

Carroms

Adapted as a flicking game for the piecepack by Mark A. Biggar

Version 1.0, April 2005

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2 players, 15-30 min

Description

This is an adaptation of the classic flicking game Carroms as a piecepack coin flicking game.

Definitions

Flick (verb) to propel a game piece (such as a piecepack coin) across the playing area with a single finger. A flick is not a sustained push, but a sudden snap. A proper flick is performed by resting a single fingertip on the playing surface with the fingernail against the game piece, then either (1) straightening the finger with the hand held motionless, or (2) straightening the whole hand at the wrist with the arm held motionless.

Setting Up The Game

Create the board out of tiles like in the diagram. The game should be played on a smooth surface table that allows the coins to slide easily. A polished wooden surface works well. Place 6 red coins, 6 blue coins and one black coin tightly packed showing as shown in the diagram. One of the remaining null coins will be used as the striker. The gaps between the tiles are the pockets and should be around 2-3 tile widths wide. Each line of 6 tiles should be tightly packed.

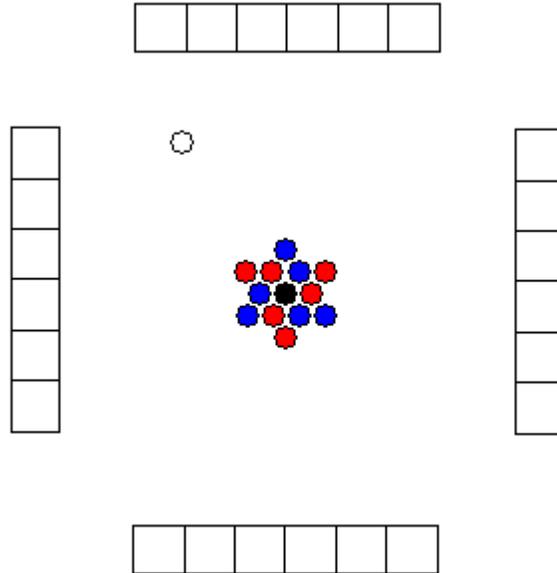


Diagram 1. Board setup

Playing the game

The game is played the same as the regular game of *Carroms*. Each player chooses a color: red or blue. Choose a first player, who breaks by flicking the striker from any position within one tile-width of the edge of the playing field. Each player's goal is to flick the striker so that it knocks each of the coins of the player's color in to the corner pockets and then pocket the black coin. This is similar the pocket billiards game of *Eight-Ball*.

A coin has entered a pocket if its center has passed the line between the inside corners of the tiles at the edge of a pocket. Pocketed coins are removed from the board. Each flick (including the break) should be an attempt to pocket a coin of the player's color (or the black coin if all the player's coins are already pocketed), but strategic placement of the striker when you have go good shot is allowed. If a player pockets a coin of their color, then that player gets another flick of the striker, otherwise the turn passes to his opponent; who then flicks the striker from its current position.

Pocketing the striker also causes the turn to pass to the opponent, in which case the opponent may place the striker any where on the board before taking his turn. A player who pockets the striker must also, as a penalty, place one of his already pocketed coins (if any) back on the playing field, as close to the center as possible with out moving any other coin.

The player that pockets the black coin wins the game, unless the striker also goes in a pocket. If the black coin is pocketed at any other time, it is placed back on the board as close to its original position as possible with out moving any other coin.

At any time during a player's turn, the player may require his opponent to hold down up to two lines of tiles (and may hold down one himself) to allow for

controlled banked shots. If a tile is knocked out of place, it must be returned before the next shot, even if that requires moving one or more coins.

Design Notes

1. Like in my *Nine-Ball* game, banked shots knocked the board tiles out of place too easily, so I added a similar rule about holding the tiles down to provide a solid bumper to bank shots.

History

20050429 1.0 mab Initial version.

Thank you for playing my game. Please report rules problems or variant suggestions to mark@biggar.org.

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