

PACKAGE CONTENT

- 12 pings
- 1 throwing pin
- 1 storage wood box

rupoda

Game Rules

The object is to be the first to score 50 points without going over.

- The players use a wooden pin (called a molkky) to try and knock over numbered wooden pins (skittles).
- Points are rewarded based on the numbers on the different pins, which are marked from 1 to 12.
- Pins are initially placed in a tight group in an upright position about 10 feet away from the throwing area.

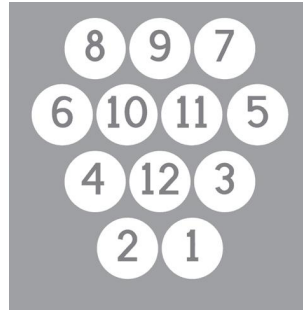
Order of Pins:

1st Row : #1, #2

2nd Row : #3, #12, #4

3rd Row : #5, #11, #10, #6

4th Row : #7, #9, #8



Points

- If the thrower knocks over ONE pin, the player receives the number of points marked on that pin. (e.g. #1 - #12)
- If the player knocks 2 or more pins, the score equals the amount of pins knocked over. (e.g. 3 pins score 3 points)
- A pin does not count if it is leaning on the molkky or one of the numbered pins (they have to be parallel to the ground to count).
- After each throw, the pins are lifted up again in the exact location where they landed. The first one to reach exactly 50 points wins the game.
- Scoring more than 50 will be penalized by setting the player's score back to 25 points.
- A player will be eliminated from the game if they miss all of the target pins three times in a row.