

Detailed instructions

- Always make sure to dust off board before you play. This will greatly reduce scratches on the surface.
- Place the **blue disc** in the center and alternate the red and white discs in the outer ring.
- Sit across from your opponent or with 4 players across from your team mate.
- Determine who is starting (use your own criteria).
- The first player breaks the ring of discs by shooting the **shooter disc** into the ring. You may place the **shooter disc** anywhere inside the half circle in front of you (or touching the line).
- The **shooter disc** has a hollow spot in the center where you place your finger to flick the disc at your color discs. The shooter disc should be flicked (with your hand remaining static), not slide/pushed if possible.
- The color of the first disc that you pocket will be your (or your team's) disc color.
- Players take turns (clockwise). If you pocket one of your color discs you get to shoot again.
- Anytime you pocket your **shooter disc**, remove one of your color discs and place it back in center.
- If an opponent's color disc is pocketed during your turn, it is left and benefits them.
- If you pocket the **blue disc** before all your color discs are gone, place 2 of your color discs and the **blue disc** back on the board.
- If the final shot is taken on the **blue disc** and the **shooter disc** goes in with it, the game is not over. One disc of that team and the **blue disc** need to be retrieved and placed back in the center.
- Discs on the board are not to be moved during the game. Remove the **shooter disc** when it is not your turn, only the player whose turn it is to play may have the shooter disc on the board.
- When a disc is flicked off the board, place it back in the center. No penalty.
- The person/team who first pockets all their color discs and then the **blue disc** wins!
- It was part of tradition to name the **blue disc**. You can pick your own name for it. Some names that have been used in the past were "*oumatjie*", "*varkie*", "*donkey*", and "*decider*". A cent or a button was often used in place of this disc.