



Broos-Game™ is a smaller (table) version of the medieval French game "**La Meule.**" **Grinding wheel.** The original game was played outdoors and was several meters long. But we've brought it to your **table.** The player spins the **grinding stone** and tries to make the disc stop on its own, **but without falling to zero.** It's a bit like curling, but more practical.

Who can play?

Anyone! 2 to 5 players (but more is possible), children, seniors, colleagues, vegans. Drunk or sober. Everyone has the same chance. And women play it best! Before starting, we recommend opening the WEB with the counter, selecting the type of game, and entering the names of the players.

BROOS game variants:

1) "POINTS" game (classic game)

- Play 5 to 10 rounds (as agreed).
- If you are beginners, each player plays twice and chooses the better attempt.



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- The player with the most points after all rounds wins.
- In the event of a tie, there is a shootout: the higher number wins.

2) The game "DARTS" (fast game)

- You must throw the exact specified target: 31 or 51 (or x) points.
- Beginners always have two attempts, the better one counts.
- Players take turns, and the counter deducts points from the target.
- Anyone who "overshoots" the target score gets zero points in **that round.**
- The first player to reach the target number wins after the round is over.

3) "GOLF" game (for golfers)

- Set the number of "holes."
- The goal is to make a hole (i.e., reach 13) with as few strokes as possible.
- You start the next stroke from the place where your puck landed.
- If you go over zero, you play again from the start.
- If you don't reach the hole in five attempts, write down six.
- Then the next player plays on the same hole.
- The player with the fewest attempts at the end (after all rounds have been played) wins.

Other types of games, such as team games, knockout games, three-strike games, etc., as well as other BROOS models, see www.broos-game.com

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QUICK GUIDE

- Agree on how many rounds will be played
- What are you playing for? A drink?
- Place it with the start facing you
- Move the stone to the start, concentrate
- Grasp the stick with your fingers on both sides
- Spin the stone so that it moves forward, direction 13
- Don't overshoot to zero and write down your points
- Don't have a pencil? There's a counter on the web!
- Then it's your friend's turn, take turns
- **Whoever has more points at the end wins**
- Then play "DARTS" or "GOLF"

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LA MEULE. THE GRINDSTONE.
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...what's that??



Will you roll a 13?

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