

PitchCar: Rules of Play

Sequence of Play

1. Every race consists of three laps.
2. The player with disc 1 places their disc behind the Start/Finish line and flicks it as far as possible along the track. The other players take their turns in disc number order.
3. When everyone has taken a turn, the player with disc 1 goes again regardless of position on the track. The rest of the players follow in disc number order.
4. When a player's disc crosses the Start/Finish line, they place a mark under their number on the score pad. When they complete a second lap, they will make a second mark and so on.
5. The first person to finish three laps wins.

Special Conditions during Play

★ Disc Spacing

- You may use the black disc to put some space between your disc and the wall or another disc to obtain a better shot.
- Place the black disc on its side to measure the space between discs or to the wall.
- You may not make a space larger than the width of the black disc.
- You may not move another player's disc, only your own disc.

★ Contact with Other Players' Discs

- Generally, you can shoot at other player's discs and change their positions on the track.

★ If You Knock Other Players' Discs Off the Track

- If your disc hits another disc so hard that it leaves the track, your turn is deemed invalid.
- You must then move your disc back to where it started the turn and your turn ends. *Tip: After you flick your disc, leave your hand on the track to show where you started.*
- You must try to return all other discs to where they were before your turn.

★ If You Knock Your Own Disc Off the Track

- Return your disc to where it started the turn and your turn is over.

★ If a Player Flips a Disc Over

- If a player manages to flip their disc such that the sticker side is down, they will miss their next turn.
- During the next turn, that player may only flip the disk sticker side up. Their turn is over.
- This disc may be struck by other players' discs, and its position on the track may change.
- Should an upside down disc be knocked off the track, it is returned to its original spot still face down.

Game End

- ★ As soon as a player completes their third lap, they win the race.
- ★ The other players continue playing until all discs have finished.