



Watch the rules in video

Squelze

Le jeu qui envoie du bois !

A game by **Simon DELACROIX and Antoine ROGEAU**

For 4 to 8 players, ages 6 and up
For games lasting approximately 20 minutes

Game materials

In your Squelze box you will find:



1x central steel stud



1x rules of the game



9 pucks from the blue team



9 pucks from the red team

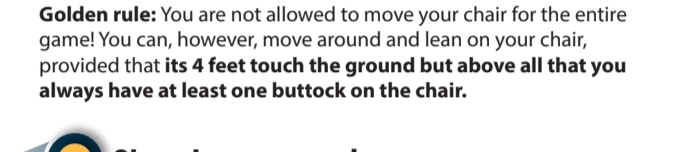
Overview and objective of the game

In a game of Squelze, two teams (the blues and the reds) will compete round after round to be the first to reach a total of 15 points! Scoring points is very simple: players take turns throwing their pucks, hoping to place them as close as possible to the central marker. Once all the pucks have been played, the team with the pucks closest to the central marker scores as many points as they have pucks better placed than their opponent, similar to the principle of Breton pucks (or pétanque). But the possibility of eliminating opposing pucks changes the game!

Set up

Sit around the table

Position yourselves evenly around a table free of any objects, with each member of one team alternating with a member of the other team. The steel block is placed in the center of the table.



Golden rule: You are not allowed to move your chair for the entire game! You can, however, move around and lean on your chair, provided that its 4 feet touch the ground but above all that you always have at least one buttock on the chair.

Choosing your pucks

One team takes the pucks with the blue border, the other those with the red border. The color of the center then allows you to distinguish your pucks from those of your teammates. This way, you can know whose pucks are out of play from one round to the next.

Each team divides the pucks of their color among its members. For teams of two, each member takes two pairs of pucks. For teams of three, each member takes one pair of pucks plus the puck with the white center and the dot matching the color of their pucks. For teams of four, each member takes only one pair of pucks.

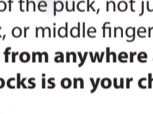
2 players per team



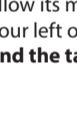
4 players per team



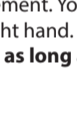
3 players per team



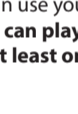
Player 1



Player 2



Player 3



Final preparations

How to shoot your puck?

Now that you're all seated around the table, you can finally shoot your pucks! To play, place your puck at the edge of the table - with a margin of about a finger's width - and flick it. Your finger should make a clean "hit" of the puck, not just follow its movement. You can use your thumb, index, or middle finger, or your left or right hand. **You can play your puck from anywhere around the table as long as at least one of your buttocks is on your chair.**

Who starts?

Each player places a puck at the edge of the table in front of them. Count aloud to 3, and simultaneously throw your pucks. The player closest to the central marker wins the turn. They will throw the last puck of the first round, and the player to their left begins the game.

Gameplay

The person to the left of the player who won the throw plays the first puck. Each player then takes turns playing clockwise until all pucks have been played. The first round is then over, and the next round will continue until one team reaches 15 points.

Puck falling off the table

If a puck (poorly thrown or pushed by another puck) falls off the table, it is set aside either in the lid or at the bottom of the Squelze box. It is out of play and will not be played in the next round: its owner will therefore only play with three pucks! It will be reintroduced in the following round.

With each shot, you will therefore have to choose between trying to place your puck as close as possible to the central cone or dislodging a puck from the opposing team... at your own risk.

Players who have lost one or more pucks will therefore have fewer turns than the others. Remember: you must play your pucks as long as you have any left. Once you've played your pucks, you'll watch helplessly as the others finish the round.

Obstruction

If you obstruct a puck in any way before it has completely left the table (for example, by touching it with your hand, arm, or an object), two scenarios apply: If it is your team's puck, it goes out of play (and will be out of play in the next round). If it is an opponent's puck that was about to go out, it remains where you touched it. **So be sure to leave the playing area clear!**

Special cases

A puck has climbed onto the central post, what to do?
It's a great shot for his team: good luck to the opposing team to dislodge it!

Does a puck that has spun and ended up upside down count?
An upside-down puck remains in play in that position and will count towards the score. It is generally more difficult to dislodge...

End of a round

The team with the pucks closest to the center marker scores as many points as the number of pucks they have closer to the center marker than their opponent. If they reach 15 points, they win the game. Otherwise, a new round begins, and the player to the left of the previous player goes first. Pucks knocked off the table in this round are set aside and will not be played in the next round.

Reintroduction of the pucks

The pucks that had gone off the table during the previous round are returned to their owners and put back into play.

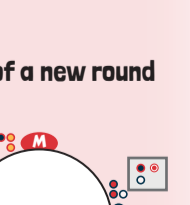
Example of a game

Start



Michel, Harmony, Simon and Antoine simultaneously shoot their pucks. Michel is closest, so Harmony goes first!

Shot 1



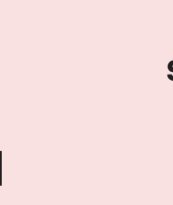
Harmony shoots and positions itself very close to the central marker. Well done!

Shot 2



Simon and then Antoine take their turns but can't get any closer to Harmony. Michel makes a great shot: he moves the puck away from Harmony while positioning himself as close as possible to the center post. Experience pays off!

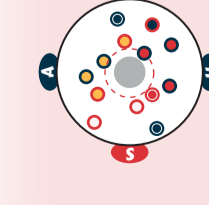
Shot 3



Shot 4



Shot 5

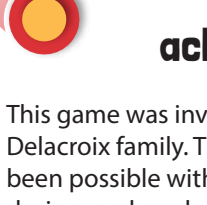


Pucks removed during this round

Pucks removed during the last/next turn

Harmony doesn't give up easily and delivers a strong, precise flick. Michel's puck is ejected from the table and placed aside in the lid of the box. The bitter bit, Squelze-style.

End of round



All the pucks have been played: the points are being counted. The blue team has two pucks closer than the first red puck. They score 2 points!

Start of a new round



A new round begins. Each player retrieves their pucks still on the table. It's the first round, so there are no pucks from a previous round to retrieve. The blue team therefore has one more puck to play in this round. Lucky them!

Credits and acknowledgments

This game was invented several generations ago in the Delacroix family. The Squelze adventure would not have been possible without its creators. The development, design, and marketing of the game were carried out by Simon Delacroix and Antoine Rogeau.