

## Setup

2 player singles: 8 or 12 discs each, opposite sides of the board.

3 or 4 player singles: 4 or 6 discs per player.

4 player doubles: 4 or 6 discs per player, each pair is on opposite sides.

Play turns in clockwise rotation.

## Turn

A disc is shot from the outer boundary line in the player's quadrant (i.e. touching that line,

and optionally also a quadrant border line), flicked by one or more fingers. The player must be mostly seated (the “one cheek” rule).

If any opposing discs are in play, your shot must strike one of them.

If there are no opposing discs in play, your shot must end up inside or touching the 15-line.

If either of these rules is broken, the shot disc and any discs struck are removed from play.

Any discs scoring 20 are set aside into a designated area.

Others remain on the board until the end of the game.

## End game

Count scores of discs in the 20-box and on the table. If a disc is on a boundary, it scores the lower value.

The player/team with the higher score scores the difference between scores.

Have the highrt score at end of a determined number of games, or be the first to reach a set number of points.

## Goal

Last edited 2024-03-19

Roger's Rules: Firedrake/BGG

# Crokinole