

# Carrom Game Rules

**Equipment:** Carrom Game Board  
18 Game Pieces  
2 Striker Game Pieces  
1 Queen Game Piece

## To Begin the Game:

Two, three, or four players can play at one time. Opponents sit on each side of the board, facing one another. Place the 18 game pieces and the Queen in the center of the board. The first player places their Striker between the two black striking lines on the edge of the board in front of them (anywhere on or between the two red circles).

## How the Game Works:

The object of the game is to use the Striker to knock all of your game pieces and the Queen into the pockets before your opponent. Players move their striker by using their index finger to flick it at the game pieces. The first player 'breaks' by flicking their Striker at the game pieces arranged in the middle of the board. If the first player scores by knocking a game piece into a pocket, they shoot again, now aiming for only the same colour game pieces as the one(s) they pocketed (similar to billiards). If the first player does not score on their break, it is the next player's turn. Players continue to shoot until they fail to pocket a game piece. The striker must be placed between the striking lines before each shot. The player who pockets all of their game pieces, as well as the Queen (if it has not already been pocketed) is the winner.

## Notes:

Game pieces can be struck directly or indirectly by a Striker, unless the game piece is touching or behind a player's baseline, in which case it must be struck indirectly (by rebounding the Striker off the side of the game board or another game piece), and the Striker must be flicked in a forward direction (towards the center of the board).

The Queen may be pocketed at any point after the first game piece has been pocketed, but before the last game piece is pocketed. If a player pockets the Queen, they must pocket one of their own game pieces immediately after. If they fail to do so, the Queen is returned to the center of the game board.

