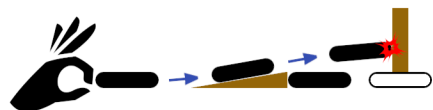


Scoring

- Before attempting to score: place the ramp between the 2 attacking discs so that the taller side of the ramp is against the disc closest to the opponent's pole-bearer



- If the ramp will not fit between the 2 discs a score shot cannot be made
- The further disc is then flicked in an attempt to travel up the ramp and knock down the pole while still air-borne



Scoring continued

- If the disc touches the table before striking the pole or the pole does not fall the ramp is removed and play continues normally
- If the attempt is successful the player wins the round, the table is cleared and the next round begins with a fresh setup
- If the same player scores 2 rounds in a row they win the game

Foul Shots

Flicking a foul shot causes the player to lose their next turn:

- Knocking over a player's own pole is a foul; immediately place the pole back on top of the pole-bearer
- Knocking a player's own pole-bearer off the table is a foul; the opponent immediately flicks the disc into play and places the pole on top

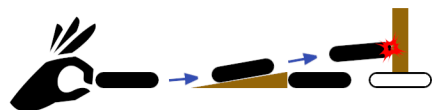
Note that losing a turn from replacing pole bearer or its pole does not count as the turn lost to a foul shot. The next time the player would be able to flick normally is when they would lose the turn from a foul shot.

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