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how to play skittles

Nine Pin Skittles

Stand up the pins in a square diamond formation with enough space between the pins so that a straight ball may just pass through without touching a pin. The King Pin is placed at the front of the diamond. Mark a line behind which players must release the balls before crossing. The distance may be varied but a traditional distance from marked line to the King Pin is 33 ft (9.9 metres).

There are many variations of the rules but generally each player has a set number of frames (typically 6, 8 or 10) and the player with the highest score wins. A frame consists of a player rolling the three balls one at a time towards the pins, the aim being to knock as many as they can down.

A frame always starts with all pins set up in the diamond formation. If all nine pins have been knocked down, the pins are reset in the diamond formation before any remaining balls are rolled. A player's maximum frame score (very difficult to achieve) is therefore 27. Some variations of this ancient game only allow fallen pins to be counted if the King Pin is down - ie if ball 1 knocks down 3 pins but not the King Pin, the player scores zero for ball 1. If on ball 2 the King Pin and one other pin are felled, the player scores 2 points. If on ball 3 the player fells 2 more pins, the total score for that frame will be 4.

About us:

Planet Finska is Australia's leading designer of properly-crafted traditional games. We believe in craftsmanship that is true to the origins of these timeless classics. We are not about inferior or disposable and only use quality sustainable materials because we know things should be built to last. Our premium games make for memorable gifts and are catalysts for us all to socialise, connect, laugh and celebrate.

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