

Playing Field:

1. Goal.
2. Line of the 5 meter area. Only the goal keeper (one figure) is allowed on this line.
3. Line of the 16 meter area. A maximum of two figures per player are allowed on this line.
4. Middle field area (circle + line). A maximum of two figures per player is allowed in this area.
5. Center circle.
6. Table bank.



The object of the game is to score more goals than the opponent.

To achieve this, the cue stick can be used in the following way:

- Direct goal shot.
- Table bank shot.
- Shooting own figures or those of the opponent to reach the goal.

The following applies to adjusting game figures:

All figures must touch a line at all times. After releasing the figures, they cannot be adjusted until the next move.

Start:

Player 1 (green ●) and player 2 (yellow ●) flip a coin to determine which player kicks off at the center circle.

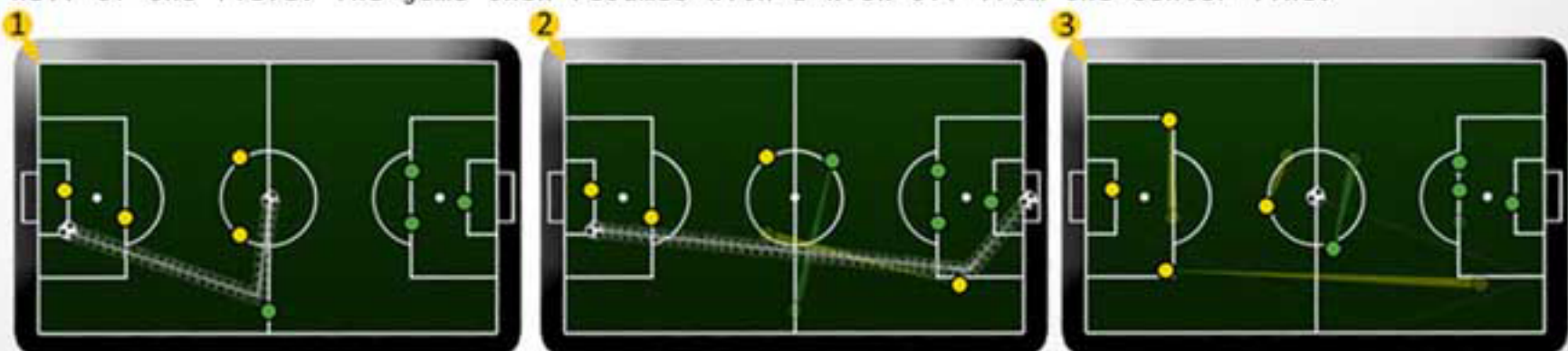
1. The player starting the game waits for the opponent to position his or her four game figures. Afterwards the first player strategically positions the game figures (Starting lineup) and kicks off.

At the beginning of the game and after each goal, the players must position all game figures in the respective half of the field.

During kick-off, no figures are allowed in the center circle.

2. If player 1 misses the goal, he or she will position the figures to fend off the opponent. Afterwards player 2 adjusts one game figure and kicks the ball. This is repeated until one of the player scores a goal.

3. After each goal, all game figures must be positioned back in the respective half of the field. The game then resumes with a kick-off from the center line.



A foul is called in the following situations:

- The ball leaves the table or is lifted.
- A game figure is knocked over by a shot.
- The ball is touched while a game figure is adjusted.
- The game figure is touched a second time after it was adjusted.
- Too much time is used for a shot (only one minute per shot or move).

After a foul, the opponents ball can be placed anywhere outside of the 16 meter area of the playing field and can be shot from that position.

Playing Time:

Each game lasts 2 x 10 minutes. If there is a tie after 20 minutes, the next goal determines the winner („golden goal“).