

The Rules Of Penny Blue

An Introduction

The game is for two players.

The eight counters used are called pennies. Except for their markings they are identical.

Each player has a team of three pennies. Two are marked as assassins and the other as a sovereign. Teams have contrasting colours.

One penny is called the blue (or bullet) and is usually coloured either light blue or white.

One penny is called the spare and is used only for measuring whether a side-flick can be allowed.

The game should be played on a flat, square board, though it can also be played on a hexagonal board.



A set of Penny Blue coins - without the spare. UK 1p have been used. It is usual to mark a sovereign with a crown.

The Set

Each game begins with a set.

The blue is placed on the centre spot. The other pennies are placed on the outer spots as shown.

Notice that the two sovereigns are placed opposite each other and that a player's pennies must not be on adjacent spots.



Winning A Game By A Kill

To win a game with a kill you must flick one of your assassins so that the blue is made to collide with one or more of your opponent's pennies - assassins or the sovereign - in such a way that your opponent's sovereign is knocked off the board. All the other pennies must remain on the board. This is called a kill.

You cannot make a kill with your first turn of a new game. Note that the penny you flick doesn't have to hit the blue.

Losing A Game By A Mistake

You lose the game by doing any of the following.

Knocking off the board your opponent's sovereign illegally.

Knocking off the board any penny other than your opponent's sovereign.

Committing a foul, which results in your opponent's sovereign coming off the board.

By flicking a penny so that it, or another penny, comes to rest either wholly or partially on top of, or underneath, one or more pennies.

Flicking

If you flick incorrectly you commit a foul.

You can flick only your own pennies.

If you touch a penny that isn't on your team then you have committed a foul.

You must flick cleanly with the nail of a finger or thumb. There should be no nudging or double hitting and your hand should not move.

If the penny you flicked hits a penny - any penny at all - then you are allowed another flick. If it doesn't hit a penny then you lose your turn.

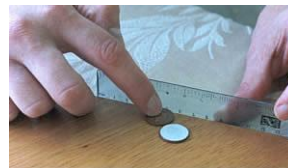
You are allowed a maximum of three flicks per turn.

Side-flicks

You cannot side-flick with an assassin.

If the blue goes nearer to the edge of the board than a one-penny diameter then it may be side-flicked.

To test if the blue can be side-flicked place a ruler, or coin, or matchbox etc flat against the edge of the board next to the blue. Put the spare on the board so that it touches the ruler and slide it towards the blue.



Be careful to make sure that the spare is always in contact with the ruler and that the ruler is always in contact with the board.

If the spare touches the blue then the blue MUST be side-flicked.

To side-flick move the blue to the nearest point on the board's perimeter. Then make it overlap the board at that point in just the way you want it to.

Next, pick up your sovereign between a finger and thumb and hold it at the side of the blue. Use a finger on your other hand to help you flick the sovereign against the blue.



Afterwards the sovereign must be placed on a spot that is not already wholly or partially covered by another penny. A 'spotted' sovereign must NEVER overlap the edge of the board.

Winning The Match

The first player to win an agreed number of games wins a set.

The first player to win an agreed number of sets wins the match.

Push Shots

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

If the flicked penny then strikes any other then the push shot is a **FOUL**.

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

Example. In the diagram below it is impossible for the blue assassin to hit the bullet without being **pushed** through the red sovereign - a push shot. If the blue assassin then hits the bullet (or any other penny) then it would be a foul.



More About Fouls

Moving the board so that one or more pennies slide makes a foul.

If a player commits a foul then he loses his turn and his opponent is awarded a **free shot**.

The Free Shot

From a free shot it is not necessary to hit a penny in order to keep your turn.

A free shot does not increase the number of flicks. (E.g. you take your free shot and then have, potentially, three more flicks left.)

For Animated Rules Log On To

www.penny-games.org.uk