

# KASUKA

™

## OFFICIAL RULE BOOK

*Version 1.0*



**SPIN • AIM • WIN**

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# Welcome to KASUKA

KASUKA is a premium tabletop skill game that combines precision, strategy, and timing. The objective is to score the highest points by pocketing coins while following the game's unique Red Coin rules.

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## Game Components

- 1 KASUKA Board (6 Pockets)
- 1 Striker
- 9 White Coins
- 9 Black Coins
- 6 Red Coins

**Total Coins: 24**

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## Coin Values

| Coin  | Color                                                                               | Points |
|-------|-------------------------------------------------------------------------------------|--------|
| Red   |   | 25     |
| White |  | 10     |
| Black |  | 5      |

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## Board Setup

The KASUKA board is round, with 6 pockets spaced equally around its rim (every 60°). Six Red Coin Spots are marked along the spokes leading to the center, and an Outer Circle guides striker placement if the striker is ever pocketed (see Rule 5).



Figure 1 — KASUKA Board: 6 numbered pockets, 6 Red Coin Spots along the spokes, and the Center Circle.

## White & Black Coins

Arrange the 9 White Coins and 9 Black Coins in an alternating, balanced pattern within the center playing circle of the board.

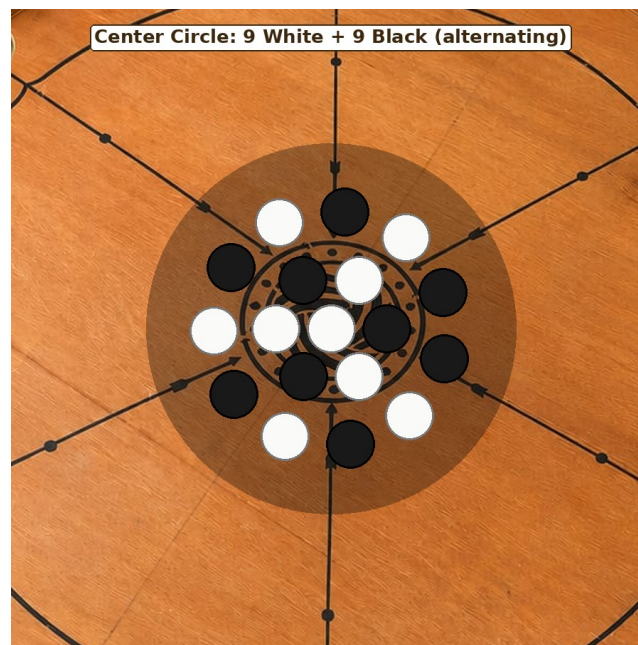


Figure 2 — Center Circle Setup: alternating White and Black coins around the medallion.

## Red Coins

Place the 6 Red Coins individually on the six marked Red Coin Spots around the board (one Red Coin on each marked circle).

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## Objective

The player with the highest total score after all coins have been legally pocketed wins the game.

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## Starting the Game

- KASUKA is played by 2–6 players.
  - Decide the first player by coin toss.
  - Play proceeds clockwise.
  - Players use the same striker throughout the game.
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## Rule 1 — Unlocking the Red Coins

At the start of the game, all Red Coins are locked. A player must first pocket at least one White or Black Coin before attempting to pocket a Red Coin.

**If a player pockets or intentionally strikes a Red Coin before unlocking it:**

- The Red Coin is returned to its original marked position.
- No points are awarded.
- The player's turn ends immediately.

## Rule 2 — Red Coin Follow-Up Rule

Whenever a player pockets a Red Coin, the player must pocket another White or Black Coin on the very next shot.

**If the player succeeds:**

- The Red Coin remains pocketed.
- The player receives 25 points.

**If the player fails:**

- The Red Coin is placed back on its original Red Coin Spot.
- No points are awarded for that Red Coin.
- The turn ends.

## Rule 3 — Consecutive Turns

- A player continues shooting as long as they legally pocket at least one coin.
- If no coin is pocketed, the turn passes to the next player.

## Rule 4 — Striker Foul

If the striker falls into any pocket:

- A 5-point penalty is deducted.
- The player's turn ends immediately.

## Rule 5 — Striker Placement

- The striker stays exactly where it comes to rest after a shot. The next shot — whether by the same player or the next player — is played from that spot.
- If the striker falls into a pocket (see Rule 4), it is removed and may be placed anywhere along the Outer Circle before play resumes.



Figure 3 — The striker stays in place between shots; it only returns to the Outer Circle if pocketed.

## Rule 6 — Priority Red Rule

When the number of remaining Red Coins equals the total number of remaining White and Black Coins, the game enters the Priority Red Phase.

**Example:**

- ● Red = 4
- ● White = 2
- ● Black = 2

Since there are 4 Red Coins and 4 other Coins, the Priority Red Rule becomes active.

**During this phase:**

- Players must pocket a Red Coin before pocketing any White or Black Coin.
- If a player pockets a White or Black Coin first, the player loses the opportunity to claim the corresponding Red Coin.

- That Red Coin becomes available for the next player, who claims it simply by pocketing it — no follow-up shot is required for this particular claim (the Rule 2 follow-up does not apply here).
- This keeps the board balanced: Red Coins remaining stay equal in number to White and Black Coins remaining, so the Priority Red Phase continues uninterrupted.
- Play then continues normally.



Figure 4 — Priority Red Phase: all 6 Red Coin Spots must be cleared before White or Black coins.

## Rule 7 — Scoring

### Players earn:

- ● Red = 25 Points
- ● White = 10 Points
- ● Black = 5 Points

### Penalty:

- Striker Pocket = -5 Points

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## Winning the Game

The game ends when:

- All coins have been legally pocketed.
- Each player totals their score.

**The player with the highest score is declared the winner.**

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## Example Score

| Coin                                                                                    | Quantity | Points     |
|-----------------------------------------------------------------------------------------|----------|------------|
|  Red   | 3        | 75         |
|  White | 5        | 50         |
|  Black | 6        | 30         |
| <b>Total</b>                                                                            |          | <b>155</b> |

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## Official KASUKA Fouls

1. Pocketing a Red Coin before unlocking it.
2. Failing to pocket a follow-up coin after a Red Coin.
3. Pocketing the striker.
4. Violating the Priority Red Rule.

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**KASUKA MOTTO**

**SPIN • AIM • WIN**