

AGGRAVATION STYLE BOARD PLANS

(8, 6 AND 4 PLAYER VERSIONS)

In loving memory of Wade Hambleton, 1965 - 2014.



Aggravation is a branded game designed by Lakeside Industries and owned by Parker Bros., a subsidiary of Hasbro, Inc.

Image found at http://images1.fanpop.com/images/image_uploads/Aggravation-board-games-1146679_1024_515.jpg

Tools and Supplies

1. Printer and 8 ½"X11" or A4 paper.
2. 2'X2' Tagboard
3. Pencil
4. Straight Edge
5. Center Punch
6. Hammer
7. 2'X2' Project Board – Plywood, MDF, Pine, or Hardwood all work fine.
8. Drill press or plunge router with a 3/8" or 7/16" bit and adjustable plunge-depth-adaptor. (Holes too big, you get a weak board; too small, you chase marbles instead of playing the game.)
9. Sandpaper – 150 Grit
10. Painter's Tape
11. Stain or finish as desired – see container for directions
12. Art Brush (about a 1/4" - 3/8" diameter head with 3/4" long bristles works nicely)
13. Acrylic Paints (one more color than there are sections – for the center dot)
14. Polyurethane Sealer – see container for directions
15. Drop Cloth

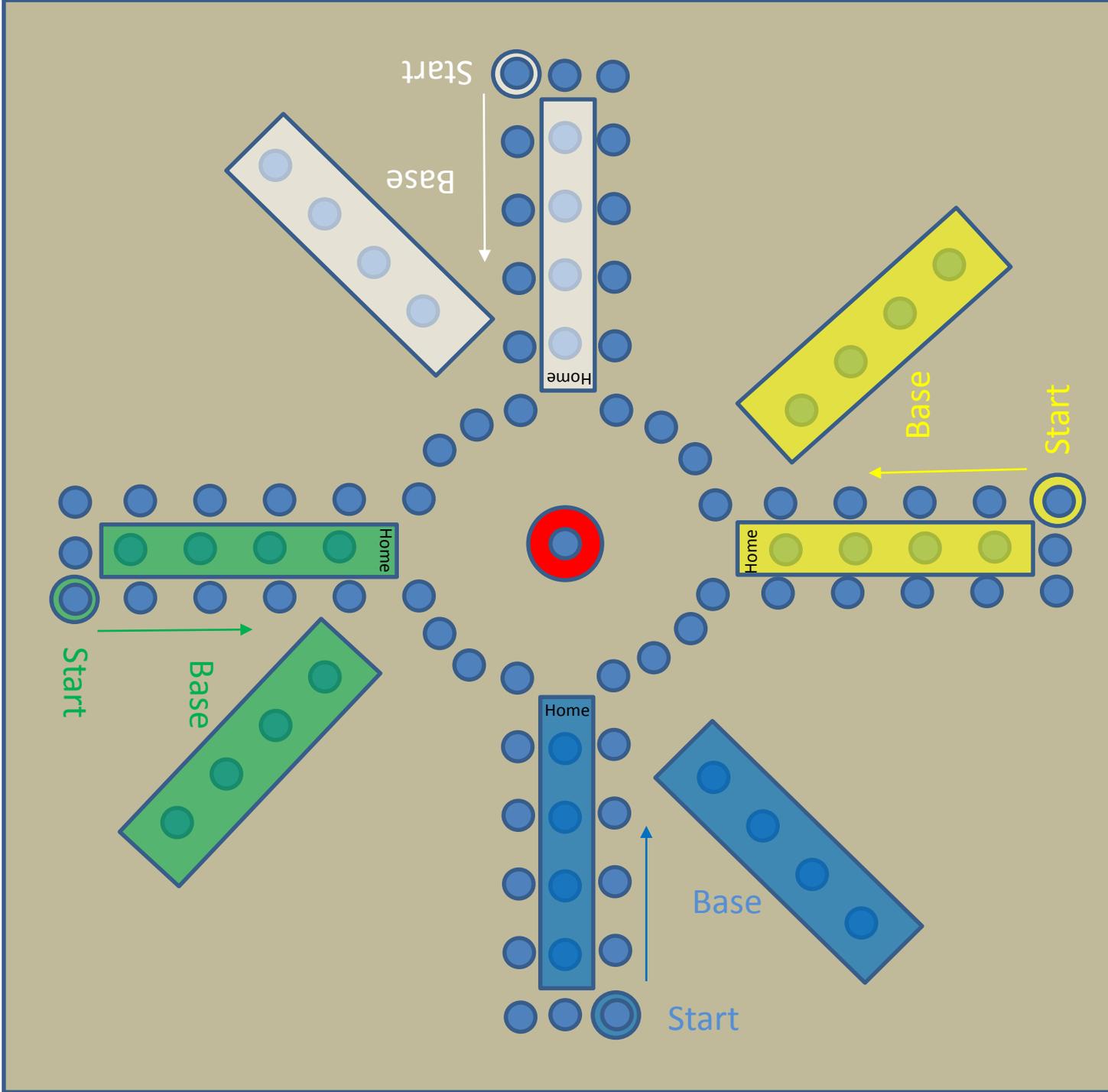
Template Directions

1. Mark center of a 2'X2' tagboard or 1/8" MDF and centerpunch it to start making your jig.
2. Draw construction lines across through center of the jig. (For the 8-section board, 4 lines, like + and x, centered, are required.)
3. Print the pattern sheet (Page 6, 8, or 10) on 8.5"X11" or A4 paper. Use a straight edge to extend centerline on this sheet to the outer edge of the paper.
4. Use the center punch to position the center mark of the paper in the punched hole in the jig.
5. Align the outer edge of this template's centerline mark with a construction line on the jig.
6. Tape the template down on two corners and centerpunch each cross-hair through the paper.
7. Lift the tape and rotate to the next construction line, checking that the punch, fitted in the Pattern Match A hole, is now where you first punched Pattern Match B, then punch the next section.
8. After all sections are punched, your jig is ready.

Board Directions

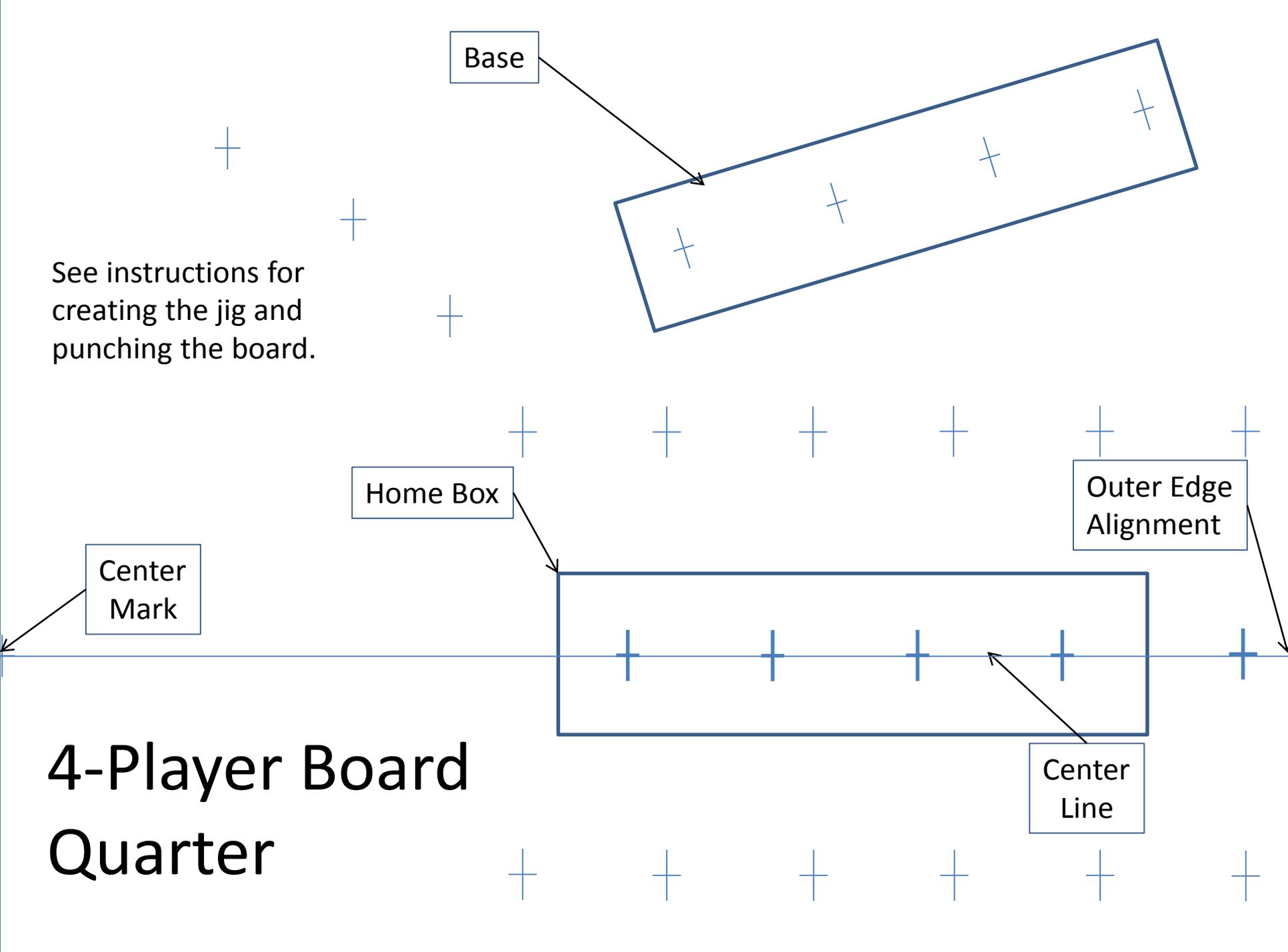
1. Sand your project board before beginning. (You won't see all the mill marks until the poly is on, but they'll haunt you if you ignore this step.)
2. Use the punched jig, taped to the 2'X2' project board, and centerpunch through the jig into the project board.
3. Use a drill or router with a plunge-depth adapter to make 3/8" deep divots on each punch mark. (If you use common 9/16" or 5/8" marbles, they can be hard to remove from a 5/16" deep hole.)
4. Route the edges of the board or sand it to give it a finished outer edge.
5. Sand the project board again, taking care to get all the burs off the holes.
6. Wipe down with a tacky or very dry damp cloth to remove dust before painting.
7. Paint each section's Base, Home and Start hole the same color, but different from the other sections. Paint the center dot a unique color.
8. It may be desirable to stencil or paint "START", "HOME", and "BASE" near each of these landmarks.
9. Use at least 3 coats of polyurethane sealer, in gloss or satin finish as you choose. Follow directions on the container for application. (If you used MDF for the project board, the poly seal is critical and must be dressed up if scratched. Unsealed MDF will absorb moisture and swell.)
10. Use color-matched 9/16" or 5/8" marbles or painted clay or epoxy putty balls and a six-sided die to complete the set

4-Player Board



See instructions for creating the jig and punching the board.

4-Player Board Quarter



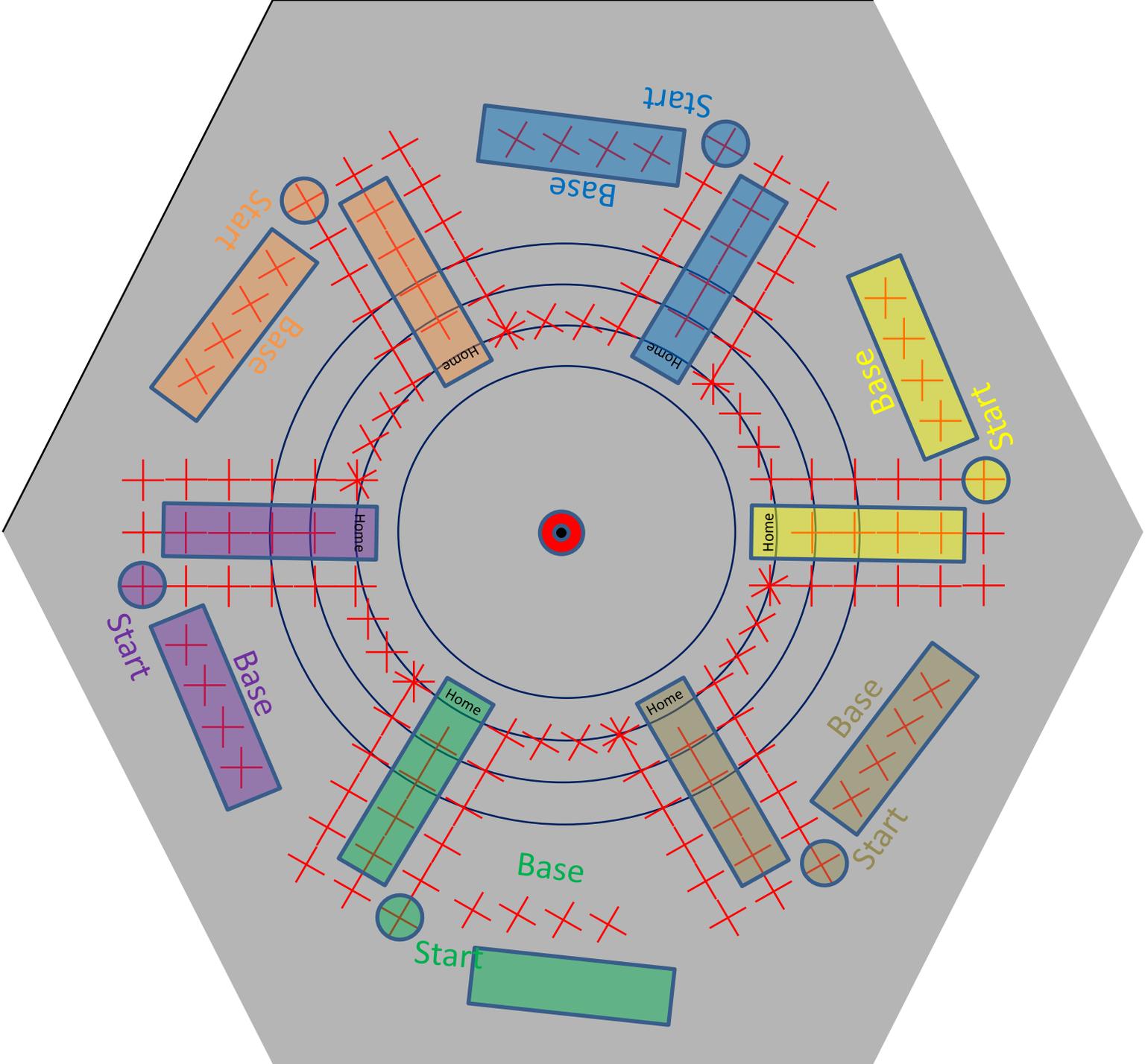
Base

Home Box

Outer Edge Alignment

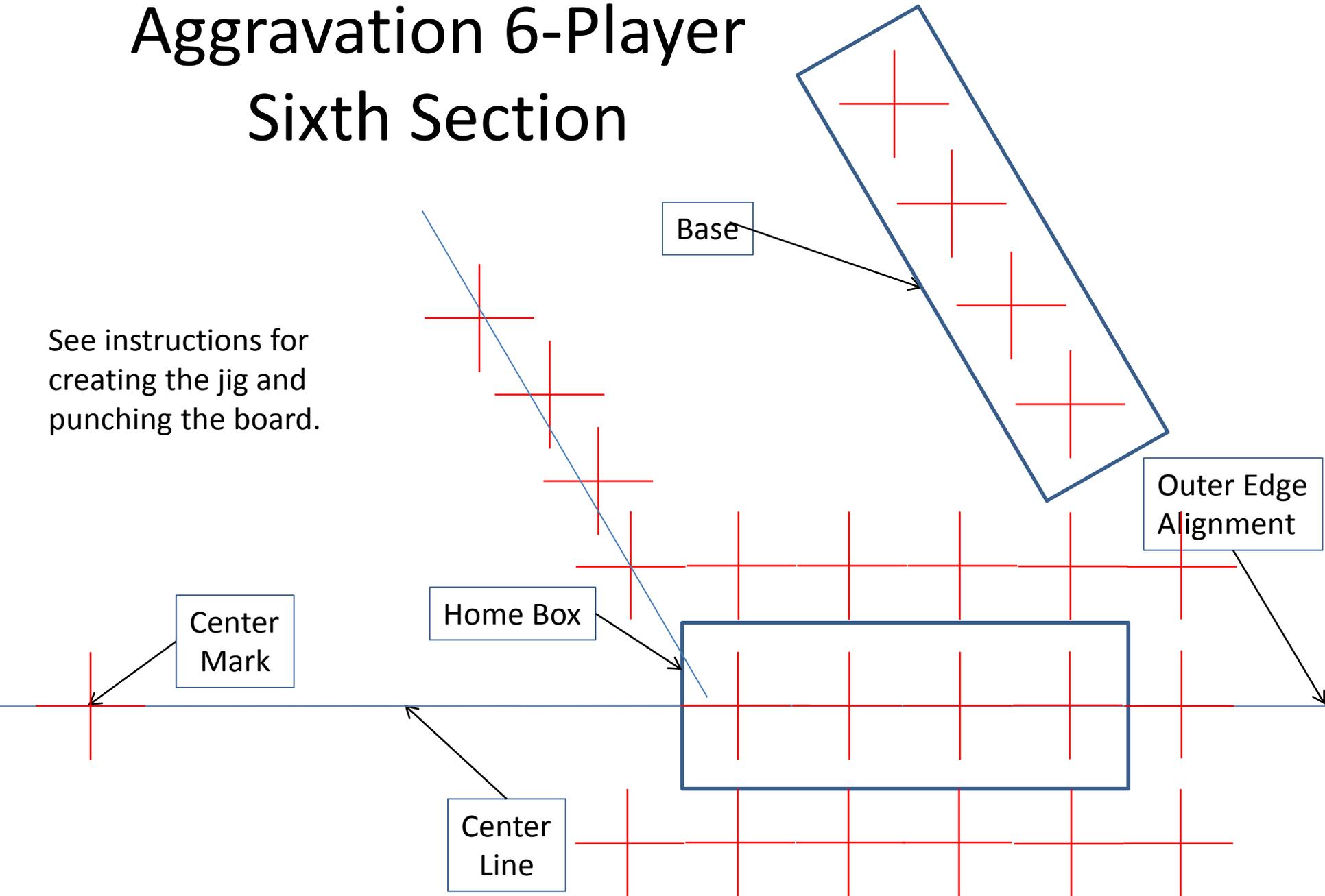
Center Mark

Center Line

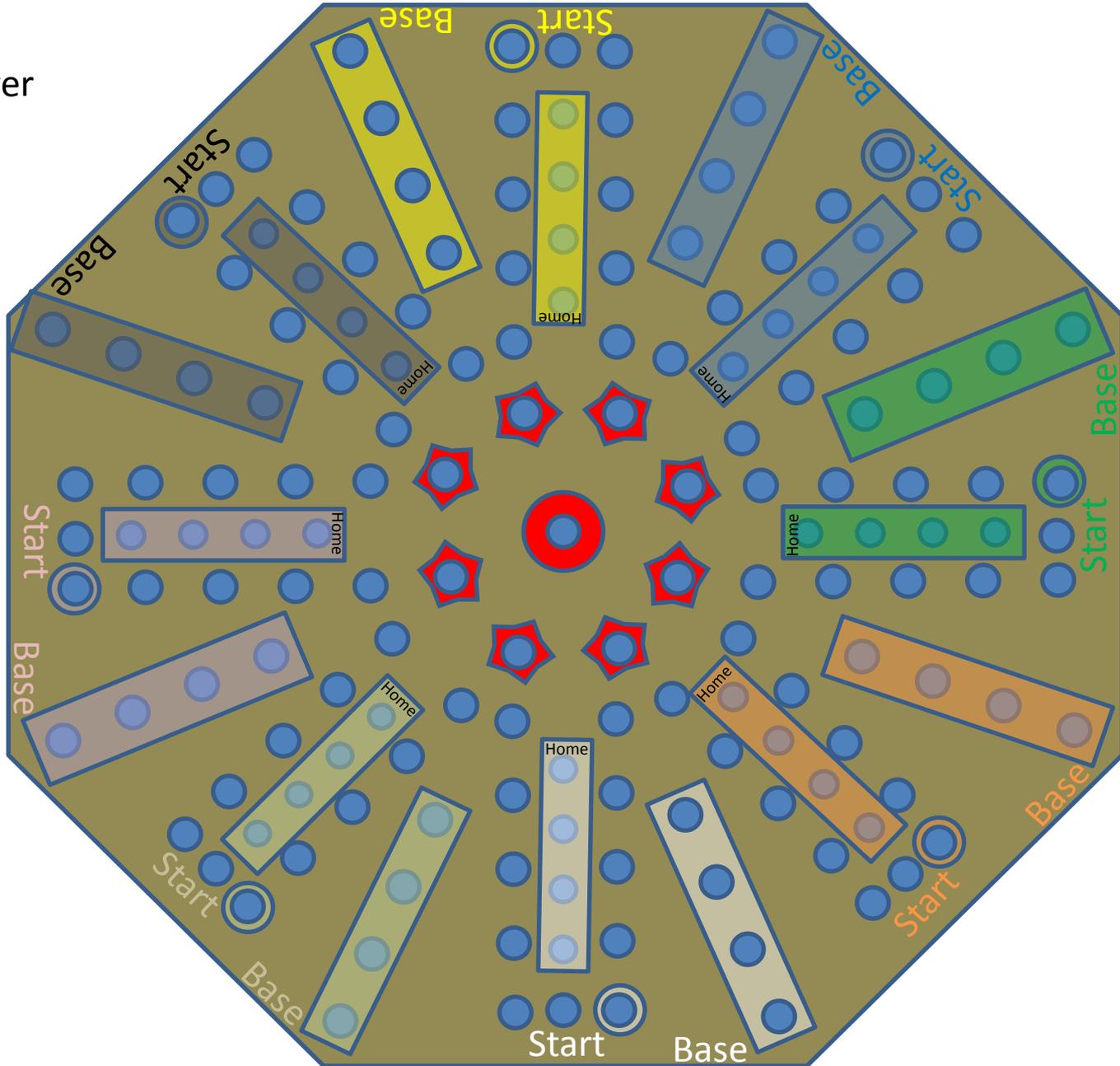


Aggravation 6-Player Sixth Section

See instructions for creating the jig and punching the board.

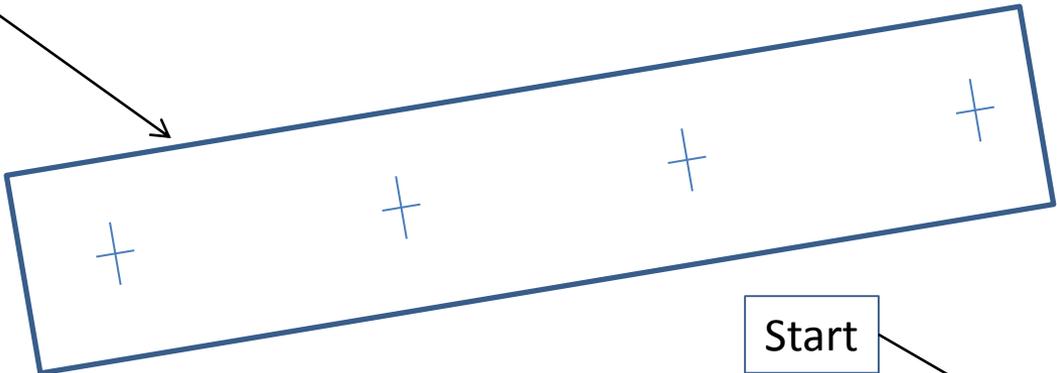


8-Player
Board



8-Player Board
Eighth Section

Base



Pattern Match B

Home Box

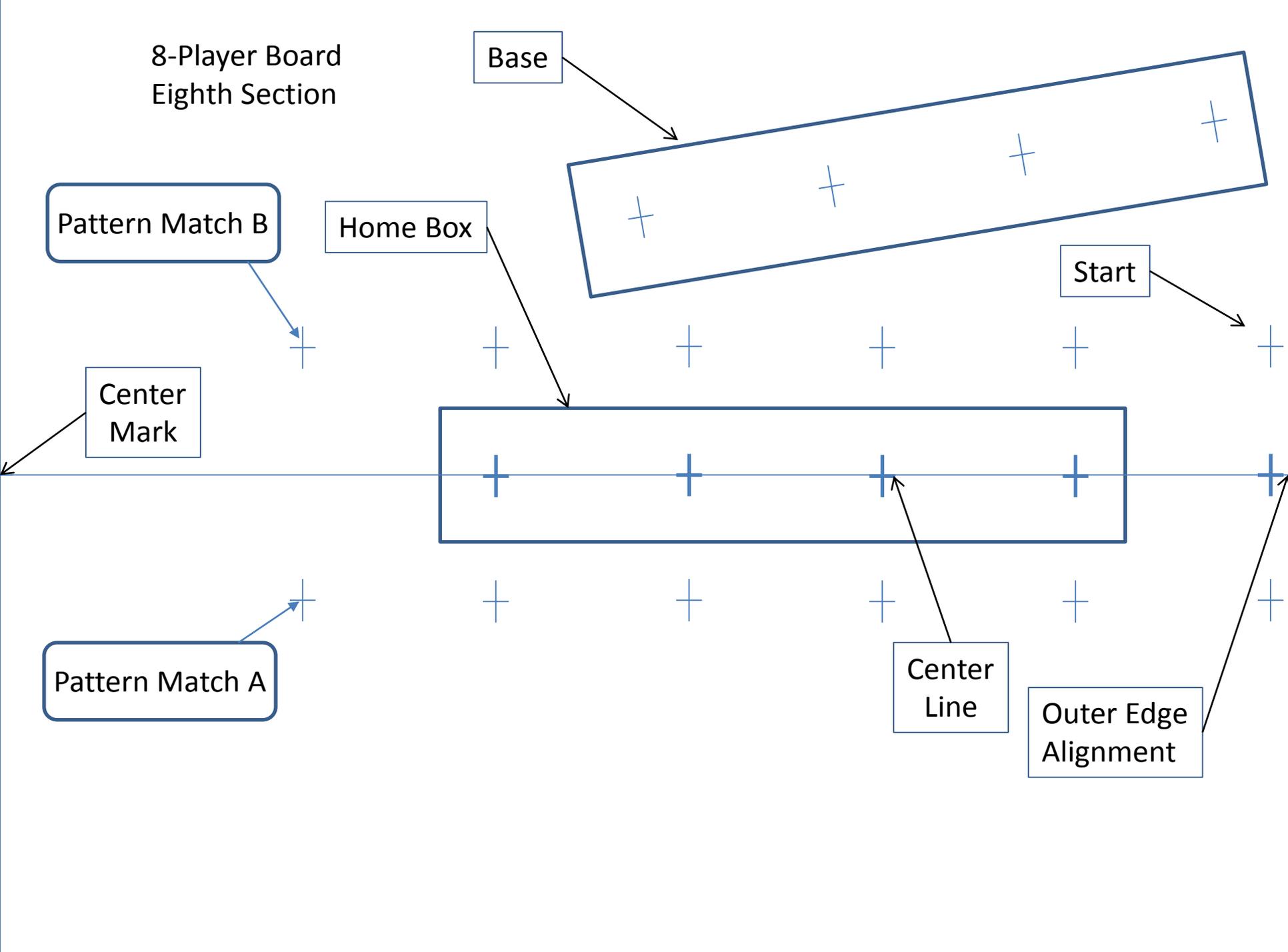
Start

Center
Mark

Pattern Match A

Center
Line

Outer Edge
Alignment



Aggravation Code

- *Thanks to Wikipedia for their not-very-short-version of what they call rules. I have plagiarized and edited the wiki as required to make it readable and bring it into compliance with the inscrutable if pretty much ethereal titular "Code". This code is that by which walleyes are caught huge and in great number, twenty-nine shall not be counted in a cribbage hand, Merriam Webster is the one-and-only authorized resource for Scrabble, nobody but nobody renegs at Whist on Aunt Cecelia (and if you never saw an 80-year-old arthritic woman shake the timbers of a house by pounding on the table, give it a try – I double-dog dare you), and snow snake wounds require medicinal treatment – best used prophylactically.*

Object of the game

Race around the track and see who is first to get all their marbles "Home".

Sequence of play

The game starts with each player's four color-matched marbles in his/her "Base". The order of play is determined through the rolling of the die – highest roller rolls again to start the game. Each player rolls a single die on their turn to determine the number of spaces to move. All marbles remain in the Base until either a 1 or 6 is rolled, which entitles the player to move a marble from the Base to his/her "Start", the first step entering the track. This is considered a turn. If it is a 1, the turn is done after placing the marble on the Start. Rolling a six extends the turn for another roll. Players may not move one of their marbles past another of their marbles on the track. Only one marble may occupy any space. If a player cannot move, their turn is over.

Shortcut

The hole in the center of the board is known as the "Shortcut". A player may land a marble in this location by exact count from their Start row only. The Shortcut may only be exited by rolling a 1, which puts that marble on the nearest hole heading down the final run toward Home.

(A variant of the game can be played using the "points" at the tops of the runs as shortcuts. In this scheme, one must land on the point in one turn, and on the next turn (or second roll, if the first roll was a six that landed the marble there), may hop from point to point, counting down with remaining steps whichever run they wish, usually toward home. For instance, rolling a five, but being two shortcut points from home, the player would use two of the five on the shortcut hops, and three to move down the run. On the four-player board, there are 8 shortcut points. See page 9 of this presentation for an example how the points would be painted.)

Aggravating

A player who lands a marble on a space occupied by an opponent's marble "aggravates" that player, sending their marble back to Base. One may not aggravate their own marble. A marble may not be aggravated within its Home area.

Winning

Each marble must arrive Home by exact count. For instance, a player may enter their Home with the first of their marbles, landing in the first hole and then progressing by rolling a 1, 2, or 3 and so-on until the fourth marble fills the outer or last of the Home positions. The winner is the first player whose pieces all reach Home.