

# Basics:

## Gear:

- 1 Target Ball a.ka "the Jack"
- 2 Boules that can be identified.

You can use Normal Petanque boules. Please note the boules undergo some stress in this game especially on a rocky terrain. Boules found common in e.g. gas stations do just fine.

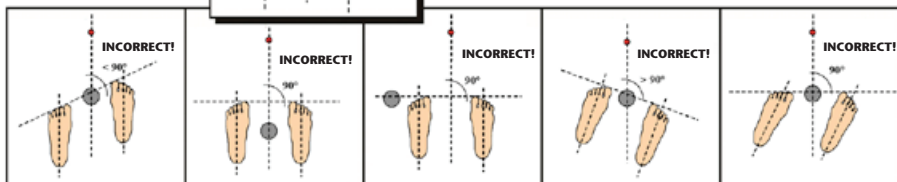
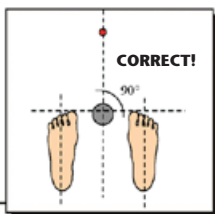
## Game setup:

- Single player game
- Game in pairs

In a Single Player Game the contestant makes two throws in a turn. In a Game in Pairs two teamed up contestants make one throw each during a turn. Throwing order and selecting the boule to be thrown are not fixed.

## Pickup:

When picking up the boule, set your feet so that the line between your big toes and the boule is perpendicular to the line between the boule and the target ball.



## Terminology:

- **Throw** - One single throw by a contestant.
- **Turn** - During a turn the contestant or competing pair throws both boules.
- **Round** - Round is finished when all contestants or pairs still in the game have made their throws in agreed order.
- **Game** - Consists of rounds. The winner of a game is the last player or pair still left in the game.
- **Match** - Contains multiple games.
- **Starting shots** - A throw made simultaneously starts a game.
- **Chief aka Game Master** - Person responsible for organizing the games.
- **Consensus** - A general agreement between the participants of a match. The game has to be played with an underlying consensus of the rules and how they apply in all situations in a game. There are no external referees.

# Let's Play Combat Petanque!



There is a  
game example  
on the next  
page!

## Goal:

The player's objective is to have **at least one boule** closest to the target ball at the end of one's turn (after throwing both boules). If this is not successful, the player is out of the game. The game is played on until only one player is remaining.

## Game duration:

A game can take anything from five minutes to an hour. Duration depends on terrain, player skills, weather etc.

## The start:

The youngest player (or in the following rounds the winner of the previous game) throws the target ball. The players line up and perform the starting shots by throwing their boules one at a time on to the playing field. The throws should be made as simultaneously as possible.

## First round:

The first proper round is started by the player whose boule is the furthest from the target ball. The player stands with the boule between his/her legs and is facing the target ball. This player throws both his/her boules like this in no particular order. The objective of the game is to have at least one boule closest to the target ball after these two boules have been thrown, otherwise the player is out from the game immediately and the player's two boules are collected aside.

## Next:

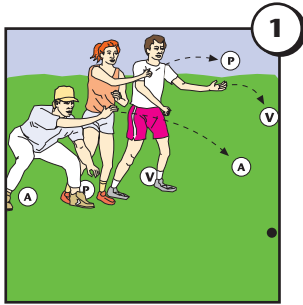
Regardless of how the first player fared, next up is the player whose boule is the furthest from the target ball and who hasn't yet thrown in this round. The next player throws both boules and the same system applies, if you're not closest, you are out. The round continues like this until everyone has thrown and in the next round (and all the coming rounds) the playing continues with the throwing order of the first round.



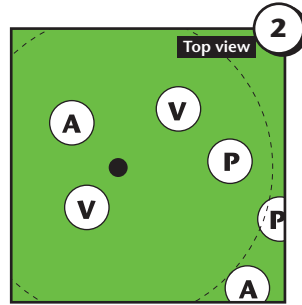
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# Here's how to play Combat Petanque!

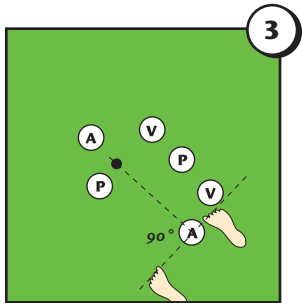
- V V** Veikko's boules
- A A** Anssi's boules
- P P** Paula's boules
- Target Ball
- ☀** Shot



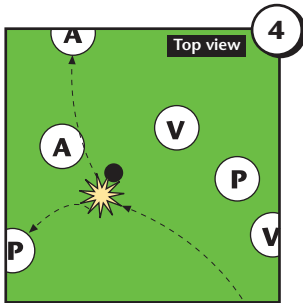
After the target ball has been thrown, the players perform the starting shots one boule at a time, simultaneously with the other players.



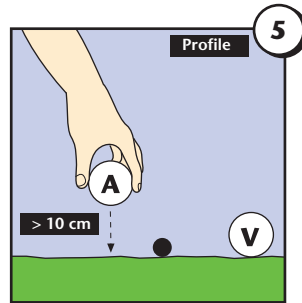
The player with the boule furthest from the target ball starts. This time it is Anssi's turn to start.



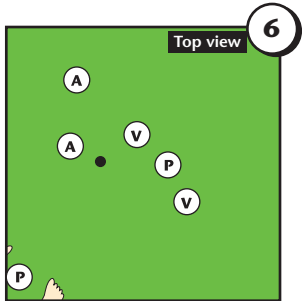
Anssi decides to throw his furthest boule first. He picks the boule up so that the line between his toes and the boule is perpendicular to the line between his boule and the target ball.



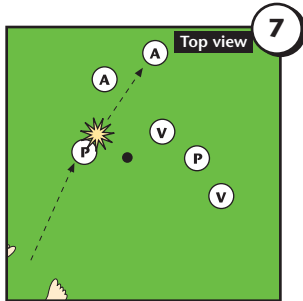
Anssi hits the boule closest to the target ball with a sharp shot. His own boule rolls far as well.



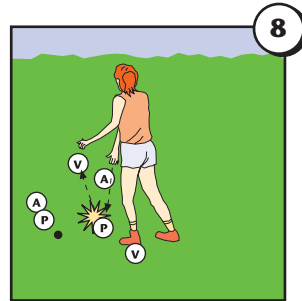
Anssi's other boule, which hasn't been thrown yet, is already closest to the target ball. This boule must be thrown regardless. Anssi picks it up and drops the boule in the same spot.



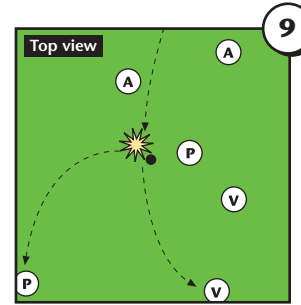
Paula had her boule moved the furthest, so now it's her turn.



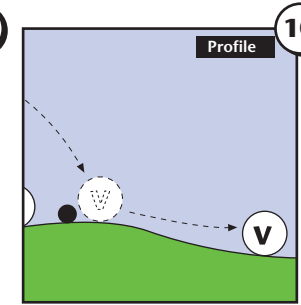
Perfect switch! Paula hits Anssi's boule so that Paula's boule stays perfectly still and Anssi's boule is hurled far away.



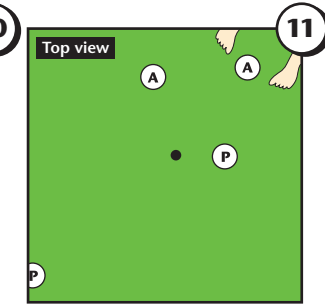
Then Paula hits Veikko's boule with force on her second throw to get Veikko as far away from the target ball as possible.



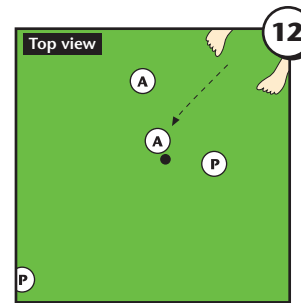
Veikko has some work to do. He hits Paula's boule with an impressive shot, but it also takes his own boule a bit far.



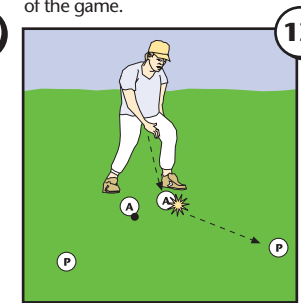
Veikko decides to drop his second boule close to the target ball. At first it seems like an easy shot, but the boule takes a spin and rolls down a slope. Now Veikko has thrown both his boules and is not closest to the target ball, so he is out of the game.



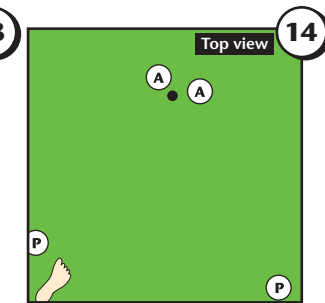
The next rounds are played in the same order as the first round regardless of who is furthest. Anssi continues.



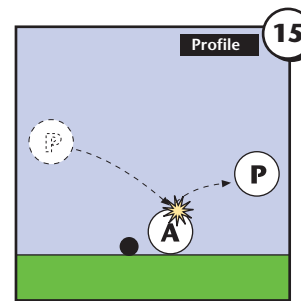
Anssi has both boules close to the target. He strengthens his position by placing his first boule right next to the target ball.



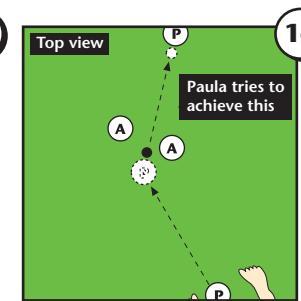
Anssi uses his second boule aggressively to shoot Paula's boule far away. This is flawless from Anssi.



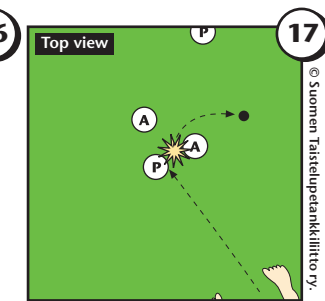
The situation looks grim for Paula. Both her boules are far away and Anssi has two boules next to the target.



Paula's first throw fails. She hits the top of Anssi's boule. Anssi's boule barely moves and Paula's boule rolls far. The game is hanging on Paula's last throw.



Paula tries to hit the target ball and move it next to her own boule and away from Anssi's boules.



Her shot is on target, but the target ball doesn't move far enough. Anssi is still the closest to the target and wins this game. Anssi throws the target ball to a new location to start a new game. The game is 1-0-0 and anything can still happen.