per round (non taxable).
5. Judge receives a salary of three marbles per round (non-taxable).
6. The government shall hire the police and appoint the judge.

The government may add to or ammend these laws as they see fit.
No change shall be in effect until publicly posted.