

how to play finski

RealGames

Objective

Be the first player (or team) to reach exactly 50 points by knocking down the numbered pins.

Number of players

Finski can be played by 2 to 8 players, and can be played individually or in teams.

Setting up

Set up the 12 numbered pins in a tight cluster exactly as shown over the page. Set a position 3-4 metres back from the cluster of pins to mark the point that players must throw from when log-throwing. Note: players must throw from this fixed position and may not shift left or right.

Playing

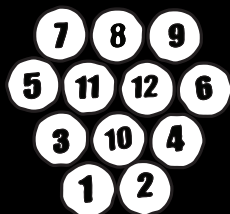
From the throwing mark, players take turns to toss (underarm) the large throwing log towards the numbered pins, the aim being to knock one or more of the pins down. After each throw, the score for that throw is determined and added to the player's (or team's) tally. If the new tally now exceeds 50 points, their tally drops back to 25. Before the next player has their turn, any numbered pins not standing are placed back upright where they lie (using the pin's base to mark the spot). In this way the pins spread as the game continues. The game continues until a player's (or team's) tally reaches exactly 50 points. Any player (or team) that scores zero on three consecutive turns is eliminated from the game. A team's throws must be shared evenly in a set playing order.

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