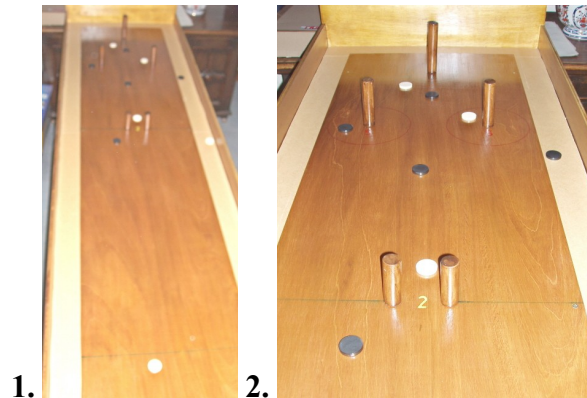


# Toque d'Or

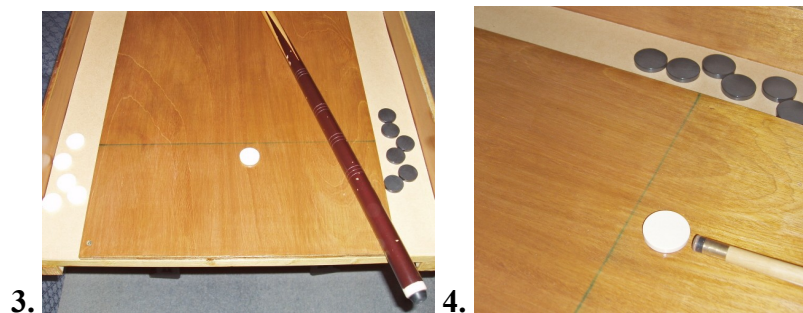
(France)

A custom made game played in France.

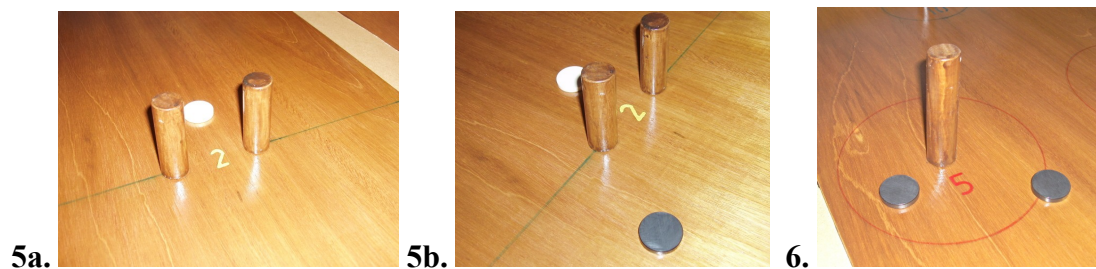
**Format** – 2, 3 or 4 player singles. Pairs (3 discs each).



**Dimensions** - 88” by 25” (on trestles supplied or your own table top)



Six resin discs (**pic 3**) per player are played up the board from behind the marked line (**pic 4**) by means of a cue. Each player plays one disc alternately until all the players' discs have been played. Playing order remains the same throughout the game.



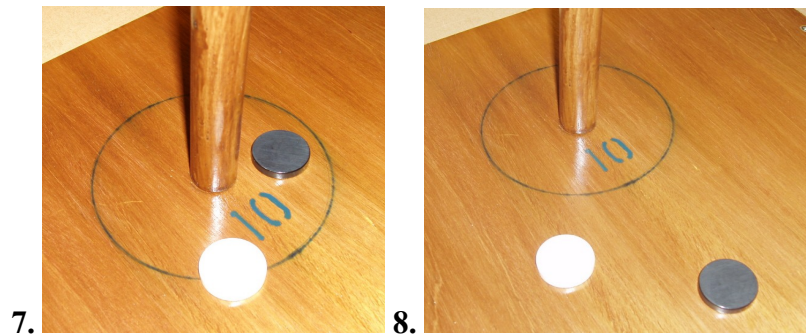
If a player plays a disc through the central uprights (**pic 5a**) then they immediately add **2 points** to their score (if the disc doesn't continue into a gutter). All other scores are calculated from those discs remaining on the board at the end of the turn.

If a player's disc doesn't pass the central line it is removed immediately (**pic 5b** – black is removed).

The next two uprights are surrounded by circles (**pic 6**) which score **5 points**.

The central and furthest upright is surrounded by a circle (**pic 7**) which scores **10 points**. A disc scores the appropriate points if it lies inside or touches the scoring circle (**pic 6** – both discs score 5 points).

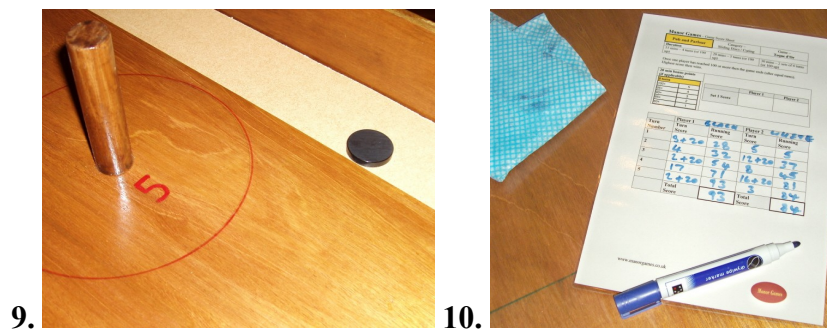
Otherwise any disc remaining on the board and lying past the central line scores **one point** each.



A **bonus of 20 points** is given to the disc closest to the top upright (whether within its circle or not). This pin is referred to as l'etaque (the ???).

**Pic 7** – both discs score 10 points with black scoring a further 20 points.

**Pic 8** – both discs score 1 point with white scoring a further 20 points.



As well as playing discs to score points, a player should also try to hit his opponent's discs into the gutters (**pic 9**) to prevent them from scoring.

### Pic 10 - Score sheet

#### Finishing the game

The game is played to 100 up (highest score over 100 after completion of a turn) **or** the highest score after a set number of turns. A full turn of all discs being played must be completed before any player can be declared the winner. If a player is first to reach 100 by passing through the central posts, the turn must still be completed to find out who will gain the highest score over 100 at the end of that turn.

\* \* \*

### **Quick Start Guide**

6 coloured resin discs per player per turn are played up the board.

Players play one of their discs alternately

Discs must pass the centre line or are removed immediately.

2 pts scored immediately for a disc passing through 2 central pins.

When all discs have been played, score:-

5 pts for discs lying in circle of 2 outside pins

10 pts for discs lying in circle of top pin.

1 pt for disc on board and not in a circle.

20 pt bonus for disc nearest to top pin.