

Q-SQUARE™

Official Rules

1. DESCRIPTION

Q-Square™ is a square board with smooth and polished surface divided by zones (as shown on diagram). The inside dimensions of the game surface is 40" x 40". There are 8 wooden pucks for each player (total of 16 for 2 player game and 32 for 4 players), white Queen puck and a larger cue-puck. Any number of pucks could be assigned for each player if desired. Shots are made by striking the cue-puck with a cue in order to hit and pocket opponent's pucks.

2. OBJECT OF THE GAME

Players must pocket opponent's pucks, which are in different color. The player pocketing at least one of the opponent's pucks continues the game. The player loses his/her turn if no opponent's pucks are pocketed or in case of a penalty or a foul shot. There is also loss of turn if you pocket your puck along with the opponent's one. The player who pockets all the opponent's pucks and then legally pocketing the Queen wins the game. The game can also be played without Queen. The winner in this case will be the one who pockets the opponent's pucks first.

You can play a set of a few games, e.g. 2 of 3 or 3 of 5.

3. RACKING THE PUCKS

Pucks are lined up in the Central Zone between black and red lines. Pucks of the same color are grouped together and placed on opposite sides of the Central Zone. Pucks should all have contact with each other. Puck holder can be used to line up the pucks.

Queen is placed in the center of the table.

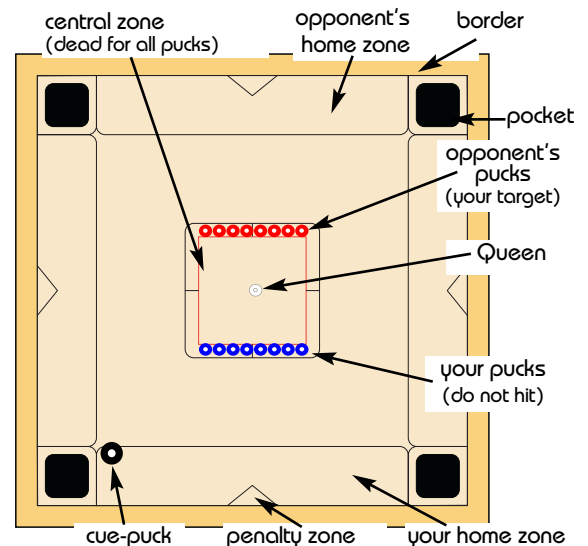
4. STRIKING THE CUE-PUCK

The cue-puck can only be struck from the Home Zone. After each shot player pulls back the cue-puck into his/her Home Zone. Players can place the cue-puck anywhere inside the Home Zone for better aiming. The cue-puck can touch the zone line but should not cross the zone line (the line should not be seen through the hole in the puck).

NOTE: IT IS PROHIBITED TO PUT HANDS ON OR ABOVE THE GAME SURFACE OR TOUCH THE GAME SURFACE. PLAYERS CAN PUT THEIR HANDS ONLY ON BORDERS!

Legal shots require to struck the cue-puck only with the tip of the cue. Failure to meet these requirements is a foul and loss of turn. There will be also a foul shot if the cue-puck crosses the zone line and do not hit any of the opponent's pucks (see Rule 7).

It is not necessary to call shots, unless players will agree to do so before they start the game.



5. OPENING BREAK SHOT

The opening break shot is determined by either lag or lot. Suggested lag shot: two object pucks (one for each player) are placed at the same distance from one side of the table. Both players make shots so the object pucks will bounce from the opposite border. The player whose puck will be closer to the opposite border wins the lag.

The player winning the lag or lot has the choice of performing the opening break shot or assigning it to the opponent. All other rules are applied to the opening break shot as to the regular shots.

6. POCKETED PUCKS

A puck is considered a pocketed puck if as a result of an otherwise legal shot, it drops off the game surface into the pocket and remains there. A puck that rebounds from a pocket back onto the game surface is not considered a pocketed puck. A puck that drops off the game surface onto the border or the floor is considered off the game and is subject to penalty (see Rule 7).

7. QUEEN PUCK

Queen (small white puck) is placed in the center of the table and cannot be struck until the player pockets all the opponent's pucks. Queen must be pocketed in the end of the game to determine a winner.

8. PENALTIES

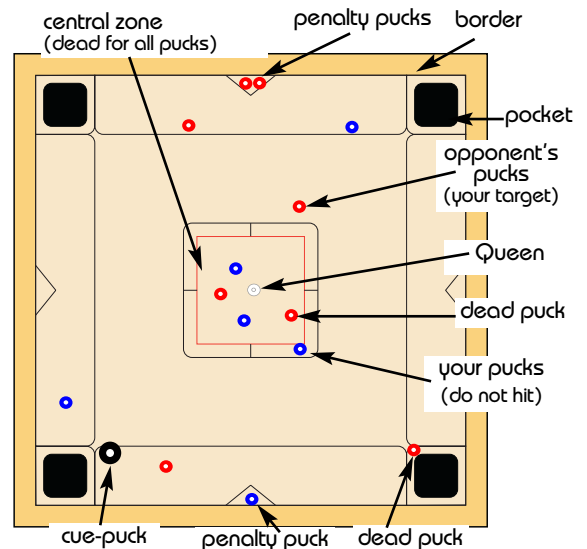
Penalty puck is one of the opponent's pucks previously pocketed and returned back into the game as a penalty for foul shots. Penalties are subject to be collected if no pucks were pocketed before the foul shot. The collected penalty pucks should be returned into the game when the player loses his/her turn if any of the pucks have been pocketed by that time.

Penalties are committed if:

a) the cue-puck is pocketed, forced off the game field, misses the opponent's puck or hits the player's own puck first; penalty puck is placed in the opponent's Home Zone against the border inside the penalty zone; if the cue-puck is pocketed along with the object puck, then two object pucks are returned in to the game;

b) the object puck is forced off the game field; penalty puck is placed in the Central Zone and as close to the center as possible.

c) the player hits Queen first while opponent's pucks are still on the table, Queen is returned to its place and penalty puck is placed in the opponent's Home Zone against the border inside the penalty zone;



d) the player pockets Queen while opponent's pucks are still on the table, Queen is returned to its place and penalty puck is placed in the Central Zone and as close to the center as possible. This can be a loss of game if players will agree to this condition before they start the game;

e) the player hits the opponent's puck inside the Central zone with direct hit; this puck must be returned back to the Central Zone and a penalty puck is placed in the opponent's Home Zone against the border inside the penalty zone (see Rule 8);

f) other foul shots, such as miscue are not subject to penalty, just loss of turn;

g) penalties are an automatic-loss of turn.

NOTE: there will be no penalty if all opponent's pucks are inside the Dead Zones (see Rule 9) and the cue-puck misses the opponent's puck; cue-puck hits your own puck after ricocheting from the border. This is the only exception, all other penalties are applied.

9. DEAD ZONES

Central Zone within red line is a Dead Zone for all pucks. Your Home Zone is a Dead Zone for opponent's pucks. Zones around pockets next to your home zone are Dead Zones for opponent's pucks. The puck is considered inside the Dead Zone if at least half of the puck is in the Dead Zone and the zone line is seen through the hole in the center of the puck.

If opponent's puck is inside the player's Home Zone or inside Zone around pockets next to player's Home Zone, it can only be hit by ricocheting cue-puck from the opposite border.

If opponent's puck is inside Central Zone (within red line), it can only be hit by ricocheting cue-puck from the opposite border or with the agency of another opponent's puck. If the player hits the opponent's puck inside the Central zone with direct hit, it is considered a foul and loss of turn.

10. FOUR-PLAYER GAME

Four players play in teams of two. 32 pucks are used, 16 for each team. Players of the same team stand across from each other and choose the same color of pucks. Each team's pucks are racked across from each other (red across from red, blue across from blue). The opponent's pucks will be across from you and your teammate. All other rules are the same as for a two-player game.

