



RULES OF PLAY

Goal and Method: By moving along the outer track, be the first player to advance your token back to home. Inside the outer track is a playing area where a player may move his playing pieces to knock his opponent's playing pieces. A player might be able to execute one knock or two consecutive knocks or even three knocks in-a-row. After knocking, the player then advances his token on the outer track according to the number of knocks he was able to execute. So the inner grid is where the main action is and the outer track keeps track of the score by using the tokens.

Materials: A Marot™ set includes a playing board, two tokens, three four-sided dice and fifteen playing pieces.

Rolling for Blue: Each player alternates rolling the 3 dice until one player rolls a total of seven. If a player rolls a triple, he may roll again. The player who first rolls a seven is designated as Blue and his opponent as White. The yellow Kraken is then placed on the center of the board. The Kraken is a neutral game piece and may be used by either player in the game as will be explained later.

Setup: Beginning with the Blue player, game pieces are then placed on intersections according to specific rules. Game pieces of the same colour on adjacent intersections connected by a line are considered linked. Multiple game pieces linked create pairs, groups of three, groups of four and so on. The player who rolled 7 becomes the Blue player and must be the first to proceed to arrange all of the blue-coloured game pieces on the board in three sections according to the dice rolled: if the player had rolled a 1-3-3, then the game pieces must be arranged as: one placed as a single game piece and the remaining arranged as two groups of three game pieces. If the player had rolled a 2-2-3, then the game pieces must be arranged as: one group of three and two groups of two. If the player had rolled a 1-2-4, then there must be one placed as a single, two arranged as a pair, and one arranged as group of four.

Once Blue has placed all of his game pieces on the board in this manner, the other player—the White player—must place all of his game pieces according to the same numbers as well. Once all fifteen game pieces have been placed there should be fifteen intersections occupied and therefore ten unoccupied intersections remaining. One intersection may only be occupied by one playing piece at a time meaning that during the entire course of play, there will always be exactly 10 unoccupied intersections on the board.

Center Links: Although there are no lines connecting the first ring with the center intersection, any game piece that is occupying the center intersection is considered linked to any game piece of the same color on the first ring (as if there were lines).

Tokens: Once the board is set up with game pieces, the players place their tokens on the home bar of the outer track.

Moving Game Pieces: A move is the transfer of a game piece from one intersection to another intersection. There are only two different paths during a move. A game piece may move along a diameter or a ring. When moving along a ring, a ship must maintain its direction either clockwise or counter clockwise. A ship should only move in one direction along a diameter with the exception that if a ship moving along the diameter

reaches the third ring—and still has not completed its move—it must continue moving in the opposite direction to complete its move.

Rolling for a Move: Once the board is set up, Blue rolls first. Each time a player rolls, he must roll all three dice at once. The resulting three numbers from the roll determine how the player might move one of his game pieces.

Pass: Should a player decide not to move, he may choose to pass. Play then proceeds to the next player who must reroll the dice for his next turn.

Moving to an Unoccupied Intersection: A player may decide to use his turn to move one of his game pieces to an *unoccupied* intersection. If a player desires to move his game piece to an unoccupied intersection, he may do so at a distance equal to one of the three numbers rolled. Upon moving one game piece to this unoccupied intersection, his turn ends.

Knocking Explained: A player may decide to use his turn to move one of his game pieces to an *occupied* intersection. A game piece may only move to an occupied intersection if the game piece to be displaced is of a different color. In addition, the displaced game piece must continue moving along the same path until it comes to rest upon the first available vacant intersection. Finally, when the displaced game piece comes to rest, it must be in a group size equal to the distance the knocking game piece had taken. *The distance the knocked game piece travels before it comes to rest does not matter.*

Example of ‘Knocking a Roll’: If White rolls 2-3-3, and decides to move one of his game pieces a distance of two, he may only move a distance of two to an occupied intersection if the displaced game piece comes to rest upon an intersection in which it is in a pair of the same color (White moves a distance of two knocking Blue into a group of two).

Multiple Knocks: If a player is able, he may knock up to three-in-a-row. If, for example, a result of 3-1-1 is rolled, then the player may knock at a distance of 1, then, using the same game piece, knock at a distance of 3, then, still using the same game piece, complete the combination with a knock at a distance of 1. Using up all three numbers on the dice roll like this is called ‘knocking out a roll’. In the example this would be in the order of 1-3-1 but the order the player knocks out the three numbers does not matter, as long as he continues to use the same game piece according to the new game position created with each knock. Remember a knock is only legal if the displaced game piece comes to rest upon an intersection where the knocked game piece becomes part of size equal to the distance it was knocked (a game piece knocked from a distance of three must become part of a group of three and a game piece knocked at a distance of one must become a single game piece etc.).

Knocking the Kraken: Since there is only one Kraken and it cannot be in a size greater than one, the only possible way to knock the Kraken is at a distance of one.

Switched Direction Knock: If a game piece moving along a diameter reaches the third ring and has not completed its count, it must continue moving in the opposite direction; if after changing direction, the game piece knocks an opponent’s game piece then the knocked piece must continue moving in the second direction and occupy the first vacant intersection in that direction.

Triples: If a player rolls, a triple (1-1-1, 2-2-2 etc.) he may immediately move according to the number of the triple and then roll again. For example, if a player rolls 3-3-3, he may immediately move his token on the outer track at a distance of three without knocking any of his opponent’s game pieces; he may then roll again for another play.

Home: A player may only advance to home at the exact number required. For example, if a player is a distance of two away from home, he should only knock out two of the three numbers showing on the dice so as to

move to home; otherwise, if he is able to and does knock out all three numbers, he will bounce back out of home by one bar since it is required that his token move three bars due to the three knocks executed. *Note: if a player's token is only a distance of one bar away from home and he rolls 1-1-1 then he moves to home; however, if a triple of 2-2-2 or more is rolled he must count out his move so that he bounces out of home and moves in the opposite direction until the count is complete.*

Bonus Rolls: When a player is able to knock out all three numbers on the dice rolled, he advances his token along the outer track by three bars and rolls again for another play.

Krak Attacks and Harbours: At any time, a player may use the Kraken to knock out a roll. Just like a game piece is used to knock once or twice or even three times, so can any player attempt to use the Kraken for knocking but only against the opponent's game pieces. After using the Kraken to knock, the number of times it knocked may be distributed towards the tokens on the outer track to advance a token or pull back the opponent's token. For example, if the Kraken had knocked the opponent's pieces three times, then the player may advance his token three times or instead opt to distribute the reward to advance his token by one and move his opponent's token back a distance of two on the track—in the opposite direction. He could even opt to use all of the Kraken's knocks to back track his opponent's token by three bars and not give his token any advancement at all. However, the rule is that a token may never be taken back behind any bar marked with an anchor—these are the harbours and are the safe bars in the game.

Horn Bar: If a player's token is on the bar marked 'HORN', he may only use the Kraken to knock his opponent's game pieces. This rule for the horn bar is exclusive for knocks only. A player may still move the Kraken or one of his game pieces to an unoccupied intersection provided that the distance moved is equal to one of the numbers on the dice. A common tactic is to use a number of Kraken knocks to pull back your opponent's token back to the horn bar.

Kraken Knock Out Bonus Roll: Just like any other game piece, if a player is able to use the Kraken to knock out the entire roll, he may roll again for another play.