

Carbles Cheat Sheet — Every Card on One Page

The cards

Ace	Out of your lot, or forward 1.
King	Out of your lot, or forward 13.
Queen	Forward 12.
Jack	Forward 11, or swap one of your track marbles with any opponent's track marble (marbles on their own start spot can't be taken).
10 · 9 · 8	Forward by that value.
7	Split seven single steps across any of your marbles — every step lands, so a 7 captures everything it touches.
6 · 5	Forward by that value.
4	Backward 4. Never into the finish lane.
3 · 2	Forward by that value.
Joker	Out of your lot (yours — or your partner's), or hold onto it.

Remember

- **Get out** with Ace, King, or Joker.
- A marble on **its own start spot is a wall**: nothing lands on it or passes it.
- You **jump over** marbles freely — only the space you **land on** matters.
- **Landing on any marble sends it home** — friend or foe. Never onto your own.
- If any card can move, you **must move**; otherwise discard one card.
- The **finish lane** is entered two spaces before your start spot, by **exact count**, and fills back to front.
- **Win**: all four marbles in your finish lane (teams: both partners').

carbles.app — play free in your browser, or get the app for iPhone & Android.