GWŠf]b[˙6 cÏ

57H=J=HMˇG<99H˙004

CV^YW� Yg˙=XYbh]ZmˇgWŠf]b[˙ncbYg˙fUfYUg˙k\YfY˙U˙VU``a i g⋅h⋅ghcd˙ hc˙gWŠfY˙U˙dc]bhⅠUbX˙d`UWYa Ybhg

Ni a VYf˙cZˇd`UmYfg: Qåãçãã˘ æ|Á¢^¦&ã^
9ei]da Ybh

- Ø[˘¦ (4) coloured balls, &[}^• o¦Á¦|æ c&cups
- Six (6) àæ|•

GYˇhi d.

- PlaceÁ o@Á Áæ|•Á[Á[¦{ Áæ Á˘˘æ ^È V@¦^Á@¨|åÁæ^Áæà[˘oÁGÁæ|•Á¦ ÁåÃã cæ)&^Á à^ç^^}Á o@{ È
- Qãæã|^È¦ æ^Á o@Á˘˘æ ^Áæ*^¦ÇÁ[Á Áæ|•Á¦ Áåãã cæ)&^DÁæ) åÁ^å˘&^ÁæˉÁã^Á ¸@}Á o@Á¢^¦&ã^Áæ^&[{ ^•Áæ æ¨¦ÈV@ãⅠÁ Á¦[[åÁ¸æ ãæ ca }Á¦¦Á[{ ^[}^Á¸@Áæ Á •æça]*Á˘ È

DfcWŠXi fY

- V@Á¦|æ^¦Áæ)å•Á]¦ }^¦Á o@Á¸[Á ã*¦•Á¦[¢•Áæ)åÁ•^•Á o@Á&¦¦^]¦}ååã*Áæ|•È

- V@Á¦|æ^¦Á ˘•oÁ æ^Áæo¦|æ&{ ^}o¦•ãã^Á o@Á˘˘æ^Á ¸@^Áæo[ãåã]*Á o@Áæ|•Á å^¦ãã]*Á o@Á˘˘æ^È

- Òæ&@Áæ|¦Á•ãã^Á o@Á˘˘æ^ÁYUfbg˙%dc]bhÈ

- Ü^¦Ë[•ãã }Á o@Á˘˘æ^Áæ Á^^å^åÈ

- T[åã Á o@Á &^} æã ÁG@æ *^Á o@Á[•ãã }Á o@Á˘˘æ^DÁæç^ ^^}Áæ&@Á^¦ã•Á Áæ|•Á ¢Á¦|æ&c^Á¦|æ^¦ o•Á¦çæã ˘•Á[&æã]•Á}Á o@Áã|åÈ
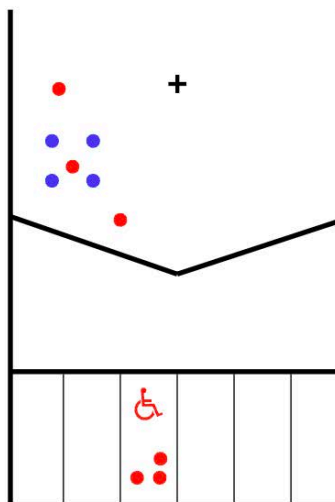
Variation

To help the player understand and calculate the risk, place a pin in the middle of the square. If the player knocks down the pin while making a placement, they lose all accumulated points.
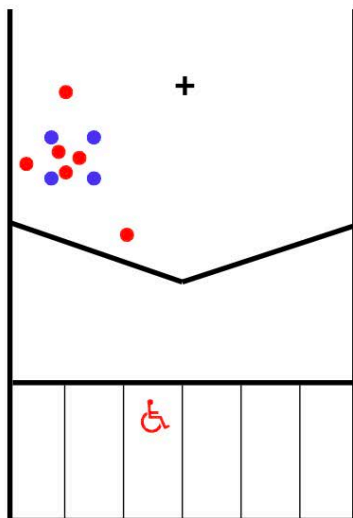
EXAMPLE

1. Create a scoring box with 4 blue balls.
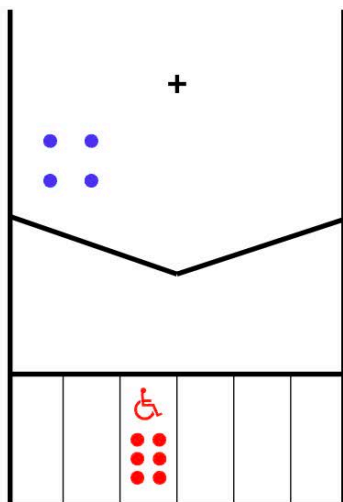
2. Make a placement inside the square.

3. Continue the placements for the 6 red balls.

4. Calculate the points.