

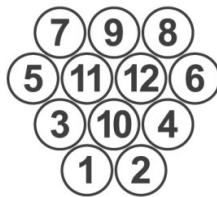


Molky – Game Rules

Object

The object of the game is to attempt to use the baton to knock over as many of the pins as possible. The score of your throw is the numbers on top of any pins you knocked over, with the pins in the center counting for more points.

Setup



Players must set the pins up like shown above at the start of every round and then set up a throwing area roughly 3 - 4 metres away from the pins. The pins must be reset after every player has thrown once. Throwing order can be determined however players would like, but can also be in the order of lowest to highest score of the previous game, with lowest score going first.

Playing the game

Each player takes turns throwing (all throws must be underhand) the baton at the set up pins in an attempt to knock them over. The lower score pins are in the front and on the outside with the higher score pins being in the middle and at the back.

After a player's throw, their score is increased by the numbers on top of whatever pins they fully knocked over. These pins must not be reset until the round is over and everyone has thrown once. This means that players who throw last will have the least pins to knock over.

If a player fails to knock over any pins for 3 rounds in a row, they are out of the game. The first player to reach exactly 50 points is the winner. If a player goes over 50 points, their score is reset to 25.

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