

RiscDisc™ Quick Start Guide

Fast-paced outdoor fun for teams of 1, 2, or 3 players - first team to 21 wins.

What is RiscDisc™?

RiscDisc™ is an outdoor disc game where players score by hitting poles, catching opponent discs, and knocking opposing discs out of the air.

Setup

- Play on the official 30-foot RiscDisc™ field.
- The field is divided into 8 equal slices: 3 team slices, 3 opposing team slices, and 2 neutral zones.
- Each player receives 4 discs of one color.
- Players stand opposite the scoring pole matching their disc color.

How to Play

- A coin toss winner selects the starting throw position and assigns their team pads.
- The opposing captain assigns players to the corresponding opposite pads.
- Players throw one disc per turn. Play moves to the player on the left.
- Players may throw at scoring poles or try to strike an opponent disc in mid-air.
- When all players are out of discs, everyone retrieves their original four discs and play continues.

Scoring

Action	Pts
Hit your matching color pole	3
Hit the black center pole	2
Hit a pole on your team side	1
Catch an opponent disc while staying on your pad	1
Strike an opponent disc in mid-air	5

Important Rules

- Only the first pole struck counts.
- Once a disc hits the ground, it is dead.
- Players may lean, but no foot may touch ground outside the pad during play.
- Catching your own team disc earns no points.
- A caught disc is dead and removed from play.
- A player throwing out of turn loses that disc.

Winning

First team to 21 wins. If both teams reach 21 or more on the same play, the higher score wins. Standard matches are best two-out-of-three games.

HIT POLES • CATCH DISCS • KNOCK DISCS OUT OF THE AIR • STAY ON YOUR PAD • FIRST TO 21 WINS

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