

How To Play

Players

For 2 to 8 players, played individually or in teams.

Winner Winner Chicken Dinner

Be the player (or team) to reach exactly 50 points by knocking down the numbered pins. If you go over 50, your score drops back to 25!

3 Strikes and You're Out!

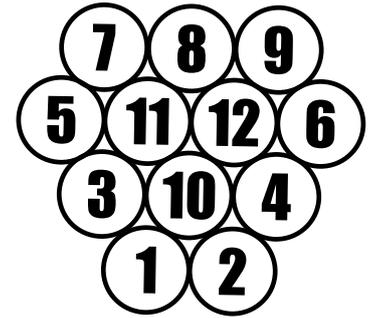
A player (or team) that scores zero on three consecutive turns is knocked out of the game.

Playing

From the throwing mark (the empty crate), players take turns to toss (underarm) the large throwing log towards the numbered pins. The aim is 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 – therefore the pins will spread as the game continues. Keep playing until a player or team tally reaches exactly 50 points. Any player (or team) that scores zero on three consecutive turns is eliminated from the game. Players within a team must share their throws 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, eg. if eight pins are down, the score is 8 points. A **Single Pin Score** occurs when only one pin is knocked down. The player then scores the number marked on the pin, eg. if you knock the 4 pin down, you score 4 points. Note: 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.



Setting Up

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

**Exactly
50 points
wins!**

