

Dirk Roos & Ravi Prakash

1-4 players, aged 6 and up, 15 minutes

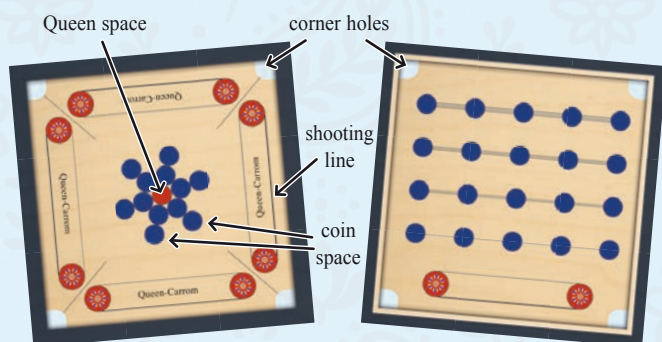


Queen Carrom TO GO

DELUXE

A classic board game for all ages.

Game components



1 double-sided Carrom board



1 scoring track



2 strikers



1 red Queen

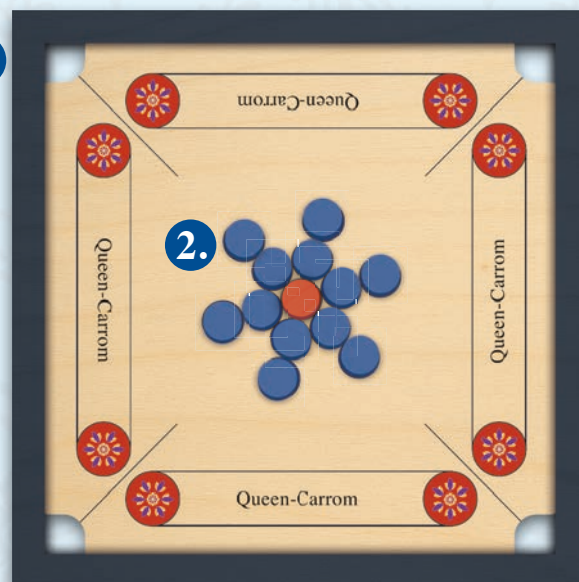


12 blue Carrom coins



6 scoring pieces (in the colors blue, red, green, yellow, white, brown)

1.



2.



3.

Game setup

1. Place the Carrom board in the middle of the table so that it is clear who is playing from which shooting line.
2. Place the red Queen exactly on the red circle in the middle of the game board. Place the 12 blue carrom coins on the blue circles around the queen.
3. Each person chooses a scoring piece and places it on space 0 of the scoring track.
4. Decide who goes first. For the first round, this can be the youngest person.



Gameplay

When it is your turn, place the striker on your shooting line.

The following rules apply:

You always play from the same shooting line throughout the game.

The striker can be placed in two ways:

1. One of the two circles on your starting line is completely covered.
2. The striker is on both the lower and upper lines of your shooting line. The striker must not touch any of the circles.

With a flick of your finger, try to shoot the striker so that the coins are transported into one of the four corner holes.

Collect points

For each **blue coin** you sink, you immediately receive **1 point**. Move your scoring marker forward on the scoring track accordingly.

Keep going

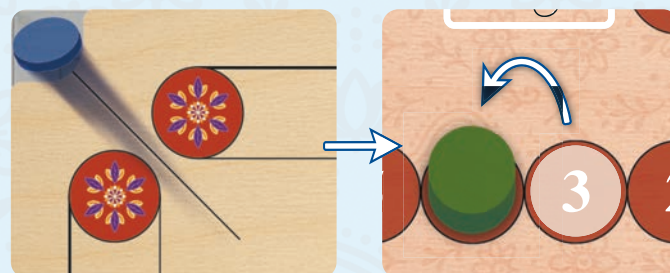
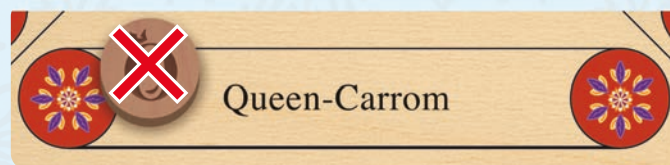
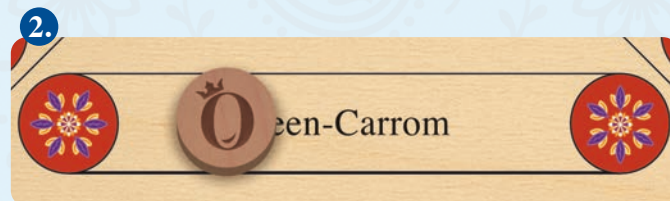
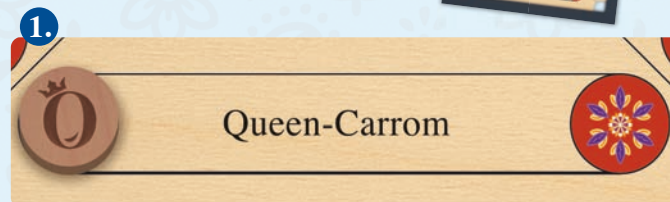
The best part: as long as you sink at least one coin in a shot, it's your turn again! Try to get a long series going and collect lots of points at once. Place the striker on your shooting line for each new shot.

Ending your turn

If you don't sink a single coin in one shot, your turn ends immediately. The next person clockwise takes their turn and receives the striker.

Note: If coins or the striker land outside the box during your turn, your turn also ends! In the case of coins, they are placed in one of the holes until the end of the round.

If you sink coins during your turn **and** the striker or other coins land outside the box, you receive points for the coins you sank according to the usual rules.



The Queen's special rule

The red Queen is the most valuable piece in the game, but requires special skill!

Sinking the Queen: When you sink the Queen, you do not receive any points at first. You must first "confirm" your success.

Confirm: Immediately afterwards, on your next shot, you must sink at least one blue coin.

Reward: If you succeed, you receive **a total of 3 points** for this action (2 for the Queen and 1 for the blue coin)

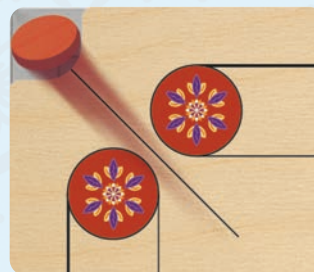
Note: This does not have to be the same hole in which the Queen was sunk.

Your turn then continues. For each additional blue coin sunk, you receive 1 point as usual.

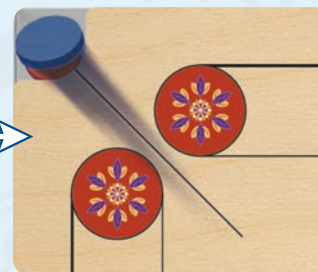
Failure: If you do not manage to sink any blue coins immediately afterwards, you are out of luck! You do not receive any points for the Queen and your turn is over.

The Queen remains in the hole until the end of the round.

Sinking the Queen:



Confirm:



0

3

End of the round

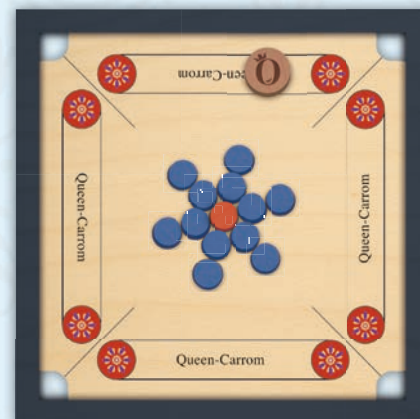
A round is over as soon as all blue coins have been sunk. All points remain on the scoring track.

Set up the playing field for the next round as you did at the beginning.

The person with the fewest points starts the new round. If there is a tie, the person sitting clockwise behind the person with the most points starts.



Example: Green only managed to sink 3 coins in the last round and is currently in last place. Green starts the new round.



End of the game

The game ends when one person has reached **25 or more points** at the end of a round. The person with the most points wins the game! If there is a tie, play another round until a clear result is determined.



Game variation

The **back** (training) of the playing field shows an alternative game board that can be played with up to 6 people.

The rules for the back are as follows:

1. Everyone chooses a scoring token and places it on space 0 of the scoring track.
2. When it is your turn, place 5 blue coins on the squares of the row marked with a single line.
3. Now sink these 5 coins according to the usual rules, but your turn does not end if you have not scored a hit with a shot. Instead, for each shot without scoring, move your scoring token one step forward on the scoring track.
4. Once all 5 stones have been sunk, 5 coins are placed on the squares of the first row again. All other players now take their turns in clockwise order.
5. Once everyone has completed the first row, the game continues with the second row (marked with 2 lines), then the third and finally the fourth.

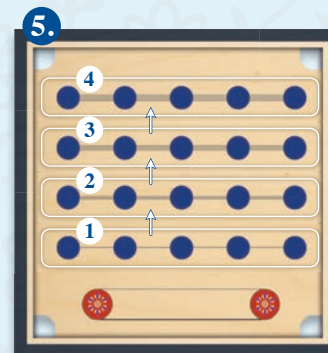
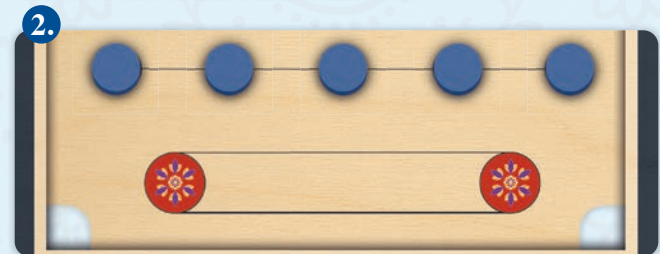
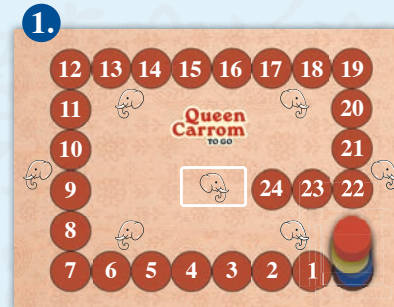
The player who has the fewest misses at the end – i.e., the **lowest number** on the scoring track – wins!

In the event of a tie, all players involved win.

***Note:** This variant can also be played alone to practice shooting technique and get a better feel for the game. Can you finish the solo game with 0 misses?*

Variations for the front (Queen Carrom):

1. Tower variation: At the start of each round, stack all coins in a large pile on the queen in the center of the game board.
2. Shot variation: At the start of your turn, the striker must only touch one of the two lines of the shooting line and may also partially cover the red circles on the right and left.



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