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EUROPEAN PALET GAME

Rules

This game consists of a board divided into 15 squares and of 10 rubber pucks. The game can be played individually or in teams. A draw designates the order of play.

- pucks are distributed in equal numbers, per team or individually. Several rounds can be played. Scoring a number of preset points or to the highest total
- The 1st player stands between 3 and 6 m from the board. The following players may increase this distance, but never reduce it. The throwing area is set by the continuation of the sides of the board. For team play all the members of the team must throw from the same position as the 1st player.
- Every played puck scores the points of the square in which it falls. An overlapping puck two or several squares scores the points of the one with the lowest score. A puck that misses the board cannot be re-thrown and scores 0 (1).

Red central square : scores the total number of points possible on the board in one go that is 1495 points

B-Bonus square : doubles the sum of the marked points (2)

M-Malus square : halves the sum of the marked points (2)

X square : multiply the marked sum (2) by the number of pucks already thrown but not more than 5.

+ square : scores the total of points of the previous 2 throws. If it is the 1st throw, the player will add his following 2 throws. If the game takes place by team, points will be the partner's points who will precede the thrower or who will follow him.

- Individually or by team, every player plays the pucks, counts the points and empties the target of pucks. The player or the team which loses a round begins the following round.
- If a player or a team places no puck on the target, the right to begin the following round is lost.
- other rules can be specified before the beginning of play, in agreement with all players.

(1) for the round taking place

(2) at this point of the round