



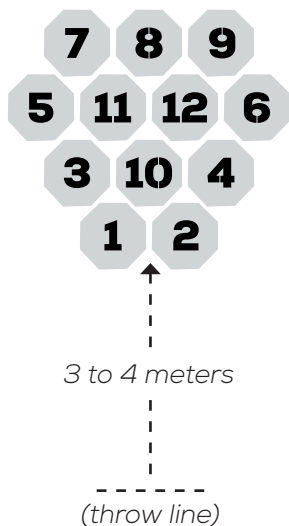
Manual



SETUP

The pins are placed in formation (*see arrangement*). The throw line is placed about 5-7 paces from the pins. The player who got up the earliest that morning, goes first. In following games, the throwing order is determined by previous game results starting from lowest score.

ARRANGEMENT



GAMEPLAY

Toss the throwing pin (*also called the "Finn"*) at the pin formation.

Knocking over one pin scores the amount of points marked.

Knocking two or more pins scores the amount of pins knocked over (*e.g. 3 pins score 3 points*). A pin does not count if it is leaning on the Finn or another pin. If a player misses all pins, they receive a strike. If a player gets three strikes in a row, they are out of the game and become scorekeeper.

After a throw, the score is tallied and the fallen pins are placed upright at the exact spot where they fell, facing toward the throw line. It is then the next player's turn.

WINNING

The first player to reach exactly 50 points wins the game. Scoring more than 50 will be penalised by setting the player's score back to 25 points.





House Rules

(optional)



☐ The Finn must always be thrown underhand.

☐ Players always get an equal number of turns.

(If any player scores the winning throw, the players after them get a last throw for a chance to tie. If they also succeed in scoring 50, the pins remain in place and a tiebreaker round ensues to play to 13.)

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For more ideas go to: finnpin.ca/houserules

