



score
card

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classic
games,
good
times.

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 skittles (AKA pins).



50!

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 and you're out

Score zero three times in a row and it's all over. You're out of the game!

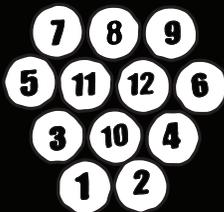
playing

From the throwing mark, players take turns to toss (underarm) the large throwing log ("the Finska") towards the numbered skittles, the aim being to knock one or more of them 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 skittles not standing are placed back upright where they lie (using the base of the skittle to mark the spot). In this way the skittles 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.



set up

Set up the 12 numbered skittles in a tight cluster exactly as shown on the right. Mark the throwing line by placing your crate or bag 3-4 metres back from the cluster of pins.



scoring

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

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

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

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About Us:

Planet Finska are Australia's leading designer and merchant of properly crafted traditional games. Our games are real, not virtual and catalysts for family and friends to socialise, laugh and create memories.

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