

# how to play finska



## players

For 2 to 8 players. Finska can be played individually or in teams.

## how to win

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



**FIFTY!**  
*First to exactly 50 wins. But don't go over 50 as your score drops back to 25!*

## how to lose

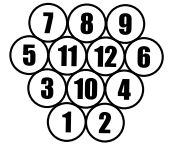
A player (or team) that scores zero on three consecutive turns forfeits and is knocked out of the game.



**3 STRIKES... YOU'RE OUT!**  
*Score zero three times in a row and it's all over. You're out of the game!*

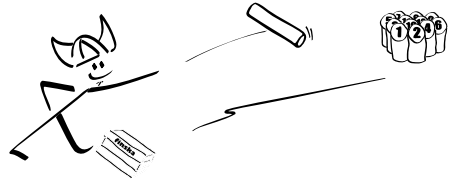
## set up

Set up the 12 numbered pins in a tight cluster exactly as shown at right. Place the finska carry crate 3-4 metres back from the cluster of pins to set the mark that players must stand behind when log-throwing.



## playing

From the throwing mark, players take turns to toss (underarm) the large throwing log ("the Finska") 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.



## scoring

A *Multiple Pin Score* occurs when two or more pins are knocked down. The player scores 1 point for each pin knocked down, e.g., if any eight pins are down, the score is 8 points, or if all twelve pins are down, the score is 12 points.



A *Single Pin Score* occurs when only one pin has been knocked down. The player then scores the number marked on that pin, e.g., only the 4 pin down, scores 4 points, or only the 12 pin down scores 12 points.



N.B. When scoring, pins must lie fully flat to be considered knocked down. A pin resting or leaning on another pin is not counted as knocked down. If a pin is initially knocked down but comes to rest standing up, it is not down.

