THE OFFICIAL BISSKA RULEBOOK

2 vs 2 • 4 players • marbles, cards & luck



Your goal

Be the first team to bring all 8 team marbles into the finish lanes.

This book follows the same visual language as the Bisska website.

01 · QUICK START

How a game of Bisska works.

Bisska is a 2-vs-2 marble race. You share the table with one teammate sitting opposite you. Cards tell you how far to move, while special cards and luck cards can suddenly change the position of the game.

GOAL
Get all 8 marbles belonging to your team into your two finish lanes.

PLAY
Choose a card, apply its effect, then discard it.

MOVE
Most moves go clockwise. The 4 is the backward card.

ATTACK
Landing on a marble sends it back to its base, subject to protected start holes and finish lanes.

FINISH
Entering the finish lane requires an exact count.

WIN
The first team with all 8 marbles home wins.

TEAM PLAY

Teammates sit opposite each other. Once all 4 of your own marbles are in your finish lane, you use your cards to play your teammate’s marbles.

02 · SETUP

Get the table ready.

Each game uses the full deck. Put every marble in its player’s base before dealing.

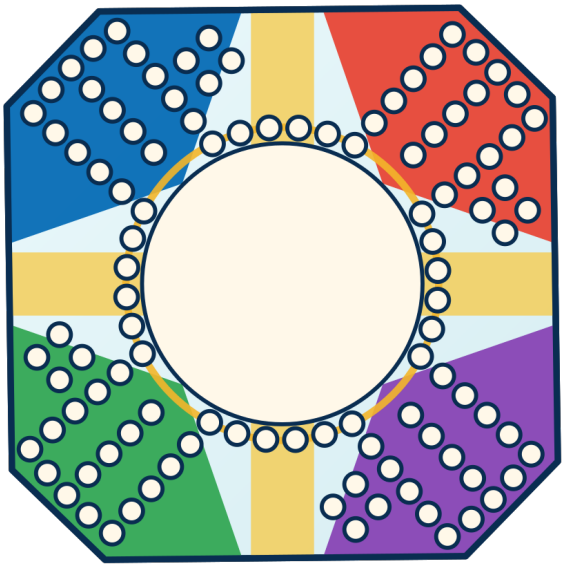
16 MARBLES	52 MAIN CARDS	8 LUCK CARDS
4 marbles per player, one color per player.	4 copies each of A, 2–10, S, 12 and 13.	A, 4, 5, 7, 10, S, 13 and Kill.

SETUP IN 4 STEPS

1	Place your marbles Put all 4 of your marbles in your base.
2	Prepare luck Shuffle the 8 luck cards and place them face down as a separate pile.
3	Deal the whole deck Deal 4 cards to each player, then 4 more, then 5 more. The full 52-card deck is used.
4	Start the round The player to the dealer’s left plays first. Play continues clockwise.

03 · KNOW THE BOARD

One loop. Four home zones.



TRACK
A loop of 76 holes, 19 per player, running around the center and four corner arms.

BASE
Four holes where your marbles wait before entering.

START ★
The track hole next to your base. Protected only for its owner.

ENTRY E
The track hole linked to your finish lane. One hole separates it from your start hole.

FINISH LANE
Four safe holes leading toward the center.

TEAM SEATING

Teammates sit opposite each other. In the standard example, red and orange are a team; blue and teal are the other team.

04 · YOUR TURN

Play a card. Make it count.

Every turn follows the same rhythm:

01 Choose one card → **02** Apply its effect → **03** Discard it

MOVEMENT RULES

• Clockwise by default. Only the 4 moves a marble backward.

• Do not pass your own marbles. You may pass teammates' and opponents' marbles.

• Landing sends a marble to base. This applies to your own marble, a teammate's, or an opponent's — unless it is protected.

• Start holes are protected for their owner. They cannot be swapped, killed or crossed by anyone while occupied by the owner's marble.

• You cannot bring a marble out onto your own occupied start hole. If an opponent or teammate occupies it, you may bring yours out and that marble returns to base.

NO LEGAL PLAY

If all your marbles are in base and your hand is 3, 6, 9 and 10, none of those cards can bring a marble out. Discard the whole hand and wait for the next deal.

05 · FINISH LANE

Get home exactly.

After a full lap, a marble leaves the track at its entry hole and moves into its finish lane. It cannot continue around the loop.

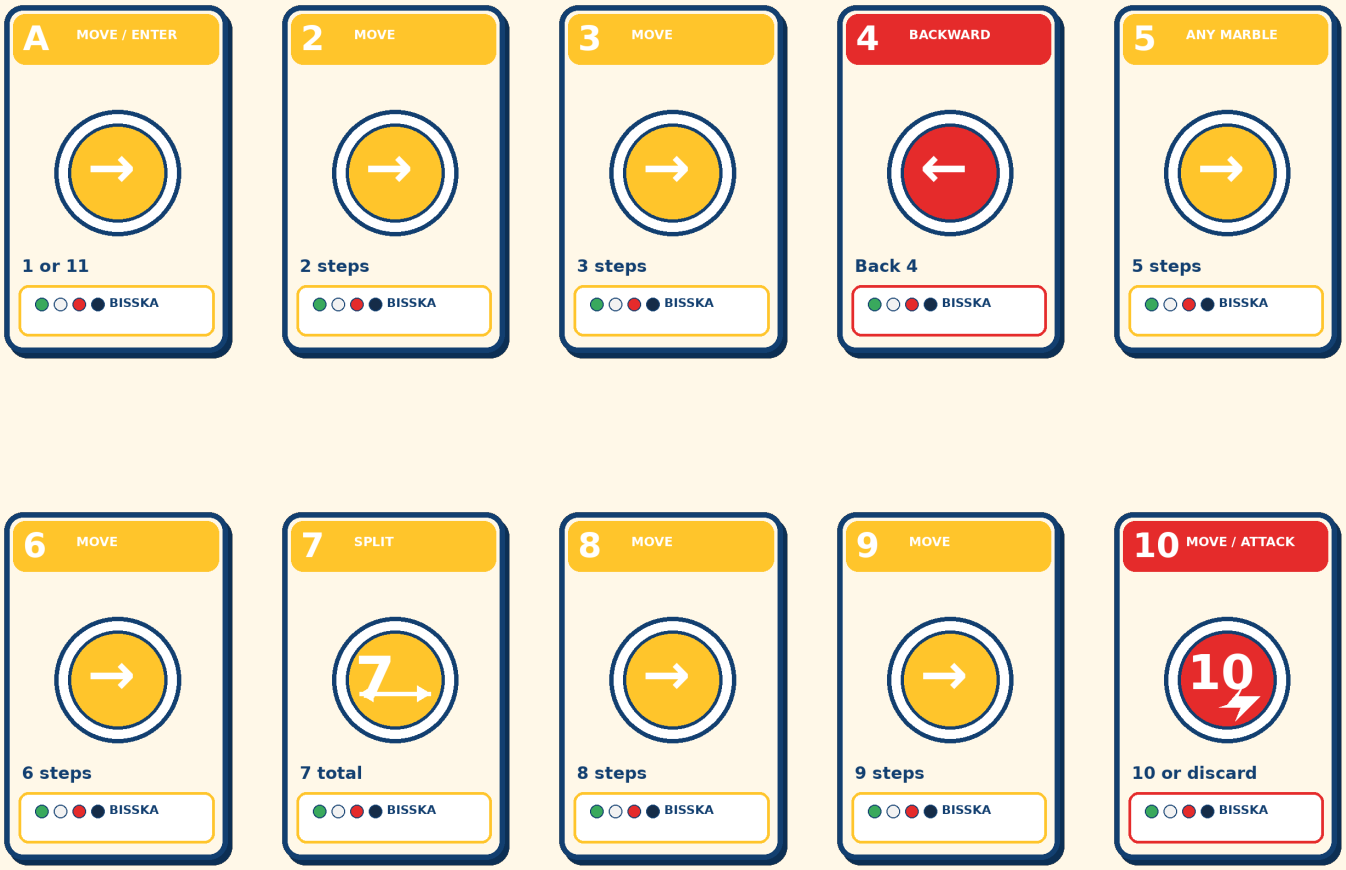
EXACT COUNT	The move into the finish lane must be exact. If a marble cannot reach a free lane hole, it stays where it is.
SAFE	Finish-lane marbles cannot be moved by the 4 or 5, swapped, killed or crossed.
NO JUMPING	Your own marbles cannot jump over marbles already in the lane.
FILL FROM THE FAR END	Because you cannot jump, the lane fills from the far end first.
TEAM PLAY	Once all 4 of your marbles are home, you play your teammate’s marbles with your cards.

EXAMPLE

A 5 INTO FINISH	A red marble is 2 holes before its entry hole and plays a 5. It moves 2 holes on the track, then exactly 3 holes into the finish lane.

Your deck is your toolbox.

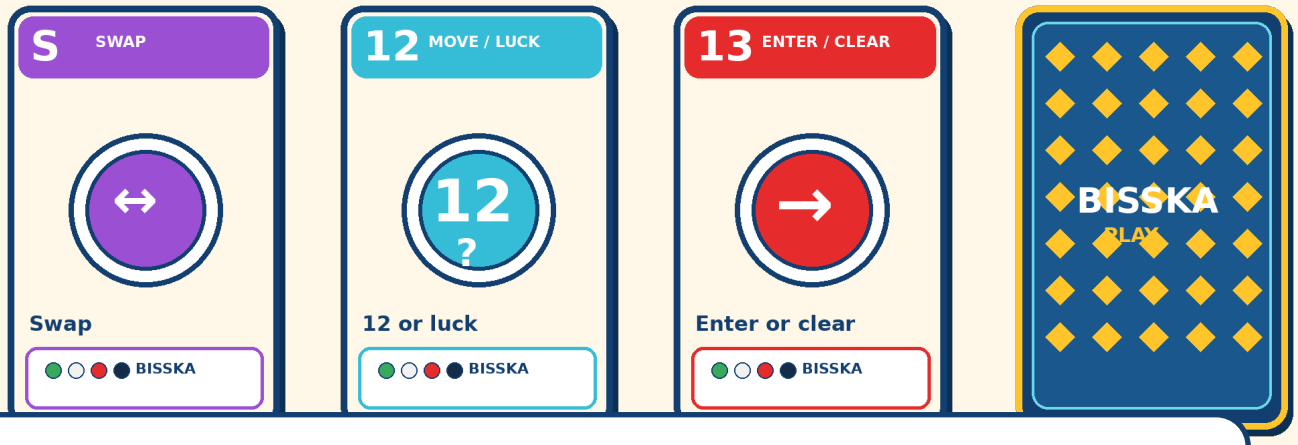
Here are the actual Bisska card faces — the visual design used throughout the rules.



Each main card appears four times in the 52-card deck.

Special cards.

S, 12 and 13 complete the main deck. The back is shown beside them.



SWAP

Swap one of your marbles with another player’s.

MOVE / LUCK

Move 12 or draw one luck card and play it immediately.

ENTER / CLEAR

Enter, move 13, or clear crossed marbles back to base.

A, 4, 5 & 7 — movement changes.

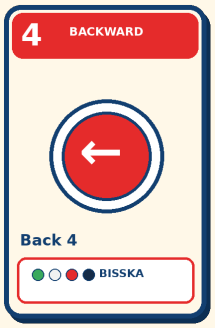
The card face is shown next to a practical example.



Move 1 or 11, or bring a marble out.

EXAMPLE

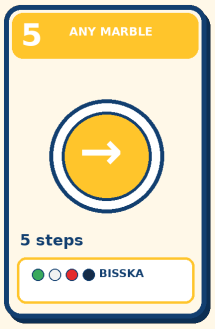
A red marble uses A as 11 and moves 11 clockwise.



Move one marble 4 backward.

EXAMPLE

The red marble moves back 4 and lands on blue; blue returns to base.



Move any marble 5.

EXAMPLE

Blue plays 5 on an orange marble; orange lands on red and red returns to base.



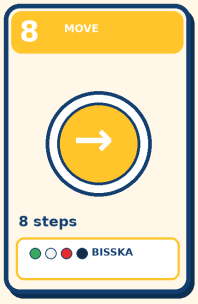
Move 7, or split the 7.

EXAMPLE

Red plays 4+3: one marble moves 4, the other moves 3.

8, 9, 10, S & 12 — tactical choices.

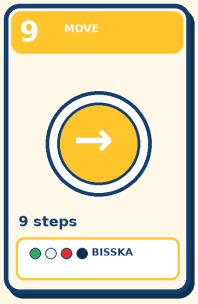
These examples show what the card actually looks like before explaining its effect.



Move one marble 8.

EXAMPLE

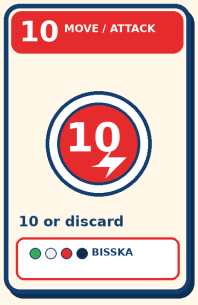
Teal moves 8, passing a friend and an opponent without affecting them.



Move one marble 9.

EXAMPLE

Red cannot move 9 because another red marble blocks the route.



Move 10 or attack.

EXAMPLE

Use 10 as an attack when the next player has a hand; otherwise move 10.



Swap one marble.

EXAMPLE

Red and blue trade positions, respecting protected and finish-lane spaces.



Move 12 or draw luck.

EXAMPLE

Orange moves 12, or draws a luck card and plays it immediately.

09 · 13 & LUCK

Sometimes the table turns.

Card 13 can bring a marble onto your start hole, or move one marble 13 steps. When moving 13, every marble you cross returns to base — your own and your friends' included. A protected start-hole marble cannot be crossed.

13 EXAMPLE	Teal moves 13 and crosses red, blue and teal marbles. All three crossed marbles return to base. If a protected start-hole marble blocks the route, that route cannot be used.

LUCK CARDS

There are always 8 luck cards: A, 4, 5, 7, 10, S, 13 and Kill. When a 12 lets you draw one, play it immediately, then return it to the luck pile. The A, 4, 5, 7, 10, S and 13 work exactly like their main-card versions.

KILL	Send one of your own marbles on the track back to base. If you have no marble on the track, nothing happens.

10 · WORKED EXAMPLES

See the rule before you play it.

EXAMPLE 1 · BRINGING OUT	You play A or 13 to bring a marble from base to your start hole. If an opponent or teammate occupies your start, they return to base. If your own marble occupies it, you cannot bring another out.
EXAMPLE 2 · LANDING	A 6 lands exactly on another marble. That marble goes back to its base. Passing over marbles does not affect them unless the card is 13, which clears every marble it crosses.
EXAMPLE 3 · SPLIT 7	You may move one marble 7, or two marbles whose moves total exactly 7. A 4+3 split is legal; 4+4 is not.
EXAMPLE 4 · FINISH	A marble two track holes before its entry uses a 5: two spaces reach the entry, then three spaces fill the finish lane. The count is exact.
EXAMPLE 5 · NO LEGAL PLAY	If every card in your hand is unusable, discard the entire hand. Do not keep a card just because it might be useful later in the same deal.
EXAMPLE 6 · TEAM PLAY	After all 4 of your marbles reach your finish lane, your next cards can be used to move your teammate’s marbles. The team still needs all 8 marbles home to win.

11 · WINNING

Eight marbles. One team.

The first team to get all 8 of its marbles into the finish lanes wins the game.

2 VS 2

BEFORE YOU START

- Choose four colors and place each player at one side of the board.
- Seat teammates opposite each other.
- Keep the luck pile separate from the main deck.
- Remember: most cards move clockwise, and your own marbles cannot be passed.
- Remember: finish-lane movement is exact and finish-lane marbles are safe.

READY?

Shuffle the deck, deal the whole round and make the first move.



12 · ONE-PAGE CHEAT SHEET

Keep this beside the board.

A 1 / 11 / enter	2 2	3 3
4 back 4	5 any marble 5	6 6
7 7 or split	8 8	9 9
10 10 or attack	S swap	12 12 or luck
13 enter or 13		

REMEMBER Clockwise movement • do not pass your own marbles • landing sends marbles to base • start holes are owner-protected • finish lane requires exact counts • first team with all 8 home wins.

PLAY • SHARE • CREATE MEMORIES

BISSKA