

# Flicochet

## - RULES OF PLAY -

*For 2-6 players, ages 6 and up.*

*Contents: 6 red discs, 6 white discs, 2 jacks, measuring card.*

### SETTING UP

- 1. Choose a table to play on.** Flicochet can be played on any table or flat surface. Square and circular tables larger than 1 square metre work best - the smoother the better!
- 2. Take discs.** Each player chooses a colour and takes the 6 corresponding discs in his hand.
- 3. Randomly decide which player will start.**

### GAME OVERVIEW

The game is played over a number of rounds. Each round, the players take turns flicking their 6 discs, aiming to get them as close to the jack as possible. After all discs have been flicked, the table is scored. The first player to get 8 points wins!

### PLAYING THE GAME

- 1. Place the jack.** The start player puts the jack in the centre of the table.
- 2. Flick the discs!** Beginning with the start player, the players take turns flicking one of their discs, trying to get close to the jack. The player places the disc *anywhere* along the edge of the table, and then flicks it with his or her index finger. Players can knock their opponent's discs out of the way, and even knock the jack into a better position for them.

**3. Scoring.** When all discs have been flicked, the table is scored. Only the player who owns the closest disc to the jack will get points. This player will get 1 point for every disc he or she has closer to the jack than the opponent's closest disc.



For example, in this diagram, the red player has the closest disc to the jack, as well as the second closest. The closest white disc to the jack is third closest overall. Therefore, the red player scores 2 points for having the 2 closest discs.

- Only discs left on the table are considered in scoring.
- Use the measuring card to compare short distances.
- Record the score on a piece of paper, or just remember it!

**4. End the round.** If a player has 8 points or more, he or she wins the game! Otherwise, the players collect their discs and start a new round. The player with more points is now the start player. If scores are tied, the players switch who starts.

## **A FEW MORE IMPORTANT RULES**

**Penalty rule:** If a player's flick causes the jack to come off the table, the round ends and their opponent receives 3 points!

**Proximity rule:** A player's disc must always be at least 8 cm from the jack when it is placed for flicking. Use the measuring card to check this distance. This rule will only come into play if the jack is knocked close to the edge of the table.

**Team rules:** If more than 2 people are playing, divide the players into 2 teams: red and white. The teams may have an unequal number of players. Divide the team's discs evenly among its players. Team-members take it in turn to flick when it is their team's turn, and rotate who flicks first for a round.

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## DOUBLE-JACK

*Double-Jack Flicochet* is another fun way to play Flicochet!

This variant adds some extra strategy to the game. Play is identical to the regular game except for these differences:

**1. Setting up.** Start each round with 2 jacks in the centre of the table. Place them a disc-width apart.

**2. Scoring.** At the end of the round, points are awarded for *both* jacks. A disc may be considered in each scoring. Both players may score points in a round.



For example, in this diagram, the scoring of Jack A awards red 1 point. The scoring of Jack B awards red a further 2 points. The same red disc is closest to both jacks and scores twice.

**3. Play to 12 points.** If a player has 12 points or more after a round, he or she wins. If both players reach 12 points in the same round, the player with the most points wins. If they are tied, another round is played.

**4. Penalty rule.** If a player knocks 1 of the 2 jacks off the table, play continues, but the opposing player receives 2 extra points at the end of the round. If the second jack is knocked off, the normal penalty rule applies. This means that if one player knocks both jacks off, 5 penalty points are awarded to the opponent!

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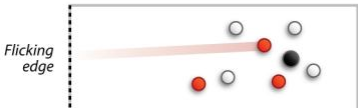
## TARGET

*Flicochet Target* is another fun way to play Flicochet!

This variant suits long rectangular tables particularly well. Play is identical to the regular game, except for 2 differences:

- 1. All flicks must be taken from the same edge of the table.** The players decide which edge this will be at the start of the game, and it will not change. On a rectangular table, choose one of the two smaller edges.
- 2. At the start of each round, the jack is positioned by the start player.** To start each round, the start player will flick the jack, exactly like a regular disc. Wherever the jack comes to rest will be its starting position. If the jack comes off the table during placement, the other player will position it. Once the jack is positioned, the start player begins play.

This variant rewards accurate shooting. It also allows for players to decide how each round will play, by positioning the jack very close or very far from the flicking edge.



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## SCHOOL RULES

*Flicochet School Rules* is another fun way to play Flicochet!

This variant is great to play at school, or in other places where you don't want discs flying off the table!

Play is identical to the regular game, except for 1 difference:

**1. If a flick causes an opponent's disc to come off the table, the opponent receives 1 extra point at the end of the round.** If this happens, play still continues until the round ends. A player may score multiple points in this way if more than one disc is knocked off. There is no penalty if a player knocks their own discs off the table, but of course, this is never favourable.

Playing this way means that there will be fewer shots which aim simply to knock an opponent's disc off the table. Instead, more accurate and gentler shots are rewarded.

### MIX AND MATCH VARIANTS

The different Flicochet variants can be combined in any way you like! For example, you can play *Double-Jack Flicochet* with *School Rules* and in teams!

If you play *Flicochet Target* with two jacks, then the start player gets to position both of the jacks each round (they do not have to start a disc-width apart). If either jack comes off the table during positioning, the other player positions them.

## **CREDITS**

Game design and graphics by Phil Harding.

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## **QUESTIONS, COMMENTS, MISSING PIECES?**

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## **LIMITED EDITION**

Number of 100 in a limited first printing.

