Crokinole

Aantal spelers

2 spelers of 4 spelers in twee teams

Doel

Scoor als eerste 100p of meer.

Speelbord

Het gat in het midden is het "20p" gat.
Je scoort 20p als je een schijf in deze opening kan schieten.

Rondom dat centrale gat staan stokjes. Dit zijn bumpers die het je moeilijker maken om een schijf naar het centrum te schieten.

Aan de buitenzijde van het bord is een verlaagde zone. Dit is de gracht. Schijven die niet meer in het spel mogen blijven, verdwijnen in deze gracht.

De grootste cirkel vormt de startlijn. Elke schijf moet vanaf de deze startlijn vertrekken.

Het speelbord is onderverdeeld in vier kwadranten. Elke speler moet zijn schijven schieten vanop de startlijn binnen zijn eigen kwadrant.

Er zijn drie scorezones. De zone binnen de stokjes telt voor 15p. De volgende cirkel markeert de 10p zone en de buitenste cirkel is de 5p zone. De punten worden berekend als een ronde eindigt.

Voorbereiding

Plaats het bord op een tafel. Zorg dat elke speler op een stoel zit en goed aan zijn kwadrant van het speelbord zit.

Met 2 spelers krijgt elk 12 schijven van één kleur. Bij 4 spelers wordt in twee teams gespeeld. Spelers van hetzelfde team zitten recht tegenover elkaar en krijgen elk 6 schijven van dezelfde kleur.

Kies een startspeler.

Spelverloop

Tijdens het spel moet elke speler op zijn stoel blijven zitten. Geen enkele speler mag het bord aanraken tenzij hij aan de beurt komt.

Je plaatst een eigen schijf op je startlijn. Die schijf moet minstens voor de helft in je eigen kwadrant liggen. Je schiet de schijf met een vingerbeweging. Je mag de schijven niet schuiven.

ER LIGGEN GEEN SCHIJVEN VAN JE TEGENSTANDER OP HET BORD.

Dan mag je proberen om een schijf in het 20p gat te schieten. Als dit lukt, haal je de schijf eruit en leg je die op een aparte stapel totdat de punten berekend worden.

Als je schijf niet in het 20p gat valt en in de 15p zone blijft liggen, dan mag je de schijf daar laten liggen.

Als je schijf echter in de 10p of de 5p zone blijft liggen, dan moet je die helaas in de gracht gooien. Deze schijf zal geen punten opbrengen.

ER LIGT MINSTENS 1 SCHIJF VAN JE TEGENSTANDER OP HET BORD.

In dit geval moet je proberen één van die schijven te raken. Dat mag direct of indirect gebeuren.

Als je er niet in slaagt om minstens één schijf van je tegenstander te raken, dan gaat je steen naar de gracht. Erger nog: als je geen vreemde schijf kan raken, maar wel schijven van je eigen kleur, dan verdwijnen al deze aangeraakte eigen steen in de gracht.

Allerlei

Alle schijven die na een shot de startlijn raken, verdwijnen in de goot.

Om 20p te scoren moet je schijf volledig in het gat liggen. Schijven die op de rand balanceren, scoren nog geen 20p.

Een schijf die het bord verlaat en op een of andere wijze er toch weer op belandt, gaat ook naar de gracht. Eventueel aangeraakte andere schijven, blijven liggen.

Scoren

Schijven krijgen punten volgens de zone waarin ze liggen: 15p - 10p - 5p.
Elke schijf die ooit in het 20p gat lag, telt voor 20p.

bereken het verschil tussen beide spelers (teams). De score wordt genoteerd. Als niemand 100p of meer heeft, wordt een volgende ronde gespeeld.

Crokinole

Crokinole (pronounced croak-i-knoll) is an action board game similar to carrom, marbles, shove ha'penny or squails with elements of shuffle-board and curling reduced to table-top size. Players take turns shooting discs across the circular playing surface, trying to have their discs land in the higher-scoring regions of the board, while also attempting to knock away opposing discs. Board dimensions vary with a playing surface typically of polished wood or laminate approximately 27 inches in diameter. The arrangement is 3 concentric rings worth 5, 10, and 15 points as you move in from the outside. There is a shallow 20 point hole at the center. The inner 15 point ring is guarded with 8 small bumpers or posts. The outer ring of the board is divided into four quadrants. The outer edge of the board is raised a bit to keep errant shots from flying out, with a gutter between the playing surface and the edge to collect discarded pieces. Crokinole boards are typically octagonal or round in shape. The discs are roughly checker-sized, slightly smaller in diameter than the board's central hole, and often have concave faces to reduce sliding friction. Alternatively, the game may be played with ring-shaped pieces with a central hole.

Origins and popularity

The earliest known crokinole board was made by craftsman, Eckhardt Wettlaufer in 1876 in Perth County, Ontario, Canada. Several other home-made boards of southwestern Ontario origin, and dating from the 1870s have been discovered within the past 10 years. Crokinole is often believed to be of Mennonite or Amish origins, but there is no factual data to support such a claim. The reason for this misconception may be due to its popularity in Mennonite and Amish sects. The game was viewed as a rather innocuous pastime - unlike the perception that diversions such as card playing or dancing were 'works of the Devil' as held by many 19th century Protestant groups. The oldest roots of crokinole from the 1860s suggest the British and South Asian games are the most likely antecedents of what became crokinole.
The name "Crokinole" derives from the word "croquinole", which means "cookie" (British English, "biscuit") in Quebec French.

For more information

For information about the game:
http://www.boardgamegeek.com/game/521
http://www.worldcrokinole.com/

For information about purchasing a board:
http://www.crokinole.com
http://www.hilinski.net/woodgames/

Game play

Crokinole is most commonly played by two players, or by four players in teams of two, with partners sitting across the board from each other. Shooting is usually done by flicking the disc with finger, though (rarely) small cue sticks, like those that would be used for billiards may be used.

•Players take turns shooting their discs from the outer edge of their quadrant of the board onto the playfield.

•**Once a round begins a player may not move their seat and at least one cheek must stay on the seat at all times.**

•**If there are any enemy discs on the board, a player must make contact, directly or indirectly, with an enemy disc during the shot**, If unsuccessful, the shot disc is 'fouled' and removed from the board, along with any of the player's other discs that were moved during the shot.

•**When there are no enemy discs on the board a player must shoot for the centre of the board, and a shot disc must be inside or touching the 15 point line.** This is often called the 'no hiding' rule, since it prevents players from placing their first shots where their opponent must traverse completely though the guarded centre ring to hit them and avoid fouling.

•**During any shot, any disc that falls completely into the recessed central '20' hole is removed from play, and counts as twenty points for the owner of the disc at the end of the round.**

•Scoring for the round occurs *after* all pieces have been played and is *differential*: **the player or team with higher score is awarded the difference between the higher and lower scores for the round.**

•Play continues until a predetermined score is reached.

Crokinole

Rules and Care Instructions
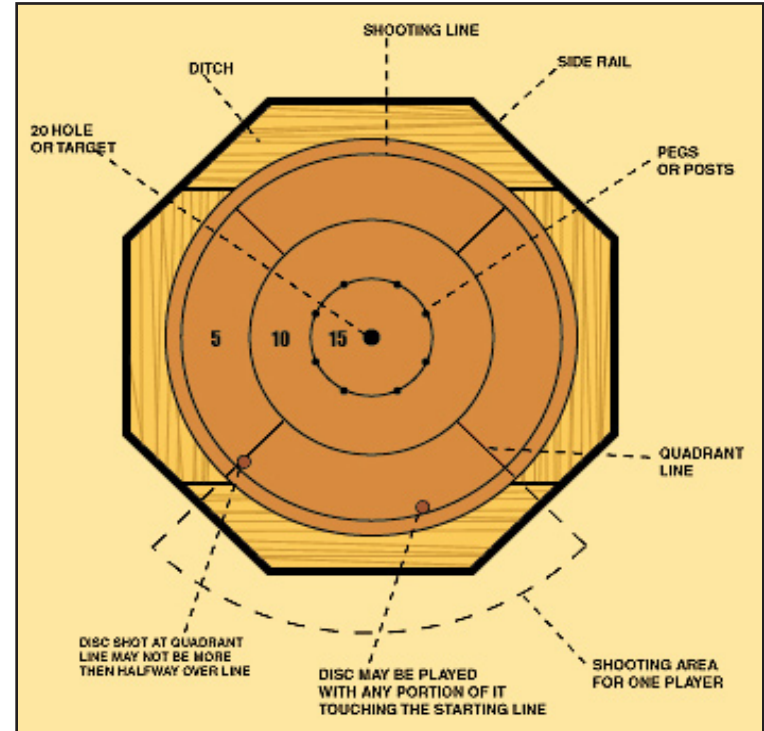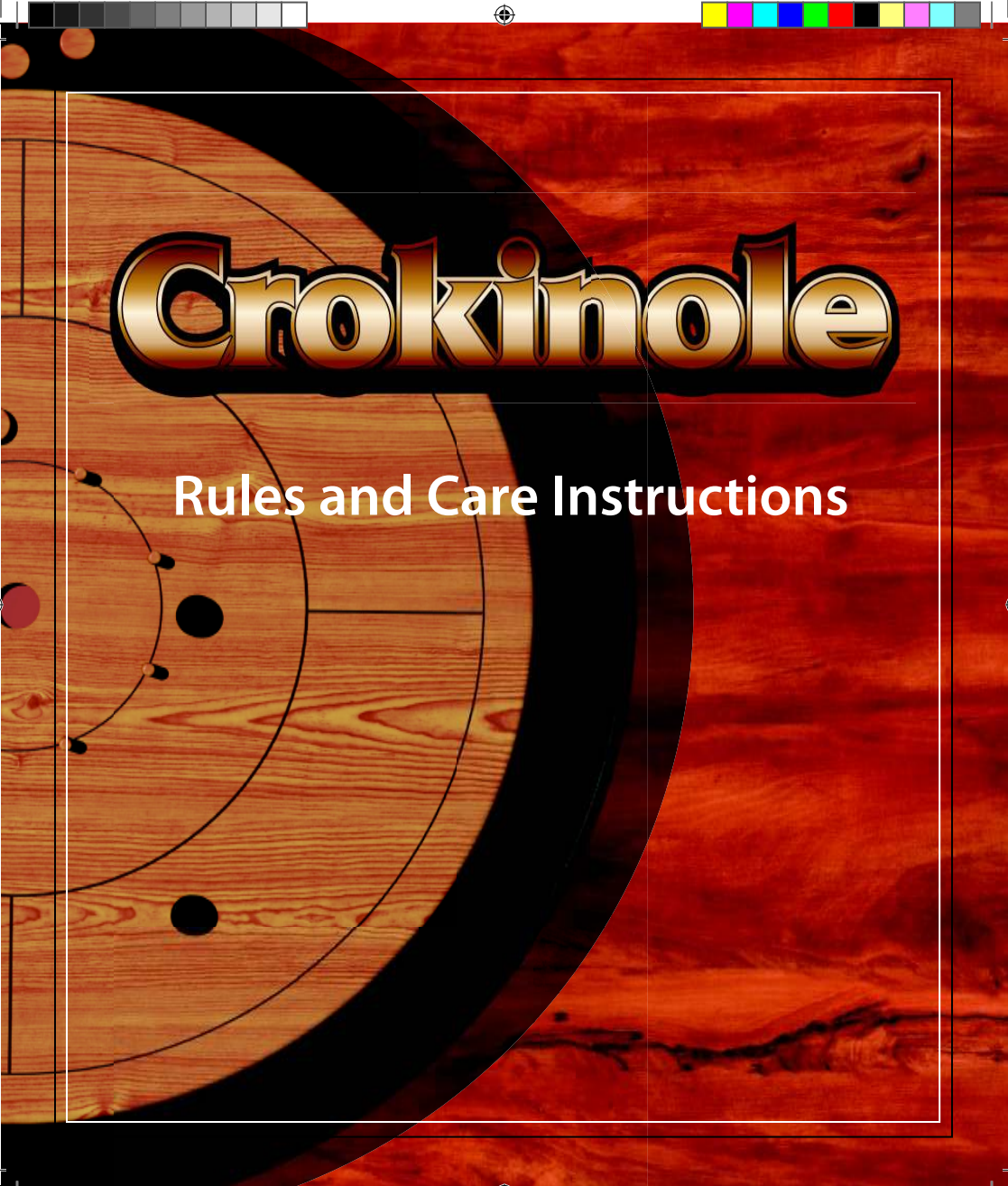
Contents

12 Natural Disks + 2 Replacement Disks

12 Black Disks + 2 Replacement Disks

2 Wooden Storage Boxes with Scoring Lids

2 Scoring Pegs

1 Set of 8 Wooden Posts

Crokinole Board

Object

To score the most points by driving an opponent's disk(s) into the ditch or into a lower scoring ring.

Board

The Crokinole board consists of a 26-inch playing surface encircled by a 2-inch ditch. The playing surface is divided into equal quadrants, each quadrant marking the shooting area for one player.

The board is also divided into four rings and a central hole. The central hole is worth 20 points. The inner ring, surrounding the 20-point hole, is enclosed by 8 posts and is worth 15 points. The middle scoring ring is worth 10 points, and the final scoring ring is worth 5 points. The outer ring located between the shooting line and the edge of the playing surface is worth 0 points.

Setup

Before play begins, install the wooden posts in the eight predrilled holes on the 15-point line. These posts are not installed during manufacturing to avoid damage to the posts and holes during

shipping. The posts should fit snugly in the holes but may be removed if desired for waxing and cleaning. The posts may be permanently installed by placing a single drop of wood glue on the bottom of each post before insertion.

Flicking

A Crokinole disk is shot by bracing the end of the middle or index finger against the thumb and snapping it against the disk to drive it across the playing surface. Once the flicking finger has moved the disk, the shot has taken place, even if the disk has only moved a fraction.

Rules of Play

1. Unshot disks should not be held in players' hands, but remain on the table in full view of all participants.

2. All shots must be taken with the disk lying flat and touching the starting line within a player's assigned quadrant. A shot may be placed on the quadrant line itself, but no more than halfway over.

3. Only the shooter's shooting hand may touch the board during a shot. No other player may touch the board, and no disk may be placed on the board until it is time to shoot it.

4. One Cheek Rule: The shooter must remain seated with at least one posterior "cheek" in contact with the chair. Players' chairs may not be moved until the end of the round.

5. If the board contains no opposing disks, the shooter may attempt to land a disk in the center. If a disk does not land flat in the 20-point hole, it must come to rest inside or touching the 15-point circle. The player may opt to shoot for the center directly, or shoot to

knock another disk or disks into or touching the 15-point circle, possibly landing one disk in the 20-point hole. If no disks come to rest in the specified area, all disks contacted are removed to the ditch until the end of the round.

6. If there are opposing disks on the playing surface, the shooter may attempt to strike an opponent's piece directly, or aim to knock a friendly disk into an opponent's disk. If no opposing disk is contacted, the shooter's disk is removed from the board, along with all friendly disks it touched.

7. Any disk which settles flat in the 20-point hole is removed from the board and placed near the score box to be added to the owner's total in the scoring phase, even if the owner is the shooter's opponent.

8. Should a disk leave the playing surface, it is considered out of bounds and placed in the ditch. Should a disk ricochet back onto the playing surface, disturbing other disks, the offending disk is removed into the ditch and all disks disturbed after the ricochet are replaced to their original positions as agreed by the players.

9. Once all disks have been shot, no disk may be moved until the round is scored and recorded.

Novice Note

Crokinole is a game of skill which takes time to master. It is recommended to relax shooting rules for novices, as agreed in advance by all players. Allowing a novice to reshoot a few disks could reduce frustration, making the game more enjoyable and competitive.

Two-Player Game

Each player receives 12 disks. The first player shoots one disk, followed by the second player who shoots one disk, taking turns back and forth until all disks have been shot. "First Player" switches every round until the end of the game.

Three-Player Game

Option One: Play two versus one. Two players divide one set of disks, 6 each, and play as partners on opposite quadrants. The third player receives 12 disks, shooting one disk every other turn, always shooting from a single quadrant. Score the same as a two- or four-player/ partnership game.

Option Two: Using a third set of 12 disks purchased separately, each player plays alone and no opponent's disk is considered friendly. Score using the Match-Play Rule: The player with the highest score gets 2 points, while the second highest gets 1 point, and the third player receives 0 points. If two players tie for first, they each receive 1 point while the third player receives 0 points. Should the second highest score be a tie, both players receive 0 points. Play to 8 points.

Four-Player Game

Players choose partners who will sit across the board from each other, each partner receiving 6 disks. Play progresses clockwise from first player, each player shooting only one disk per turn. "First Player" rotates clockwise to the next participant at the beginning of each new round in that game.

Scoring

1. Each disk storage box includes 1 wooden peg and a scoring lid drilled with twenty holes, each hole representing 5 points. Counting by fives, each player/partnership keeps score on the scoring lid, using the peg as a marker. In a Match-Point game which is only played to 8 points, simply count by ones.

2. A disk coming to rest flat in the center hole is immediately removed from the board and placed near the score box to be reserved for the owner's total at the end of the round. If the shooter should have encountered an opposing disk and did not do so, the center hole shot is removed to the ditch, receiving a 0, along with any disks it touched. If a disk is knocked into the 20-point hole by an opponent's disk, the owner receives the points.

3. Any disk touching a dividing circle is calculated at the lower value at the end of the round. For example: A disk that comes to rest on or touching the line separating the 15 and the 10 scoring circles is worth 10 points. Additionally, any disc that comes to rest touching the starting line is immediately removed to the ditch.

4. The inmost circle is valued at 15 points. The middle scoring circle is worth 10 points, and the outer scoring circle is worth 5 points. The outer lip beyond the starting line is worth 0 points.

5. At the end of each round players/partnerships add up their scores, subtracting the lower score from the winning score. Only the difference between the higher and lower scores is added to the score of the winning player/partnership, with the second place player/partnership scoring 0 for that round. In the event of a tie, neither player/partnership adds to their scores for that round.

6. Play to 100 points. Should there be a tie, play one final determining round.

7. To score a three player game, see Three-Player Option.

Optional Match-Play Rule (Commonly used at tournaments): The player/partnership with the higher score receives 2 points. In the event of a tie, each player/partnership scores 1 point. Play to 8 points. Should players/partnerships tie, play one final determining round.

Care and Maintenance

Your Mayday Games Crokinole Board is constructed to last years with proper care and maintenance.

1. When transporting your board, always place it in its original packaging or wrap it in a blanket to prevent scratching.

2. When carrying the board, support it from the bottom rather than by the outside rail which is not intended to bear the weight of the board. Do NOT carry it vertically by its rails as this can ruin your board!

3. Store the board flat. Leaning it against a wall will rest its entire weight on a small section of the outside rail, eventually warping your board.

4. Avoid dropping your Crokinole Board or stacking objects on top of it. Scratched or otherwise damaged boards may adversely affect game play.

5. If you choose to permanently install the pegs to the board with wood glue, do NOT place objects on top of the pegs as this can crush or crack them.

Be sure to monitor the disks and the playing surface as they tend to absorb oils and perspiration from hands over time. Should any food or drink be spilled on your board, wipe immediately with a soft cloth moistened with warm water and, if necessary, a mild soap. Dry immediately.

It is important to keep the playing surface as smooth as possible. Your board has been professionally finished including applications of furniture-grade lacquer, commercial polish and a final carnauba wax. With game play and proper maintenance the playing surface will continue to get "quicker" over time.

Touch up maintenance can be accomplished with a quick spray of Mother's Instant Showroom™ detailer or similar product designed to smooth the surface without destroying the finish on your board.

Every 15-20 games remove the posts (or if glued carefully work around them) and apply a small quantity of high-quality, furniture-grade

paste wax or a car wax high in carnauba such as Mother's California Gold Carnauba Wax™, Harly Carnauba Wax™, or Gliptone Carnauba Paste Wax™. Choose a stand-alone wax, avoiding wax/cleaner combination products which will damage your finish. Using small circular strokes, apply wax with a soft cotton or micro-fiber cloth. For best results apply to both the discs and the playing surface. Allow the wax to dry to a haze (about 10-20 minutes), then buff vigorously with a clean micro-fiber or cotton cloth.
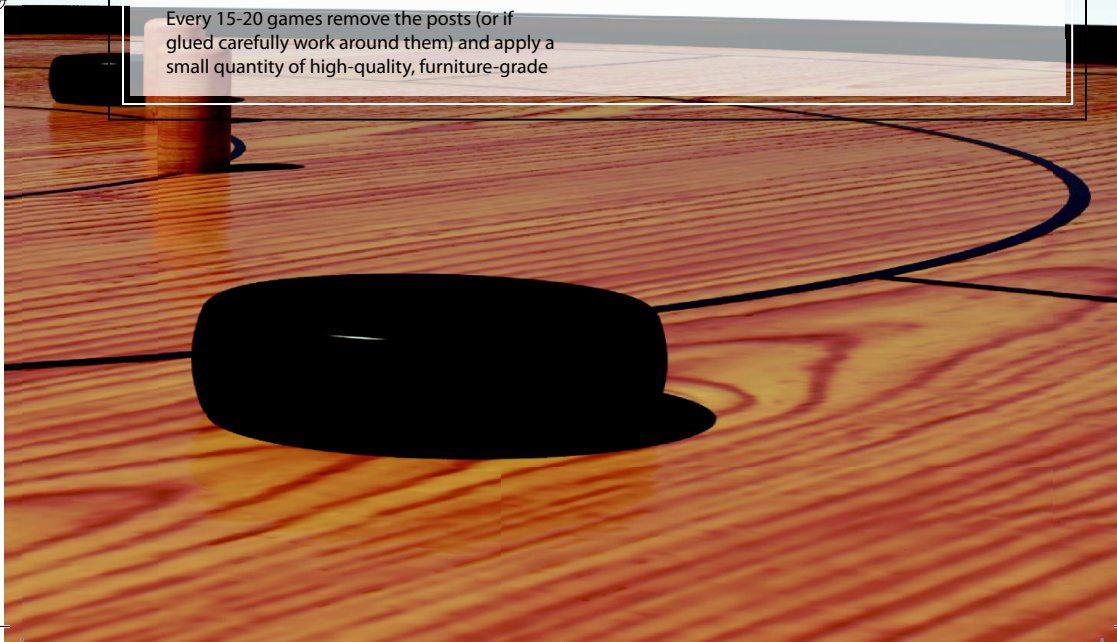
Credits

Editing: Paula Hiatt

Graphic Design: Orlando Ramirez

Way too much play testing: Abby, Chase and Porter

MAYDAY GAMES

www.maydaygames.com