

SCHNIPP • TRICK

Spielregel • Rules • Règles • Regras



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Skill game for 2–5 players from age 8

By: Torsten Marold

Game materials

10 wooden skittles, 10 wooden discs with coloured markings

1 wooden disc (puck) for shooting

Object of the game

The aim of the game is to flick the puck skilfully to shoot away the wooden discs from under the skittles and not to make the skittles fall.

Preparation

Shuffle the 10 discs with the coloured markings face downwards, then arrange them randomly in the middle of the table.

Make sure the discs are spaced about 3 finger-widths apart.

Then, flip over the discs so their coloured markings face upwards. Place the skittles on the matching discs. Nominate the first player.

How to play

The player whose turn it is flicks the puck against a disc and aims to hit the disc so it slides away from under the skittle, but without making fall the skittle on top of the disc. (The shooting distance should be about one hand's length).

At first, it is only allowed to shoot at the blue or green skittles. As soon as these skittles have been collected, it is time to shoot at both yellow skittles and only at the red skittle once the yellow ones have been collected.

The flick shot with the puck can have different outcomes:

1. Failed shot:

A: The puck has hit a disc, but all the skittles are still standing upright on their discs.

B: After taking the shot, one or more skittles are laid on the table.

Upright skittles are only left standing on the discs.

In these cases, the player's turn now ends. The fallen skittles are replaced on their discs.

It is the next player's turn.

2. Partial success:

After the shot, at least one skittle stands as it should on the tabletop without its disc, but during the shot other skittles have also fallen over.

In this case, the player is allowed to keep the skittles, which are standing on the tabletop, but the matching discs are not allowed to be removed from the field. The fallen skittles are put back on the matching discs. It is the next player's turn.



Failed shot: The fallen skittles are replaced on their discs.



Partial success: The player is allowed to keep the green skittle and the matching disc remains in the field. Fallen skittles are replaced on their discs.

3. Direct hit:

After the shot at least one skittle is standing upright without its disc on the tabletop, while other skittles have not fallen over.

In this case the player has the option to continue playing or to end his turn.

Ending a turn

If the player chooses to end his turn, he is allowed to keep the skittles standing on the tabletop and the matching skittles. If there are any other free discs left in the field from previous rounds at this point, he is allowed to keep these as well.

Playing on

If the player wants to continue playing, he leaves the discs and skittles in the field and tries another shot.

If this scores another direct hit, the player can again decide to end his turn or to continue playing etc.

If a skittle falls during the next shot, the player's turn ends. He is allowed to keep the skittles standing on the tabletop, but not to keep any discs.



Direct hit: If the player ends his turn, he is allowed to keep the blue and green skittle and four discs.

4. Wrong skittle:

In all cases the following applies: If one yellow or red skittle is hit from under the disc before it is time to shoot at these colours, the player's turn immediately ends. Even if skittles are standing upright following the shot, it is not allowed to keep them.

End of Game

When the red skittle has been collected the match ends.

The players add together their winning scores for the skittles and discs, which they have collected, and calculate their total score. The winner is the player with the most points. If the match is a draw, the winner is the player who has kept the red skittle.

Scores for skittles and discs

Blue skittle = 2 points

Green skittle = 3 points

Yellow skittle = 4 points

Red skittle = 5 points

Scores for one disc = 2 points

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