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The Sjoelen Game

WHAT IS SJOELEN?

- „**Sjoelen**“ is a **collective board game** in which players try slip their disks up the board into compartments and get as many points as possible.

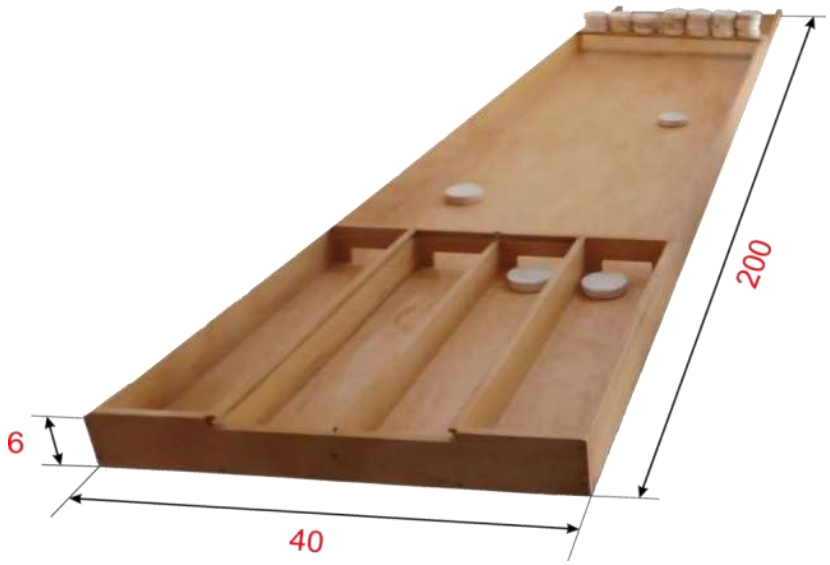
- The **game comes from the Netherlands, Belgium and Germany**, where it belongs to the traditional board games.

WHAT THE GAME CONSISTS OF?

- **The playing area** consists of a long narrow board measuring 40 x 200 cm with guardrails.

- At one end of the area is the throwing area and at the other end there are **4 compartments with goals** into which players try to get their disks.

- The set contains **30 wooden disks**. The "sjoelen" board is usually laid at waist height, e.g. on the table, it is usually played standing, but it is also possible to play from a sitting position.



HOW TO PLAY SJOELEN?

- **It is played in 3 rounds.** One round consists of throwing all 30 disks by one player.

- **Players try** to **move the disks** across the entire board **to the goal** with a sliding motion - rolling.

- **Each goal has its own numerical value** - from left: 2-point goal, 3-point goal, 4-point goal, 1-point goal.

- After the first and second rounds, **the pucks that end up in the compartments behind the gates remain in the compartments** - they move to their end so as not to block the way - until the pucks that did not pass through the goal are returned to the player to throw them in the next round.

● **After the third, last round, points are added** for the pucks that have successfully crossed the goals and **the player who scores the most points wins.**

A METHOD OF COUNTING POINTS

1. A disk which, through its rear part, passes through the front line of the goal is considered to be the puck passing through the goal.
2. For each disk passed the goal, the player gains points belonging to the given goal - from 1 to 4
3.If 4 disks are divided into 4 compartments so that there is one puck in each compartment, they form a series
4. The value of the disks that make up the series is doubled and is (1 + 2 + 3 + 4) x 2 = 20 points
5. Similarly, if the disks in the compartments are divided so that it is possible to assemble 2 series of them, the resulting number of points for 2 series is 20 + 20 = 40, etc.
6. For disks remaining in compartments after a series of disksks have been taken, the nominal value of the compartment in which they found themselves shall be added to the total number of points.
7. The winner is the player who scores the most points

EXAMPLE OF COUNTING THE FINAL SCORE

● The goals are arranged from left to right and the number of points for each puck passed is given in parentheses. Goal (2 points): 7 pucks, Goal (3 points): 4 pucks, Goal (4 points): 5 pucks, Goal (1 point): 3 pucks.

● In this case, there are 3 series of pucks in the goals and the remaining pucks are divided as follows: 4 pucks are in the 2-point goal, 1 puck is in the 3-point goal, 2 pucks are in the 4-point goal.

● The final number of points is calculated: [(2 + 3 + 4 + 1) x 2] x 3 + (4 x 2) + (1 x 3) + (2 x 4) = 20 x 3 + 8 + 3 + 8 = 79 points.

The maximum amount of points is 148 = 7 x 20 + 2 x 4.

We wish you joy in the game and fun with friends.