



Set Up and Play

The game board is divided into 4 quadrants, 1 assigned to each player as their shooting zone. In singles, players shoot to fill the 4 holes in the opposite quadrant, their opponent's shot zone. In doubles, teams shoot to fill the 8 holes on the opposite half of the board.

Players must shoot from within their quadrant and release a marble before it crosses the center foul line. A marble crossing the line is retrieved, and the next player takes their turn.

To begin, players select 4 marbles of the same color and then decide which player or team rolls first. Play proceeds clockwise, to the left of the previous shooter. In doubles, teammates sit side by side. In singles, players sit opposite each other.



Players may strategically use the board's back rim or 4 quadrant dividers, and other balls on the board, as "bumpers" to make shots. Putting backspin on a roll is a technique to alter ball speed and direction.

Players are not allowed to intentionally fill holes in their own shooting quadrant to prevent opponents from scoring, but marbles that randomly land in any players' holes during a game are allowed.

Marbles that roll off the board are out of play until the next round.



WARNING:
CHOKING HAZARD — Small Parts
Not for children under 6 yrs.

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Roulé

Players alternate shots, 4 shots per round, and the first player or team to fill the four target holes wins the game.



Roulé 21

In Roulé 21 each hole has a value of 1 point. Players total their points each round with the player or team reaching 21 points first winning the game, or any pre-agreed upon point total.

In Roulé and Roulé 21, before play begins, players decide on 1 of 2 play options: to retrieve each marble after it is played if it does not score (with 4 shots allowed per round) or have marbles remain on the board until all are played. In the latter, shots get increasingly difficult as players fill target holes and other marbles remain as obstacles on the board surface. In the event of a tie, rounds continue until the tie is broken.



Objective

Roulé is a French word for *roll* and is pronounced Rool-ä. It is a new board game inspired by the classic games of marbles, pool and bocce and is engaging fun for all ages. Roulé will make you think — but not too hard — and test your shot making skills.

Roulé can be played by 2 or 4 players in a singles match or in teams of 2. The object of Roulé is to roll marbles from a player's shot zone across the board into 4 target holes in the opponent's shot zone.

We designed 3 variations of the game — Roulé, Roulé 21 and Rapid Roulé — and encourage players to invent their own! In all versions players alternate shots, and the player or team that fills the most target holes wins.

Rapid Roulé

Rapid Roulé is a fast-paced variation of Roulé where players are not required to shoot in order but make rapid shots at their target holes to sink them as quickly as possible. The winner is the first to fill all their holes.

For a twist use a timer, and the player who fills the most holes before time expires wins. In the case of a tie, just add more time.



This shooting frenzy can wreak havoc with balls colliding, landing in unintended holes or knocking other balls out of holes and even off the board.

The goal in all variations of the game remains the same — to land more balls in the target holes than your opponent.