



Social Scatter

MANUAL

Intro

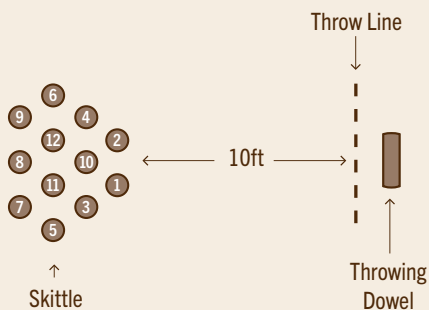
Social Scatter, also known as Molky or Skittles, is a multi-player toss game.

Setup

1. Remove 12 skittles and 1 throwing dowel from the carry bag.
2. Find a flat open space about 16' by 26' rectangle.
3. Next set up the 12 skittles (see playfield diagram below) and mark a throw line 10' from the group of skittles.
4. Games can be played with 2-12 players.
5. Now you are ready to play Elakai Social Scatter!

The Playfield

- The recommended play area is 16' by 26' on sand or grass.
- See diagram



The Rules

The objective of the Social Scatter is to score 50 points before your opponents. To start the game, flip a coin and the winner of the coin toss gets to throw the first dowel. A player may throw the dowel underhand, helicopter, rolling, or end over end in an effort to strike the skittles. Players will alternate throws and after each round of throws each player tally's their point total. If a player goes three rounds without striking any skittles or scoring points, they are eliminated. After a toss, any skittles that were knocked down get set back up in the place they landed. The skittles will not be set up in their original setup after each throw. To win, a player must knock down the skittles to score a predetermined number of points. The game is played to 50 points. The first team or player to score exactly 50 points wins. If a player exceeds 50 points, then that player must start the next round at 25 points.

Scoring

There are two ways to score points

1. The first way is to knock down as many skittles as you can. If you knock down more than one skittle, tally up the number of skittles knocked over and that is your point total for that round.
2. The other way to score points is to knock only one skittle down and if only one is knocked down then the number shown on the skittle is the number of points you get for that round.

Example:

If the #1 and #2 skittles are knocked down on a throw, only 2 points are awarded because more than one skittle was knocked down.

If the #12 skittle is knocked down, then the player is awarded 12 points because only one skittle was knocked over and the points awarded were the number displayed on that skittle.

House Rules

- a. Rules not found in a game's manual
- b. Made-up rules followed within one's specific household, party, or event

Care and Maintenance

Keep it Clean

Use a damp cloth to wipe off dust and dirt after every use. If it is a bigger job that requires something more heavy duty, use warm, soapy water. Cleaning your equipment will keep it from deteriorating over time.

Update the Coat

Our games come pre-coated with a high-grade sealant that protects not only the aesthetic of the wood but also, it's integrity. Different climates, weather, and playing surfaces can change the length of the protection you get from our original process, so if you start to see some wear you should simply add another layer of sealer to extend the life of your game. This game is recommended for use on grass or sand.

Mind The Elements

Hail, rain, snow, mud, and heat can damage your game. Protect your game from extreme weather and do not play in harsh conditions.

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