Fast Track Rules

Warning

Fast Track is meant for people ages 6 and up. Due to small pieces, there is a choking hazard.

Objective

Be the first player or team to move all of their marbles from the holding pen to the home base row of their color.

Setup and Start

Every person should start with 4 marbles in their holding pen. Each player will roll the dice and the player with the highest count goes first *(in the event of a tie, then the winner will be decided by rock-paper-scissors).* After the first player goes through their turn the player to the left will have the next turn.

Movement Rules

The route of movement goes from the holding pen to the holding pen exit, and then clockwise around the board until you get to the home base row. The only way a marble can exit the holding pen in through rolling a 6, 9, or 12. After exiting the pen, you then move along the track according to the dice rolls each player rolls. The marbles will follow the main track unless it meets the requirements of using the short cuts. The requirements of using the short cuts are as follows:

- Landing in the fast track by exact count. If in the fast track, players have the opportunity to skip the main track and move only along the fast track until reaching the entrance to their own color. It is not required to follow the fast track when landing on it but once used they are not able to leave the fast track until they reach their own color. The player cannot go past their own color in each direction. If a marble is in the fast track, that is the only marble that can be moved.
- Move backwards past the entrance of their home base row to then move into the home base in a corresponding turn.

If at the end of a movement a player lands on any other marble, the marble landed on gets sent back to their holding pen. This applies to enemy's, teammate's, and a player's own marbles. Marbles in a player's home base row do not apply as no player and enter another player's home base, marbles cannot move backwards out of home base, and marbles in home base cannot be swapped when an 11 is rolled. A player is able to hop other player's marbles. They are not able to hop their own marbles.

You must always move the full movement of each roll. If the movement cannot be made, then one marble on the track must be moved backwards the full amount of the roll. If no marbles are in play, then the player's turn gets voided, and the next player starts their turn. If movement made backwards is an effect that requires a player to roll again, the player will continue on to the second turn.

A player's home base row can only be entered by moving forward and not backwards. A marble can only be placed in home base if the exact number of spaces is rolled. If the player rolls and gets a number higher than the spaces needed, the marble will move back that many spaces.

Teamwork Rules

When playing with partners, a player is allowed to move their partner's marbles. For a team to win, they must get all of their team's marbles into the corresponding color's home base. If you land on a teammate's marble, that marble gets sent back to that player's holding pen. You can hop teammate's marbles but cannot hop your own. When splitting a 7, you can split it between team members marbles and your own.

Dice Effects

- 2   Move forward 2
- 3   Move forward 3
- 4   Move backwards 4
- 5   Move forward 5
- 6   Move forward 6 or exit holding pen, then play again
- 7   Move forward 7 or split movement between 2 marbles
- 8   Move forward 8
- 9   Move forward 9 or exit holding pen, then play again
- 10   Move forward 1 or backwards 1, then play again
- 11   Move forward 1 or swap placement of any 2 marbles that aren't in the pen, then play again
- 12   Move forward 1 or exit holding pen, then play again

Layout