

METAL NOT POOL

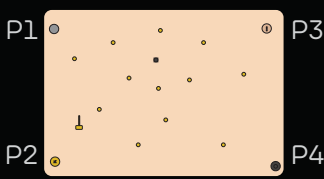


This game uses the 12 golden pins, king pin, large balls, and the golden mallet.



SETUP

Randomly place the 12 golden pins and king pin on the table or flat floor surface, standing up. Give each player a large ball, and randomly select a start player.



OBJECTIVE

To have the most points when the game ends. Pins are worth their number value, and the player who collects the king pin will double the points of their highest collected pin.

The starting player takes the mallet and hits their ball with the aim of knocking over the lowest number pin on the table. If you manage to knock over the lowest number pin, you will collect it and keep it for points. Let your ball come to a complete stop after taking your shot. If it falls off of the table place it back at the edge where it fell off (there is no penalty for this). You may take an extra shot if you knock over a pin on your turn.

If you don't manage to knock over the lowest pin on your turn, you will pass the mallet to the player on your left, and it will be their turn. If you hit over the wrong pin, you must return one of your collected pins to the box; it will not be worth any points at the end of the game. Then stand up the incorrectly knocked pin. It is allowed to knock over two pins in sequence on your turn, such as the 4 and the 5 pin. This will still only grant you one additional turn after.

Continue taking turns in this way until all 12 pins have been knocked over and collected, after which you will attempt to knock over the king pin, which acts as a x2 multiplier for one of the pins collected by the player who knocks over the king pin.

Add up the point values of all of your collected pins, and the player with the most points is the winner!