

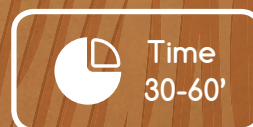
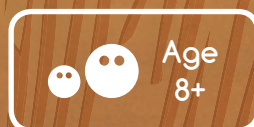
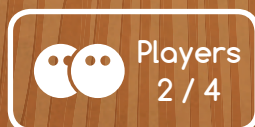


# Woodestic™ CARROM

## GAME RULES

Carrom is like pool billiard played with fingers. But in Carrom you flick and slide wooden discs on a high gloss square field. Try to pocket your discs in the corner holes and collect extra points by pocketing the red disc (queen).

If you'd like to try yourself in a great game of skills, Carrom is for you!









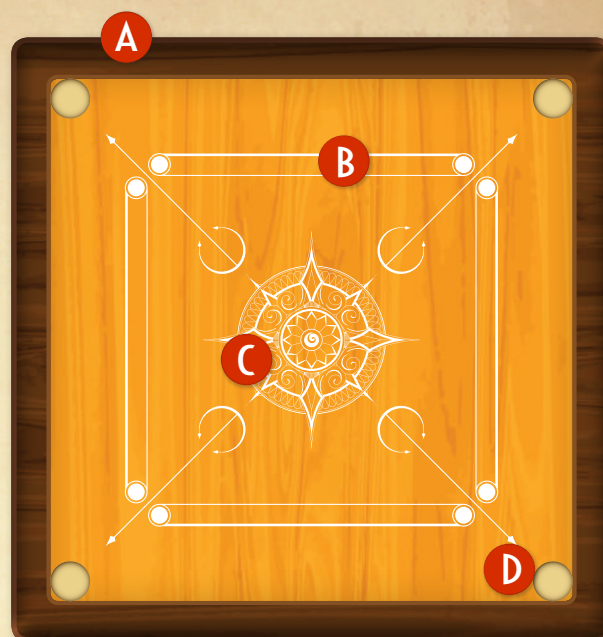


## 1. INTRODUCTION

Carrom is a strike-and-pocket table game originating from India, for 2 or 4 players. The objective of play is to use a larger disc – the so-called striker – to pocket the lighter objective discs, or carrom-men into one of four corner pockets. The game has many variants, some of them providing easier rules suitable for families or group of friends, while other game modes require more advanced skills. The most common game variants – including the official tournament rules – are explained in this rulebook.

## 2. CONTENTS OF THE SET

- Game board
- 1 striker disc 
- 9 black carrom-men 
- 9 white carrom-men 
- 1 queen (red disc) 
- 1 glisspowder 
- 1 wax set 



Ⓐ rall

Ⓑ shooting lines

Ⓒ center circle

Ⓓ corner pocket

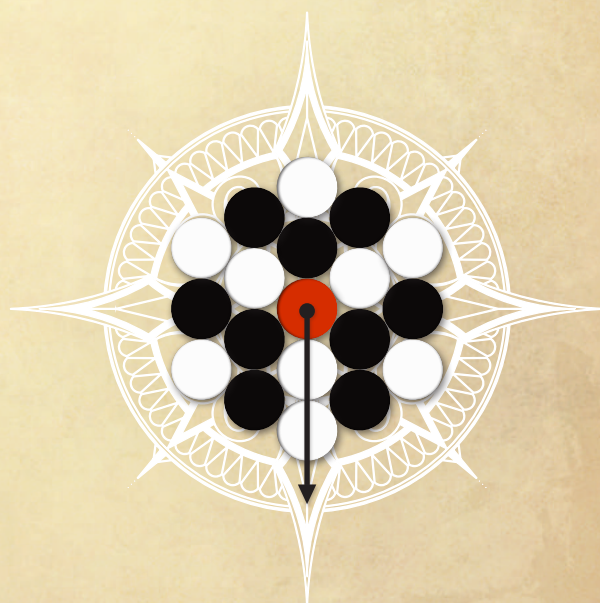
## 3. THE GAME

In this section, we explain the simple carrom rules. Other game variants are explained in the next section. This game variant is suitable for 2 players. The aim is to pocket your carrom-men before your opponent, while also pocketing and covering the queen for bonus points.

### SET-UP

All 19 carrom-men (9 white, 9 black, 1 queen) have to be set up in the center circle. To begin, the Queen is placed in the centre of the board.

Six pieces are put around the Queen directly in a circle, each touching the Queen and their neighbours. The remaining twelve pieces are positioned around the inner circle of six pieces, so that each outer piece touches the inner circle. Both circles are oriented so that the Queen, a white piece from the inner circle and a white piece from the outer circle lie in a straight line pointing towards the center of the side of the board where the player who will play first is sitting.





## CHOOSING FIRST PLAYER

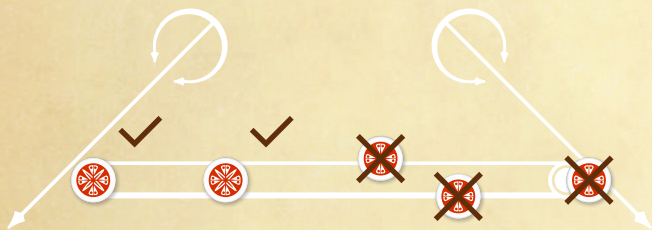
The players now have to choose the first player, who will be the white player. The official way to choose is called the „toss”: an umpire hides a carrom-men in one of his hands, and the players have to guess which hand he's hidden it. The player who guesses correctly becomes the first player, or now has the opportunity to change sides from white to black and give up the opening shot.

## GAMEPLAY

### ❖ Shooting:

The players have to use their striker – the larger disc – to shoot their carrom-men into the pockets.

When placing the striker on the board to shoot, the striker must touch both shooting lines, either covering the circle at the end of the lines completely, or not touching it at all. The striker may not touch the diagonal arrow line.



The players may use any of their fingers, including their thumb for shooting. However, no parts of the players' body except their hands may cross the diagonal line or its imaginary extension.

### ❖ Pocketing:

If you pocket one of your carrom-men, you are entitled to shoot again.

The queen (the red piece) can be pocketed any time after pocketing your first carrom-men, and must be pocketed before you pocket your last piece.

After pocketing the queen, you must immediately „cover” it by pocketing one of your own carrom-men in

the same or subsequent strike. If you fail to do so, the queen is returned to the center of the table.

After the queen is covered, whoever clears their pieces first wins the board.

If you sink your opponent's piece, you lose your turn. If you sink their last piece, you lose the board and three points.

If you sink your last piece before the queen, you lose the board, three points and one point for each of your opponent's pieces left.

Sinking the striker costs you one piece and your turn. But, if you sink a piece in the same shot, then two come up and you shoot again.

After sinking the striker, your opponent places the due piece(s) within the center circle. If you haven't sunk one yet, you owe one.

### ❖ Scoring:

The winner of the board scores one point for each of the opponent's carrom-men still left on the board.

If the winner pocketed and covered the queen, he scores three additional points.

If the loser pocketed and covered the queen, no one scores the extra points.

### ❖ Miscellaneous rules:

If a piece jumps off the board, it is placed on the center spot. If pieces land on end or are overlapping, they are left that way.

If the center spot is partially covered when replacing the queen or a jumped piece, the piece should cover as much red as possible. If totally covered, the piece is placed opposite the next player behind the red spot.

If the striker does not leave both lines, go again. You get three tries to break before losing your turn.

# LET THE FLICKING BEGIN!



## 4. GAME VARIANTS

### TEAM CARROM (4 PLAYERS)

The rules are the same as above, with the 4 players forming two teams. Teammates sit opposite of each other, and turn goes around in clockwise order.

### FAMILY POINT CARROM (2-3-4 PLAYERS)

Family-Point Carrom is a variant that is very popular with the young and old, or when playing with an odd number of players. Players are allowed to pocket carrom men of any colour. The rules are as follows:

- Players can shoot carrom men of any colour.
- The rules of shooting are the same as the base game.
- Black is worth 5 points, White is worth 10, and the queen is worth 25 points.
- The queen has to be covered in the same strike.
- When the board is cleared, the player/team with the most points wins.

### POINT CARROM (2-3-4 PLAYERS)

A variant of family point carrom, gameplay is mostly the same with a few exceptions:

- Both black and white carrom men are worth 1 points.
- The queen is worth 3 points.
- The queen has to be covered in the same or subsequent strike.
- The first player to reach 21 points is declared the winner.
- If no player reaches 21 points, the player with the highest points is declared the winner. If the scores are tied, a tie-breaker must be played. Players who are tied select a colour. They are allowed to pocket carrom men of an alternate colour only on rebound.

## LET THE FLICKING BEGIN!



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#### Storing and maintenance of the board!

Always keep your board in a dry place on room temperature! High degree of humidity may cause bending or warping of the board. • If water is spilled on the board clean it immediately with a dry soft cloth, because absorbing the water may cause bending or warping of the board! • Do not expose the board to glaring sun or heat because it can result in crackles of the surface lacquering! • Do not use open fire near the board! Do not put cigarette on the board! • Do not place foreign or sharp objects on the board, because it may cause serious scratches on the surface! • It is highly recommended to use only the proper gliss powders on the board, because other lubricants or powders may cause scratches! • If the board becomes dusty or dirty use moist (not wet) or dry cloth to clean it! Do not use cleaning agent or detergents! • The manufacturer has the right to refuse responsibility in case of any damage due to improper use of the board and accessories! • This product contains no detrimental materials to health! Please keep this information for your records!



**Choking hazard!**  
Not suitable for children under 3 years  
of age. Small parts could be swallowed!



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