

METAL TEAM MEETING



This game uses all of the components except for the square aluminum pegs and king pin.



SETUP

Place all 12 of the golden pins central to all players. Split up into teams, however you like. Place all other components to the side for now.

DRAFT PHASE

During the draft phase, both teams will take turns taking one golden pin at a time until the sum of all of their pins equals exactly 20. If your sum ever goes beyond 20, you must trade one pin your team has for a new one that brings the sum to 20 on your next turn. Once both teams have a sum of 20 from their golden pins, set the rest to the side and proceed to the next phase.

ACTION PHASE

During the action phase, you will attempt to knock over all of the pins your team drafted. Start by placing all of the opposite teams pins on your side of the table or floor, spaced far apart, on an imaginary straight line. The opposite team will do the same with your pins.



The team that does not have the lowest number golden pin will go first. They can pick a number of items equal to their highest number drafted pin left, minus their lowest number drafted pin left (these will be on the opposite side of the table). For example, if your team has an 11, 8, and 1 pin, you will get to pick 10 items to use ($11 - 1 = 10$). You may pick from any combination of balls and throwing pins, distributing them to your team members evenly.

Your team will now throw aluminum pins, or roll metal balls at the opposite side of the table, attempting to knock over the lowest number pin. It is allowed (and sometimes strategic) to roll any number of balls, or throw any number of batons, all at once. If a pin that is not the lowest number is knocked over, stand it back up immediately. Once you have used all of your items, it is the other teams turn, using the same method.

Note that once you have knocked over a pin, you will have less items to throw on your next turn. If you only have one pin left, you will get a single item to use. It is allowed to hit balls with the hammer, however it is not allowed to roll aluminum batons, they must be thrown. You must throw or roll your items from the opponents peg line on your side of the table.

The first team to knock over all of their pins is the winner! If the game is too easy, try playing with a longer table or very far apart on the floor.