

Crokinole

-PLAYERS: 2-4 -MINUTES: 15-30 -AGE: 6+

Crokinole is a rapid and entertaining board game that was invented in 1876 by Eckhardt Reiner Elton Wettlaufer in Tavistock (Ontario, Canada). In the following decades the game occurred in several versions and sizes until the actual dimensions and gameplay became standard in 1880. Nowadays the World Crokinole Championship (WCC) is held annually in Tavistock.

Aim Of The Game

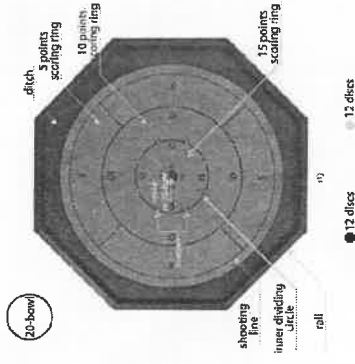
Players alternately try to flick their discs into the center hole of the round board or into higher value field. In the flicking fight for points, opposing players will try to hit each other's discs to knock them out of the playing area or into lower scoring positions. The player with more points wins the round. Usually more than one round is played to decide which player is the best. According to traditional scoring the player has to collect at least 100 points in one or more rounds to win the game.

Basic Rules

Commonly Crokinole is played by 2 players. Cooperative 4-player-mode is also very popular when two 2-player teams face each other. Also there are rules for 3-player mode.

BZnata Crokinole board is a 66cm (26") diameter wooden board with a shallow hole in the center. Players flick small wooden discs on the playing surface into valuable positions. The playing area is divided into 3 scoring fields by concentric circles with increasing values towards the center. There are 8 bumpers around the most inner circle to make it more difficult to flick the discs in the center hole. The most outer scoring fields is divided into four quadrants. Players can only shoot discs from their quadrant. The most outer circle is the shooting line.

Discs landing within the scoring circles are worth 15, 10 and 5 points moving out from inside. A disc falling into the center hole is worth immediately 20 points to its player. Discs leaving the playing area are worth 0 point. The shooting line is also the border of the playing area. Players count their points at the end of each round.

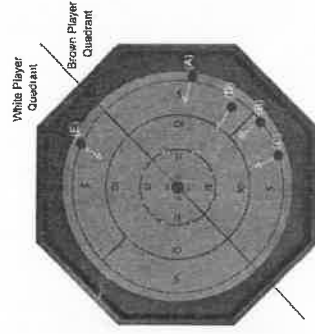


Preparing The Game

Place your Crokinole board on a table to be comfortable enough for each player to reach his/her quadrant. In the following, the board can not be moved during the game. Place a 20-bowl (e.g. a glass, a cup or bowl - optional accessory!) on the table next to the board. Choose the starting player by any drawing method.

Two-Player Game

In a 2-player game, players are seated in opposing quadrants. Both players receive 12 discs in the chosen color. They alternately flick one disc at a time with one finger aiming at the center hole or at the opponent's discs. Before the shot, the shooting disc always has to be lying on one of its flat side on player's shooting line (disc can touch quadrant lines from either side). Each disc can only be shot once in a round.



(2)

Position 'A', 'B' and 'C' are valid shooting positions. Position 'C' is also valid because the disc still touches the quadrant line from outside. Discs placed in 'D' and 'E' positions are invalid, shot can not be executed from here.

If there are no opposing discs in the playing area the upcoming player aims into the center hole or in the center scoring field.

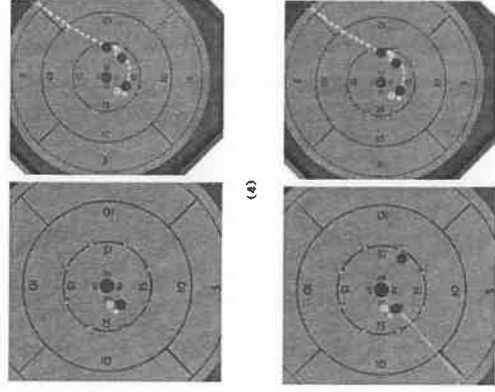
This rule is also applied for the player starting a new round. If the disc falls into the center hole (meaning the disc is lying completely within the hole) the player places it immediately into a 20-bowl visible to the opponent as well. The value of discs in the 20-bowl will be added to the final/total score at the end of the round.



(3)

When executing a free-shot a disc that stops outside the center hole can only stay on the playing surface if it is within the 15-score field or it is touching the circle of the bumpers. In every other case the discs must be placed into the ditch framing the board. If the opponent has one or more

discs in the circle of the bumpers, the next player MUST shoot his/her disc to strike at least one of the opposing discs with any of his/her own discs.



(5)

If the shooter fails to hit all opposing discs, shooting disc must be removed to the ditch, furthermore every disc of the shooter involved in the shot must also be removed from the playing area (including any discs that have fallen into the center hole).

Striking can also be made indirectly (e.g. by first hitting a bumper or any other disc) by bumping an own disc to the opposing disc.

After collision of at least two opposing discs, they can finish their movements anywhere within the playing area. Only discs that stop touching the shooting line are deemed out of play and must be removed to the ditch.

One round last until both players run out of their 12 discs. Any discs that once left the playing area stay out of the game until its end. After this scoring takes place.

Four-Player Game

4-player mode only differs slightly from the above introduced game play for two players. The four players are divided into two 2-player teams, teammates facing each other around the board. One team's 12 discs are divided in half between teammates, so every player will start playing with 6 discs.

Starting player is chosen by any drawing method and players follow in clockwise. Other rules are

applied similarly. The round also lasts until all players run out of their discs. After this scoring takes place,

Scoring

Scoring takes place after players have shot all their discs. A player/team counts every disc within the shooting line adding any discs in the 20-bowl. Every disc can only be counted once. Each disc in the 20-bowl is worth 20 points. Discs with in bumpers are worth 15, 10 outside the bumpers and 5 in the outer scoring ring (see image 5). All discs in the ditch are worth 0 points. Any discs in the ditch are worth 0 points. Any discs touching a separating line of a circle is counted at the value of the lesser circle. Of course discs touching the shooting line after the last shot must also be counted 0 points.



(5)

● PLAYER
SCORING

● PLAYER
POINTS

Traditional scoring (different and simple): To win the game a player/team must collect at least 100 points in one or more rounds. The result of a round should be added to the scores of the previous rounds. Use a piece of paper and pen to easier follow up.

The commonly used differential scoring means that the score of losing player/team is subtracted from the winning score and the result is recorded for the winner. In case of a tie both parties get 0 points. Simple scoring means the scores are recorded per player/team and no subtraction occurs.

Championship scoring:

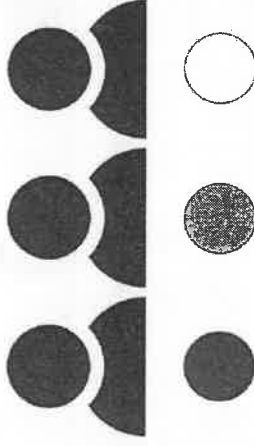
When scoring on a championship the player/team with higher points receive 2 points and the losing player/team receives 0 points. In case of a tie both parties receive 1 point. Also every 20 shot is counted separately after every round.
If you are new to Crokinole, stop reading here!

Additional Rules

The usage of the following rules are optional.

3-player game: Crokinole for 3 players can be played in two different variations depending on the number of disc sets in play.

- Playing with 2 sets of discs is a little more complicated (team vs. One player), but not impossible. Teammates share the 12 discs while the player alone plays with the whole dozen in his/her color. To keep the game playable, the player alone must shoot after both opposing players. Scoring is the same as in 2-player mode.
- Playing with 3 sets of discs is more comfortable, because all players play individually with their own color. For standard game length use 8 discs per player (for longer rounds all three dozens can be used). At the end of the rounds differential scoring can not be used, use traditional simple scoring instead.



Less restrictions for children and beginners:

When playing with children or people new to Crokinole it might be favorable to ease some rules. See below 2 examples:

- Re-shoot: If the player's shooting disc does not interact with any other disc in play and it is not a valid shot (e.g. Ricocheting from a bumper into the ditch, flies off the board or misses the disc with his/her finger), then it is a nice gesture to let the player shoot again. This rule can be ignored when doing a free-shot (and attempts can also be limited).
- Free to move: The play may move his/her seat to a more comfortable shooting position or smaller children may stand up for flicking.

Professional after-sales service

Any questions directly contact us on Amazon (or our enterprise mailbox: younginsale@163.com). We will reply within 24 hours.