

Get Started

- · Place board on level ground.
- Create 2 teams (1 4 players each). Each team gets 4 bean pucks (select a colour).
- Determine who shoots first Remember: shooting last can be an advantage!
- · Arrange each team at the shooting line, 9 feet away from each end.

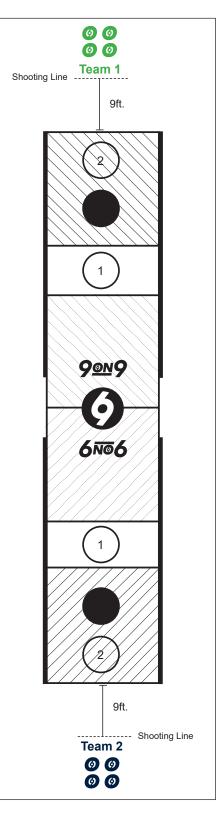
Scoring

- Throw 1 bean puck at a time alternating teams until all have been thrown.
 This completes a round
- At the end of each round, each team adds their score to the previous round.
 The team with the most points after each round throws first in the next round. If there is a tie, the winner from the previous round goes first.
- There are different point zones on the board (see below)

0	Center Zone	+9 points if your bean puck lands directly in the center zone	
	9 <u>ON</u> 9 Zone	0 points for landing anywhere in the 9 ON 9 zone	
1	1 Point Zone	+ 1 point if a bean puck lands in the zone farthest from you.- 1 point if it lands in the zone closest to you.	
<i>\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\</i>	2 Point Zone	+ 2 points if a bean puck lands in the zone farthest from you.- 2 points if it lands anywhere in the zone closest to you.	
	3 Point Zone	+ 3 points if a bean puck lands in the hole farthest from you.- 3 points if it lands in the hole closest to you.	

NOTE

- If a bean puck lands on a zone dividing line, collect points from the zone where the majority of the bean puck is.
- Continue shooting until one team reaches 99 points exactly. If you go over 99 you must score negative points to get to 99.
- · If you reach 99 and still have bean pucks remaining, you must throw and hit the playing surface.
- You can knock yourself or other players' bean pucks out of their zones to reach 99.
- · You cannot throw your bean puck away (off to the side).
- If the board is missed when you have 99 points add 9 to your score. You must now throw your bean pucks and score negative points to get back to 99.





CONTACT

info@jalfamgamesinc.ca

PURCHASE

purchase@jalfamgamesinc.ca

* Scoring App Under Development