

# STOUK



2 to 4 players



6 and up



5 min



## BACKGROUND

In this game, invented by Vincent Houis organization member Kaloumba, 2002. Belongs to the same category of games with Paletos and Carom. The Stouk won Lud Expo in 2003 and took the bronze medal in the competition Lepine 2005.

## MATERIALS

Materials: a square building with 4 goals, 4 hammers (stoukis), 3 pieces white, 2 black, 1 red.  
Object of the game: lowest final score.

## PROGRESS OF THE GAMES

For 4 players:

The surface of Stouk is divided into four areas. Each player occupies a zone - region. Has the right to move only within the zone and no one is allowed to get inside the center circle.

Place the pieces in the center stack, with red at the base and the other alternately.

The player who starts the game plays with the first white pawn, which locates in the black circle area.

So we need to hit the pawn with the Stouki, choosing to mark an enemy target or pieces that are concentrated in the center.

Everyone must defend their own goals and try to lead the pawns that are in their area in these rivals.

If during the game no player has other pieces in the range, then the player who just lost a pawn gets to the center and restarted.

Must every time we get the weakest pawn.

The game ends when all the pieces have arrived in goals.

Afterwards, the players count their points: White-pawn: a degree, black: 2 points Red: 5 points. The player who has the lowest score wins the game.

For 2 players: Each player occupies an area with two goals but a Stouki.