

How to play Carrom



Equipment:

Wooden board with four holes or pockets
9 white pieces (carrom-men)
9 black pieces
1 red or patterned piece (the queen)
1 plastic striker
Carrom powder (Boric acid powder)

Instructions:

Carrom is a game for 2 - 4 players. Players sit opposite each other and take turns trying to slide the carrom-men into the pockets at each corner. The aim of the game is to clear all your carrom-men before your opponent. There is a points scoring system for more advanced players.

To begin, sprinkle some carrom powder on the board to allow the pieces to glide around the table. Then place the black and white pieces in the formation pictured above with the red piece in the centre. Decide who will play which colour and who will go first.

Start game! At the beginning of each turn the striker is always placed on the tube shaped baseline nearest the player at the beginning of each turn (see picture above), it can be placed anywhere along this baseline. The striker cannot be flicked backwards. Flick the striker with a finger, which then knocks the carrom-men (like the white ball in snooker). Players take it in turn to flick the striker and hit the pieces. When a piece is potted, into any of the four pockets, the player gets another go, always returning the striker to the base line before each new shot. If a player pots the opponents colour, they don't get another go. Pocketing the striker means one of player's carrom-man gets taken from a pocket and replaced in the centre of the board.

The Red Piece (Queen):

The queen may be 'pocketed' at any point after the first piece has been pocketed, but before the last carrom piece is pocketed. If the queen is pocketed the player must then pocket one of his/ her own carrom pieces straight after. If the player fails to pocket, then the queen must be replaced in the centre of the carrom board.

The Winner:

The winner is the first player to pocket all of his/ her carrom pieces.