

# marble solitaire

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Michael Graves

The highly acclaimed work of Michael Graves has restored a sense of humanity to modern architecture. Graves, one of the most noted architects of our time, has designed buildings for such clients as Disney™, including the company's corporate headquarters and the Walt Disney™ World Swan and Dolphin Hotels. Gifted in design at every scale, Michael Graves has created products for the home that carry labels such as Alessi, FAO Schwarz, and Steuben. His work has been recognized with scores of awards. Most recently Michael Graves was selected for the 2001 American Institute of Architects Gold Medal award, the highest honor given by the AIA to an individual. In 1999, President Clinton presented Michael Graves with the National Medal of Arts.

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*Graves*

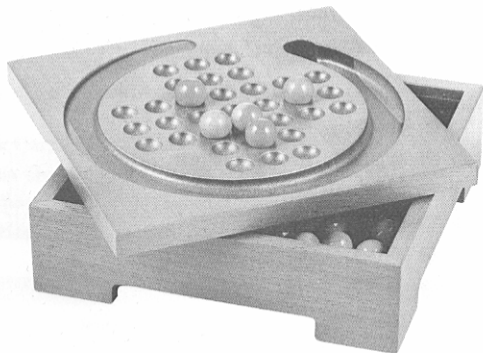
# marble solitaire

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game rules and instructions

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AGES 6+ / For 1 player



## WARNING:

CHOKING HAZARD-Game contains marbles.  
Not for children under 3 years.



MICHAEL GRAVES  
DESIGN™

**A**

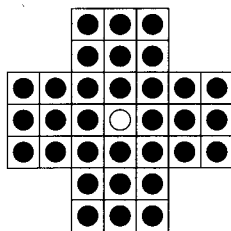
## Contents

Integrated wood playing board/storage box, 32 marbles

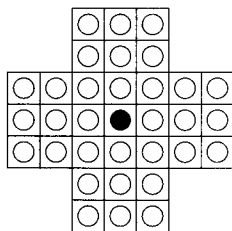
**B**

## Object of the Game

The object of the game is to remove all the marbles by jumping and “capturing” until only one marble remains in the center hole (the opposite of the starting configuration — see diagram below).



Start



Finish

**C**

## Rules for Jumping

- Set up the marbles on the board as shown in the “Start” diagram above, leaving the center hole empty.
- Begin by jumping one marble over another into the empty hole. Remove the marble you jumped over. Place the marble you removed in the groove around the edge of the board and it will roll into the storage box.

**C**

## Rules for Jumping (cont.)

- Continue making jumps in a horizontal or vertical direction. No diagonal jumps are allowed!
- Jump and remove only one marble each time. There must be an empty hole on the other side to jump into. Watch out for “stranded” marbles!

**D**

## Scoring

Test your IQ by scoring how close you came to succeeding!

- **Genius:** One marble remaining in the center hole.
- **Brilliant:** One marble remaining anywhere but the center hole.
- **Pretty Smart:** Two marbles remaining in any holes.
- **Study Harder:** Three or more marbles remaining.

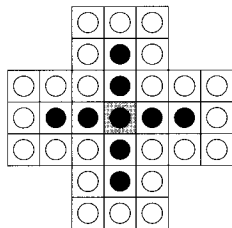
**E**

## Variations

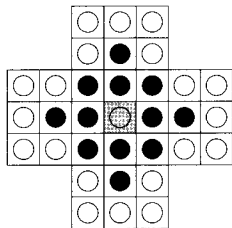
Illustrated on the next page are some simpler game variations to try. For each diagram, set up the marbles as shown, then try to remove them until only one marble is left in the light gray spot.



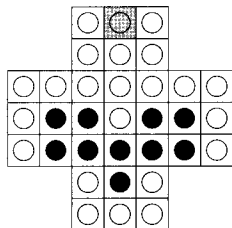
## Variations (cont.)



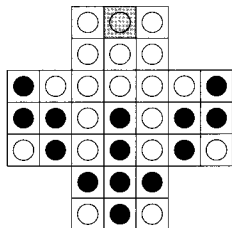
Cross



Diamond



Biplane



Jumbo Jet



## Strategy

*For a more fun and challenging experience we suggest you try solving the game on your own before continuing with this strategy section.*

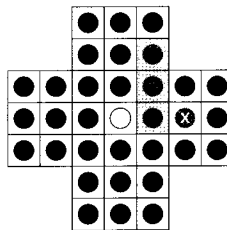
The following diagrams provide a strategy for winning at Marble Solitaire (the original game only, not the variations). It is easier if you break down the removal



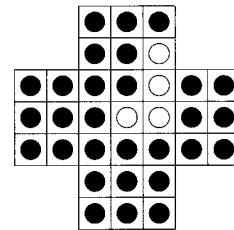
## Strategy (cont.)

of marbles into "blocks." Following the steps below, try to remove each block of marbles (shown as light gray squares), arriving at each ending position before moving on to the next step. Also indicated are the marbles that need to be moved in each step shown as dark gray, and the first jump shown as an X.

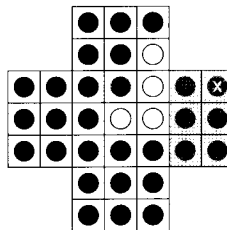
You may need to start over and try again a number of times before succeeding at each step.



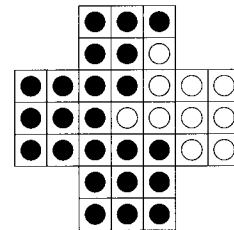
1: Remove block of 3



finish positions



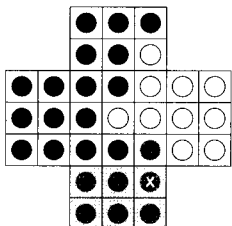
2: Remove block of 6



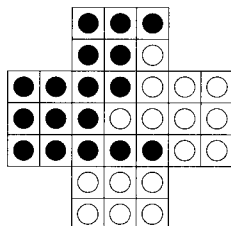
finish positions



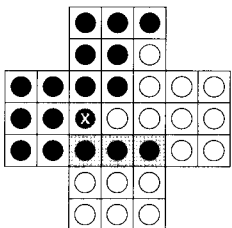
## Strategy (cont.)



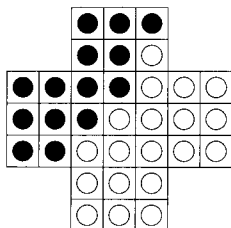
3: Remove block of 6



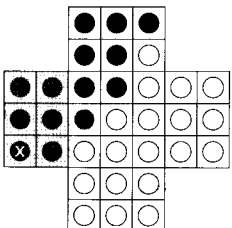
finish positions



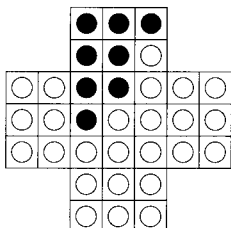
4: Remove block of 3



finish positions



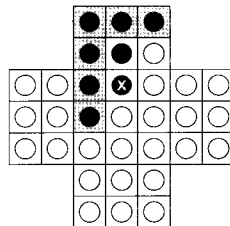
5: Remove block of 6



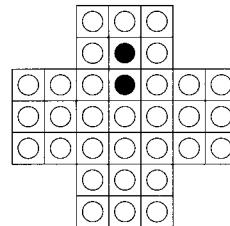
finish positions



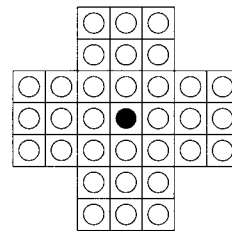
## Strategy (cont.)



6: Remove L-shaped block



finish positions



Last jump

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G 1G2.

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