Crokinole

GB

Contents:
Crokinole consists of a gameboard and 12 light and 12 dark wooden discs.

Goal of the game:
The players attempt to position their own wooden discs as close as possible to the middle of the round gameboard by flicking them and knocking away the opponent's discs. After each round points are calculated, and the one who reaches the predetermined point total first wins.

Game preparation:
The players sit opposite one another. Each player receives 12 pieces of one colour. In the 3-player version, 2 players create a team and receive 6 discs each and play against the 3rd player, who receives 12 discs. For 4 players, the players create two teams. The partners sit opposite one another and receive 6 discs each.
The playing field is divided into 4 equally large quarters, meaning that a fourth of the playing area belongs to each player.
The discs of each player are located initially outside the gameboard.

Basic Rules:
Neither the playing board nor the seating arrangements may be moved during the game – at least one buttock must touch the chair, and only the player whose turn it is may touch the playing board.

Start:
The players agree on a point total to be reached, e.g., 100.
The game starts at the starting/outer boundary line of the quadrant facing the player, and the discs may go over this line by up to half their width. The disc is flicked toward the centre of the board with the index or middle finger.

Course of play:
The wooden discs are flicked onto the playing field in alternating order. The player sitting to the left always goes next. When an opponent's disc is located on the board, it must always be touched by the player with one of his discs. If he does not manage this, the shot is void. The disc played ends up in the ditch, along with all of the player's own discs that may be touched by the shot.
If none of the opponent's discs are on the board, then the disc played or another of the player's own discs must at least land in the 15 zone, touch the outer boundary line of this ring, or be flicked into the centre hole. If he doesn't succeed, then the disc played must just go in the ditch.
Discs that ricochet back onto the playing field via the bands are put in the ditch; any discs touched remain in place. Discs that move over the starting/outer boundary line but land anew in the playing field remain in the game. However, all discs that remain on the start/outer line following a shot are put in the ditch. If a player manages to sink his disc in the centre hole, it's put aside and later counted. Once everyone has played all of their discs, the round is over. The last player from the prior round starts the next round.
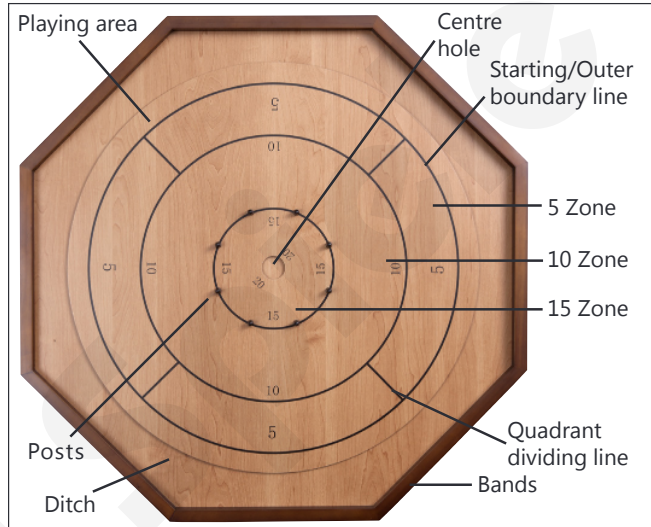
Scoring:
After each round played, the score is settled.
For discs in the centre hole
- each player receives: 20 points
- Discs in the inner ring: 15 points each
- Discs in the middle ring: 10 points each
- Discs in the outer ring: 5 points each
- Discs touching a ring line always receive the point total of the lesser sector.
The winner of the round receives the difference of the points achieved.
<u>Example:</u>
If player A reaches 50 points and player B just 30, player A receives the difference in points – in this example, 20 points would be received.

End of the game:
The game is over when a player reaches the agreed point total. This player or this team wins.