

Scoring

Every disc that reached the **center hole** during the game is worth **20 points**. (Count the discs you gathered in your corner of the board.)

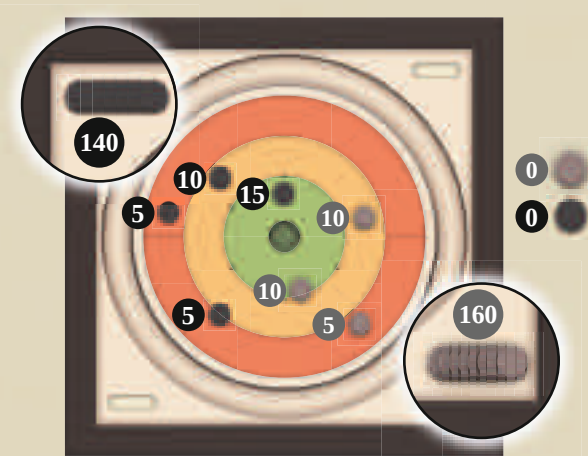
For all discs **still lying on the board**, the following point values apply:

Center hole:	20 points
Inner circle:	15 points
Middle circle:	10 points
Outer circle:	5 points

If your disc rests on a **dividing line**, it scores the value of the **lower circle**.

The player with the most points wins *Queen Crokinole To Go*.

The next round is started by the player who flicked the last disc.



Example: black: 140 + 15 + 10 + 5 + 5 + 0 = 175
grey: 160 + 10 + 10 + 5 + 0 = 185

Game variant: Tournament mode

In tournament mode, you play as many rounds as it takes until one of you reaches **10 points**.

You get **2 points** for a **win**, and **1 point** each for a **draw**. Note your points down on a sheet of paper.

Whoever reaches 10 points first wins.

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est. 1989



Queen Crokinole TO GO

Ravi Prakash

2 players, ages 8+, 20 minutes



Setup

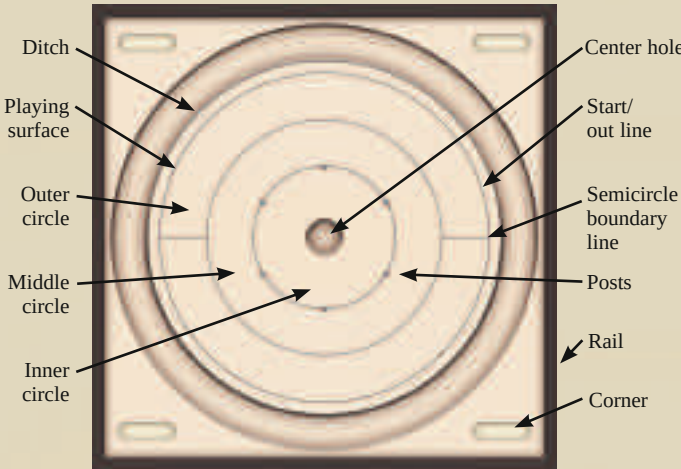
1. Place the Crokinole board in the middle of the table and sit down **across from each other, each on the side of one semicircle**.
2. Take **12 discs of a single color per person** and keep them ready as a **supply in front of the board**. The youngest player starts the game.
3. **Supply** → Below the board is your supply of discs, which you flick round after round.
4. **Corner** → The corners on your side of the board are where you collect the discs you successfully sink into the center hole. Discs gathered there are worth 20 points at the end.
5. **Ditch tray** → If you have to take discs off the board — because they landed in the ditch, for example — they go to the right of the board and are out of play for this round.

Object of the game

In Crokinole, the aim is to score as many **points** as possible by flicking your own **discs with a finger** into the hole in the center, or **as close to it as you can**.

At the same time, you try to flick your opponent's discs **out of the way** and **into the ditch**.

Components



1 Crokinole board



12 light gray discs



12 black discs



2. / 3.



2. / 3.



How to play

You **take turns**. On your turn, you **flick** one of your **discs** from the start/out line onto the board.

Your aim is to sink your own discs in the center hole and knock your opponent's discs off the board into the ditch.

You keep playing until each of you has flicked all your discs. Then you add up the **points**. Whoever has the most points wins *Queen Crokinole To Go*.

A turn in detail

On your turn, take one of your discs from your supply and place it on your side of the board, **on the start/out line 1.**

You decide **where it sits** and **how far** it overlaps the line. Using your thumb and index finger, flick your disc so that it shoots across the playing surface.

Flicking to suit the situation

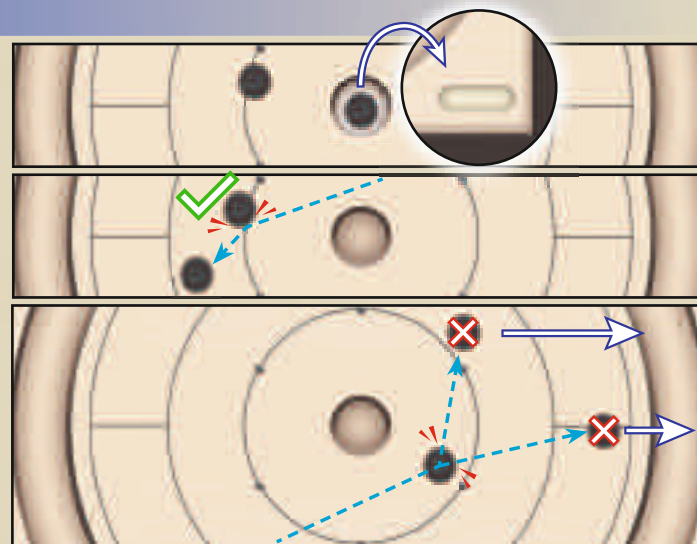
Depending on the situation, you'll have different aims on your turn. As a general rule, any disc that ends up in the ditch after a flick — no matter whose it is — is taken out of play and set in the ditch tray.



Only your own discs, or none at all, are on the board:

Your aim is to flick your disc so that it — or another of your discs — ideally lands in the center hole:

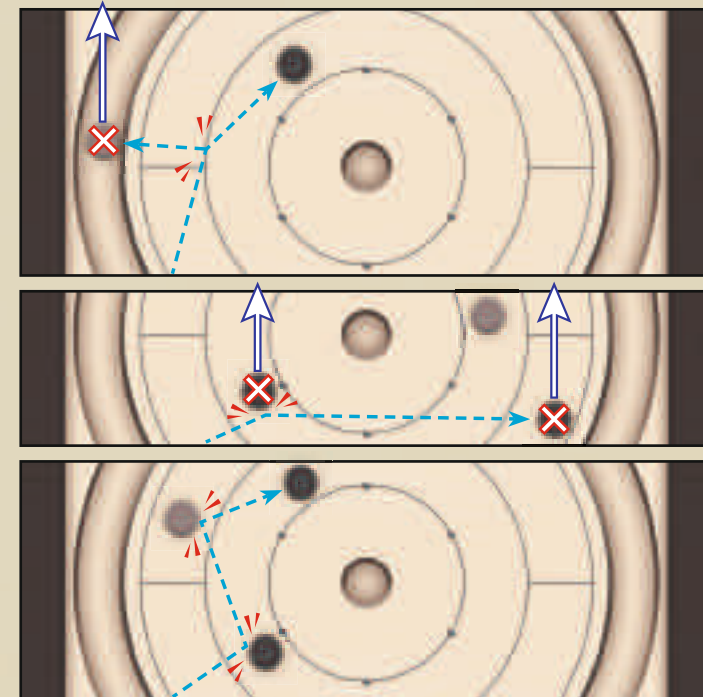
- If you manage it, take the disc out of the center hole and place it in a corner of the board. All other discs stay put.
- If no disc lands in the center hole, then the disc you just flicked, or a disc that was touched by the flick, must come to rest inside the Inner circle. It's fine if the disc merely touches the line of the Inner circle. In that case, all discs may stay where they are.
- If, however, no disc touched by this flick lies inside the Inner circle, you must take every disc touched by the flick out of play and put it in the ditch tray.
- One of your own discs already lying in the Inner circle but not touched by the flick stays in play, but it does not save the other touched discs from being removed.



At least one of your opponent's discs is on the board:

You must try to hit any one of your opponent's discs with one of your own:

- If you hit an opponent's disc, all discs stay where they landed. In other words, discs in the ditch are out of play, and a disc in the center hole is placed in one of the corners of the board.
- If you don't hit an opponent's disc, your just-flicked disc, as well as any of your own discs that were touched in any way, are out of play.
- If you hit one of your own discs first, before hitting an opponent's disc, that's fine. Here too, all discs stay where they landed.



Good to know

→ If a disc lands in the ditch **1.** it must be taken off the board and put back in the box. It is no longer used for the rest of this game.

→ If a disc rebounds off the rail **2.** and shoots back onto the board, it is taken out of play (put back in the box). All other discs stay on the board exactly where they lie. If that same shot drove another disc into the center hole **3.**, it still counts as a 20-point score.

→ During the game, you may neither move the board nor change your own seating position.

→ Only the player whose turn it is to flick may touch the board and have a disc resting on the start/out line.

As soon as you've played all your discs, the game is over. Then the points are tallied.

