

Rules Kagel

"Kagel" (skittles) is one of the world's oldest games and has been found in Egyptian tombs from thousands of years BC, and was very popular in Sweden in the 1700s. There are countless varieties. Here, we use the following rules:

The board has nine pins that are placed in a square with the "king" in the middle. The goal is to trap only one pin with one throw, most preferably, the "king". In the round robin, each player throws the ball one time. All pins are put upright before each throw.

- The king is in the middle and gives nine points if hit down
- If the king is knocked out so he lands outside the square that the other eight pins form, while all other pins remain standing, the throw gives twelve points. This is considered so exceptional that all players, the opposition included, must rejoice!
- In the four corners are the soldiers. A fallen soldier gives six points
- Along the sides is a farmer on each side (between the soldiers), a total of four. A fallen farmer gives one point
- If fall more than one pin is hit down, for example, the king and a soldier, there will be only one point per pin, i.e. two points (not 9 + 6)

On the tiles you are looking for, a ring (O) is symbolizing a pin that remains standing upright after the throw, the check (X) symbolizes a fallen pin.