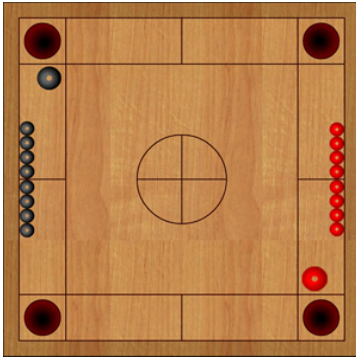


## Novuss Game Rules



The table is divided with lines drawn on the surface from edge to edge into 4 play zones (maximum of 4 players), known as edge zones. Each edge zone has a middle (center) line. The circle (center mark) in the center of the table is divided by two crossed lines. Together, the areas formed by these lines, are called the "blind" zones. The projectiles are wooden discs (aka: rings / pucks) - usually red & black, the striker (aka: shooting ring) and cue stick.

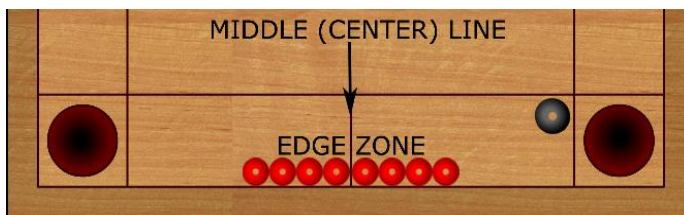
### 1. General

Before beginning play, the participants should check the surface of the table and clean or polish it as necessary (see "[EQUIPMENT](#)" section).

#### Starting a game

In elimination competition, the right of start can be determined by a coin-toss. Another method is playing the Striker to rebound the shortest distance from the opposite edge.

Having determined the starting order, players are situated opposite each other and place eight (8) discs on the table in an uninterrupted row, touching adjacent discs and the edge board. There should be four (4) discs on either side of the middle line (Picture 1). The player who lost the right to start has choice of side.

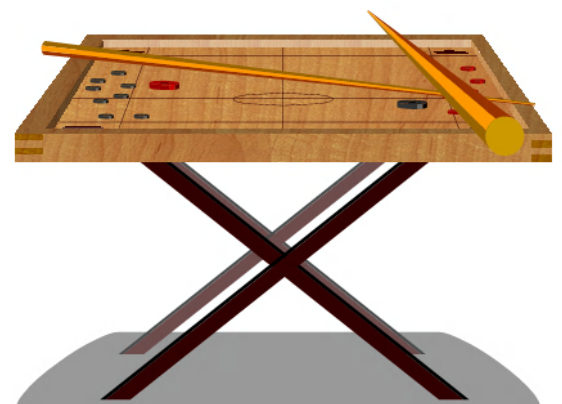


(Picture 1)

### 2. Equipment

The Game set include:

- Board / Game Table (40" square, made of wood)
- Folding Stand
- Discs / Pucks in 2 colors (black & red, 16 of each)
- 2 Strikers (black & red)
- 2 Cue sticks (any length, width and weight)

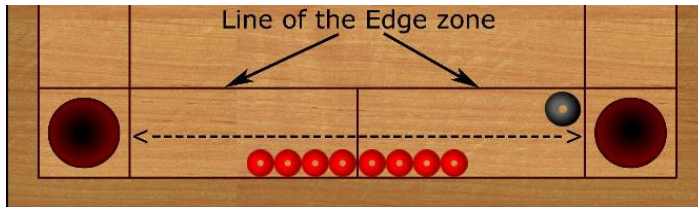


### 3. Game Rules

3.1 A game consists of several sets (usually 6-7), the number of which is agreed upon before beginning play.

3.2 A set begins when the players have taken places at the opposite sides of the table and one of the players has made the first stroke.

3.3 To make a stroke, the Striker is placed on the table so that its hole lies entirely within the "blind" zone at the nearest edge between the lines of the adjacent edge zones (See Picture 2).



(Picture 2)

3.4 The Striker is placed without making contact with any playing discs. The Striker may not hit directly any discs in player's own edge zone.

3.5 The player's fingers should never touch the playing surface, only the edge board.

3.6 After the Striker is put on the table, the player is allowed to move it by hand to a different position.

3.7 When executing a stroke the cue is allowed to rest only between corners of the edge nearest the player. When aiming or striking, the player's hand may rest on the edge board, but must not touch the surface of the table.

3.8 The stroke should be made with the tip of the cue. A stroke is considered as having been completed if the tip of the cue has moved the Striker. Only one (1) touch of the Striker is permitted. If a stroke is taken with two strikes in rapid succession, the player loses their turn.

3.9 After a successful stroke—i.e., if one or more discs are pocketed and no breach of rules has occurred—the player recovers the Striker and places it at will before to take the next stroke.

3.10 Player finishes a turn if:

- No discs have been pocketed.
- The opponent's disc is pocketed.
- The disc is forced off the table.
- The player commits any breach of the rules resulting in a penalty. (SEE CHAPTER 5)

3.11 If as a result of a stroke one disc lands on top of another, put them side by side without touching other discs. If a disc lands on top of a Striker, the latter is removed and disc is put in its place. Play continues.

3.12 A disc is considered "out" if it:

- Is hit off the table.
- Is hit off the table and falls back on but has made contact with an object outside.
- Lands on top of the edge board.

Such a disc is put in the center of the circle. If the center is already occupied, it is placed inside the circle on the center line of the side that it jumped over. If that point is also occupied, it is put on the next available point in clockwise direction.

3.13 When a player pockets the last disc, but in doing so incurs a penalty (e.g., pockets the Striker), the set is lost.

3.14 If a player, with a correctly executed stroke, pockets his/her own last disc and also the last disc of the opponent, the set is declared a draw.

#### 4. Direct & Rebound Strokes (Forward & Back Shots)

4.1 A player is allowed to pocket their his/her own discs with direct strokes except those within "blind" zones - the center circle and the player's own edge zone.

4.2 A direct stroke means that the Striker must first touch the player's own disc outside the "blind" zones after which it may hit any other discs.

4.3 A disc is considered outside a "blind" zone as long as the line bordering such an area can be seen through the center hole.

4.4 When a player's own discs are all in "blind" zones, it is permissible to use a rebound stroke to attack any discs anywhere on the table.

4.5 "Blind" discs can be played:

- With a rebound stroke - the Striker touches at least one edge board before hitting the disc.
- With the Striker after it touches a player's own disc outside "blind" zone.
- Using any discs as long as the Striker first touches the player's own disc outside "blind" zone.

4.6 Attacking and driving the opponent's discs is permitted:

- With a rebound stroke when the player has only "blind discs" left.
- With the Striker after it touches the player's own disc.
- Using any discs, providing the stroke was correctly executed.

Note: If as a result of any of the moves under rule 4.4, an opponent disc(s) is driven off the table, it will be placed in the center circle and the turn is lost.

#### 5. Penalties

5.1 Penalties are imposed for rule infringements by loss of turn and returning to play one previously pocketed disc. The "penalty disc" is put on the center line touching the edge board. If more than one disc is to be placed, they are placed symmetrically on either side of the center line or as close as possible to the center line without moving any discs. If vacant positions are equidistant from the center, the penalty disc is placed on the side with least number of discs.

5.2 If the penalized player has all eight discs on the table, a penalty "debt" stands until discs are available. The penalty disc is put out only after the player or opponent has finished their turn.

5.3 It is the opponent's responsibility to make sure penalty discs are placed as soon as they become available.

5.4 If during the game the debt is forgotten, the game goes on and the debt is annulled.

5.5 For several rule infringements resulting from one stroke (e.g.: Striker is pocketed without touching any discs), only a one disc penalty is imposed.

5.6 A player loses strike rights and acquires a penalty disc if:

- With a direct stroke, the Striker fails to touch any disc.
- With a direct stroke, the Striker touches its own and the opponent's disc simultaneously.
- With a direct stroke, a player hits his/her own disc in a "blind" zone. It is returned to its original position.
- With a direct stroke, the opponent's disc is driven into a "blind" zone. It is returned to its original position.
- With a direct stroke, Striker first touches opponent's disc. It remains in the new position unless driven into a "blind" zone.
- With a direct stroke, the opponent's disc is driven out of a "blind" zone. It remains in the new position.
- With a direct stroke, the opponent's disc is driven off the table. It is returned to its original position.
- With a rebound stroke, the Striker first touches opponent's disc while there are discs available for a direct shot. It remains in the new position unless driven into a "blind" zone.
- With a rebound stroke, the opponent's disc is driven off the table. The disc is placed in the center circle.
- With a rebound stroke, while there are discs available for a direct shot, the opponent's disc is forced into "blind" zone. It is returned to its original position.
- With a rebound stroke, Striker fails to touch the opponent's edge unless it touches a disc in the circle.
- A player touches the Striker while discs are still in motion.
- A player refuses to make a stroke.
- A player makes a double stroke (e.g., the cue hits the striker twice). If as a result of the double stroke a disc is dislodged, it is returned to its original position.
- The Striker drops into a pocket or is driven off the table.

## 6. Loss of Set

A set is forfeited if the player commits one of the following offences:

6.1 With a direct stroke, hits several of his/her own discs in the "blind" zones.

6.2 Displaces several discs with fingers, striker or cue.

6.3 Pushes the table, thereby displacing several discs.

## 7. Singles Games

7.1 In singles game, two players take position on opposite sides of the table.

7.2 A set is won by the player who first pockets all eight discs.

7.3 After each set, the players exchange places but the right to start the set remains on the same side.

7.4 If both players have discs left only in the "blind" zones and both miss them three times, the game is stopped and the set is replayed

7.5 If a player pockets his/her own as well as opponent's last discs, the set is declared a draw.

If a penalty is incurred while pocketing the last disc or the Striker has crossed its own edge zone line, set is lost.

7.6 If the first player pockets all eight discs in the first turn, the opponent is also given the right to play. Should the opponent also succeed in pocketing all discs in the one turn, the set is replayed without changing sides and the same first strike rights unless it happens in the deciding set of a game.

## 8. Doubles Game

8.1 In doubles game , a team of two partners play opposite each other. The partners stand opposite each other. First strike rights always remain at one side of table.

8.2 At the completion of a set, the starting position remains on the same side while players change places in a clockwise direction. Discs are set up by partners after they have changed places.

8.3 The player's objective is to pocket not only their own but the partner's discs as well. The winning team is the one to achieve this first.

8.4 Should the opening player pocket all 16 discs on the first turn, the next opponent has the right to attempt to do the same.

8.5 Penalty discs are put on the side opposite the offending player, however not before the starting lineup have been disturbed.

8.6 Before the Striker is placed on the table, the partners may discuss the situation and plan a strategy (e.g., which disc should be attacked). After the Striker has been placed on the surface, no advice may be offered orally or by means of gestures or signs.

## 9. Game Result

When one of the players / teams has won more than half of the sets of an odd-set numbered game, they are declared the winner and the game is discontinued.

In an even-set number game, a draw is possible.