

Novuss Game Rules



The maximum number of players is 4. The table is divided into 4 play zones by the lines drawn on the surface from edge to edge. These rectangles are called **edge zones**. Each edge zone has another line in the middle. It's called a **middle (center) line**. The circle (center mark) in the center of the table is divided into 4 parts. All areas, including edge zones and the circle, are called **blind zones**. There are also red and black wooden discs, also known as rings or pucks, a striker, also known as a shooting ring, and a cue stick.

General.

Before the game, players should check the surface of the table and clean or polish it if necessary (see [EQUIPMENT](#)).

Starting the game.

In the elimination challenge, the right of the first move is usually determined by a coin-toss. Sometimes, players take turn hitting the Striker. Whoever gets it to rebound the shortest distance from the opposite edge, gets the first move in the game.

Having determined the order of moves, players take places opposite each other and place eight (8) discs on the table in a *continuous row*. Discs must be touching each other and the board edge. There should be four (4) discs on either side of the center line (Figure 1). **Each player plays with the discs placed on the opposite side of the table.**

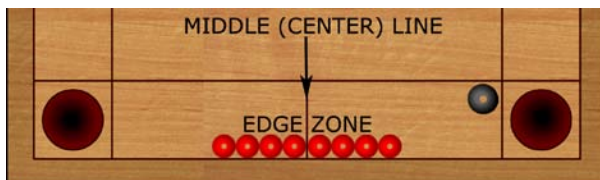


Figure 1

1. To make a strike, the *Striker* is placed on the table so that its hole lies entirely within a "blind" zone (Figure 2).

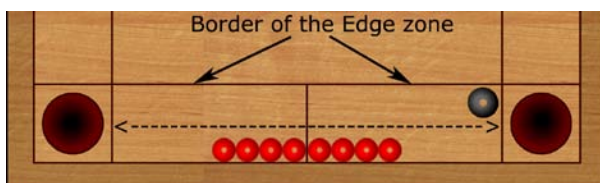


Figure 2

2. The Striker is placed *so that it is not in contact* with any of the discs.
3. The player's fingers should never touch the playing surface, only the board edge.
4. A Strike is considered completed if the cue stick has moved the Striker.
5. A Strike should be made with the tip of the cue stick.
6. After a successful strike (when one or more discs dropped into pockets), the same player takes the next turn.
7. The player who pockets all of the discs first wins the game.

Direct & Rebound Strikes (Forward & Back Shots).

1. A player is allowed to pocket their own discs with direct strikes except those within *blind zones* (Figure 3).

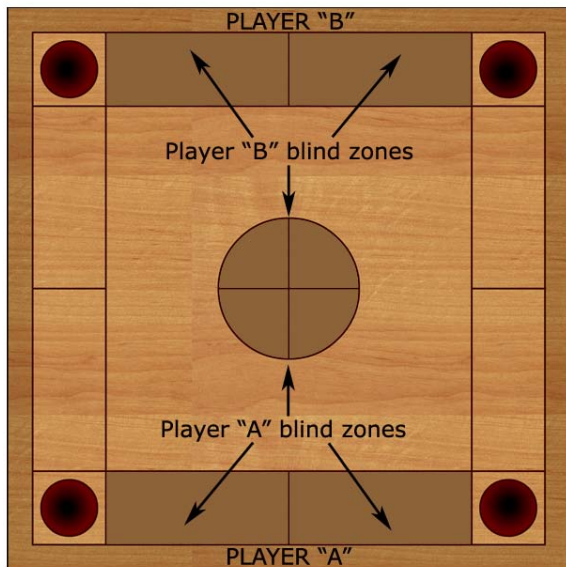


Figure 3

2. The player has a right to use a rebound strike to attack any discs anywhere on the table.
3. Blind discs can be played:
 - With a rebound (ricochet) strike - the Striker touches at least one edge of the 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 the *blind zone*.

Penalties.

A player loses a turn and acquires a *penalty disc* if:

- The striker drops into a pocket.
- The striker is driven off the table.
- With a direct strike, the Striker fails to touch any disc.
- With a direct strike, the Striker touches its own and the opponent's disc simultaneously.
- With a direct strike, a player hits his/her own or the opponent's disc into a blind zone. When it happens, the disc is returned to its original position.
- With a direct strike, the opponent's disc is driven off the table. It is returned to its original position.
- With a direct or rebound strike, one of the player's own discs is driven off the table. *Then, this disc is put in the center of the circle. If the center of the circle is already occupied, the disc is placed on the center line, on the side that it had jumped over. In this case, the disc should lie entirely within the circle with its edge touching the border of the circle. If that point is also occupied, it is put on the next available point in the clockwise direction.*
- If the penalized player has all eight discs on the table, a penalty debt stands until discs are available. It is the *opponent's responsibility* to make sure penalty discs are placed as soon as they become available.

Note: The "penalty disc" is put on the *center line touching the edge board*. If more than one disc needs 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. The *penalty disc is put out only after the player or the opponent has finished his turn*.

Losing the Turn.

A player's turn is over when:

- No discs have been pocketed.
- The opponent's disc is pocketed, or the opponent's and own disc together.
- With a direct strike, the striker bounces back to the player's edge zone (when there are discs outside blind zones).
- The disc is forced off the table.
- The player breaks any of the rules resulting in a penalty.
- For several rule infringements resulting from one strike (e.g.: the Striker is pocketed without touching any discs), *only one penalty disc is placed*.

Doubles game.

In a doubles game, a team of two partners play opposite each other.

The partners play the discs of one color.

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.

All other rules are the same as above. The team which pockets all their discs the first is the winner.