

The Value of Each Penny The twelve pennies which form the outer hexagon of the set (see below) are worth one point each. The six pennies which form the inner hexagon are worth two points each. The centre penny is worth six points.

Scoring When a player wins a penny, either by merit or by his opponent's mistake, he adds on its points value to his total score. The nineteen scoring pennies add up to a total of thirty so the first player to win sixteen points or more wins the game. When both players win fifteen points each the game is a draw.

Allowed Colours Shooter – white.

Centre penny – black.
Other pennies – Red, yellow, green, blue.

The inner hexagon must contain three sets of differently coloured pennies: for example,

two red, two green, and two blue. The twelve outer hexagon pennies are a colour that has not already been used. The photograph above shows a 'yellow set' of pennies. Yellow sets are the most common.

The Set



On a hexagonal board - the traditional shape - the shooter is placed so that it covers one of the board's corner spots. On a square board - more usually used for Penny Blue - the shooter is placed so that it covers a straight edge spot. The black is placed over the centre dot. The other eighteen scoring pennies are placed as shown in the photograph so that a corner of the formed hexagon points directly towards the shooter.

Like colours in the inner hexagon must be placed opposite each other.



Flicking The shooter is the only penny which can be touched. It must be flicked cleanly with the nail of one finger. The palm of the hand and the shooter must NOT be nudged forward before being flicked. Some players use a thumb to



provide tension for the flicking finger. Other players use the board to provide tension for the flicking finger.

Winning Pennies By Merit The order in which pennies can be won by merit is simple. First, all the pennies in the outer hexagon and lastly the black. The other pennies must be knocked off in the order of the colours of the rainbow - red, yellow, green, blue.

If you flick the shooter so that it knocks off the board one penny only and stays on the board itself then you win the removed penny and go again, playing the shooter from where it came to rest.

As long as you keep winning a penny you can keep having another turn. The shooter does NOT have to hit the colour penny that is to be won next. For example, let's say you want to win the last green but the black is in the way between the green and the shooter. You can make the shooter hit the black on to the green. If the green is knocked off the board and all the other pennies stay on then you will have won the green. This is called a cannon.

The Change Over If you do not win a penny from a flick then you lose your turn and your opponent takes over, playing the shooter from where you left it.

However, if the shooter came off the board at the end of your turn then your opponent must start with the shooter completely covering one of the board's corner spots. (There are six corner spots on a hexagonal/ circular board, and four corner spots on a square board)

Winning Pennies Due To Your Opponent's Mistakes If your opponent

knocks off the board one or more pennies that he can't keep, then you win them.

Example 1. Your opponent flicks the shooter. It knocks off the board the right colour but comes off itself. Your opponent loses his turn and you win the penny he knocked off.

Example 2. Your opponent has to win a red next but by accident knocks off a yellow instead. Again your opponent loses his turn and you win the yellow.

Example 3. Your opponent flicks the shooter and it knocks off more than one penny. You win all the pennies he knocked off in that flick, and he loses his turn.

Complete Misses If you flick the shooter so that it misses all the pennies on the board then you lose your go and your opponent is awarded a FREE SHOT.

If the shooter remained on the board at the end of your turn then the free shot must be taken from where it had come to rest.

If the shooter came off at the end of your turn then the free shot must be taken from one of the board's corner spots

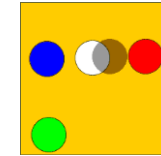
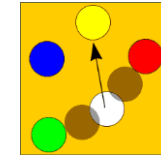
The Free Shot From a free shot it is not necessary to win or even hit a penny in order to keep your turn. Apart from these two exceptions the free shot must be treated like any other.

Example 1. From your free shot the shooter knocks off the board the right colour but then comes off itself. You lose your turn and your opponent wins the removed penny.

Example 2. From your free shot the shooter knocks off a wrong colour, or colours. You lose your turn and your opponent wins the removed penny, or pennies.

Even the Penny Diameter Rule applies to free shots. A free shot can't be saved for later. Take it straight away or lose it.

The Penny Diameter Rule Imagine your opponent has just lost his turn and has left the shooter within a penny diameter of one or more pennies. If you come to the board and shoot, and win a penny, then carry on as normal. But, if you don't and leave the shooter still within a penny diameter of ANY of those same pennies then your opponent is awarded a free shot.



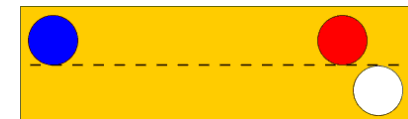
Example. The shooter hits the yellow. Afterwards it is still within a penny diameter of the red. If the yellow isn't won then it's a foul.

Fouls If a player touches any other penny on the board apart from the shooter, or does not flick the shooter cleanly, or moves the board so that any penny slides then he loses his turn and a free shot is awarded to his opponent.

If a player flicks the shooter and the result is that another penny comes to rest either wholly or partially on top of the shooter then he has committed a foul. His opponent wins the penny that is on top of the shooter; he removes it and takes the first flick of his new turn. A free shot is **not** awarded.

If a player flicks the shooter so that it comes to rest either wholly or partially on top of one or more pennies then he has committed a foul. His opponent is allowed to place the shooter on one of the board's corner spots before beginning his turn. A free shot is **not** awarded.

Push Shots When you flick the shooter at a penny, which is near to it, then at the instant that the shooter hits the penny your finger may **STILL BE IN CONTACT** with the shooter. If that is so then the flick is called a **PUSH SHOT**.



Example. It is impossible for the shooter to hit the blue without being pushed through the red – a push shot.

If the shooter then strikes any other penny then the push shot is a **FOUL**. In the example above, if the shooter hit the blue then it would be a foul.

If the shooter does **NOT** strike another penny then the push shot is legal. It is **NOT** a foul.