Plum Stones Scoring

To begin, toss stones onto a table. If the three marked-unmarked pieces are not matching the player receives 0 points and ends his or her turn. If all three marked-unmarked pieces land the same way up, then the other two pieces determine the score. If they match, two stars or two moons, then the player receives 2 points. If they are unmatched then the player receives 1 point. If a player scores 1 or 2 points then he or she plays again. Before starting, the players should decide how long the game will last, possibly until one player reaches 11 points. See examples below.



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