Once the skittles start to disperse, players or teams may try to topple individual skittles. If a player does not succeed in toppling any skittles in three consecutive tries, they are eliminated from play. Once a player knocks over any amount of skittles, the skittles are set back up in the exact spot they ended up after being toppled and it is the next player or team's turn.

## OBJECTIVE:

The object of the game is to get exactly 50 points. If a player exceeds 50 points, they are deducted 25 points and play continues.

# SCATTER 

## Instructions

The first player to get exactly 50 points wins!

## USE AND CARE:

YardGames.com Scatter sets are made with quality kiln-dried hardwood and are not water proof. To prevent damage and wear, store the game indoors in a dry area.

Adult supervision is required for children playing this game.


For more information or to order replacement parts, visit www.yardgames.com.

## SET INCLUDES:

## $12 \times$ Scatter Skittles

## 1 X Tossing Dowel

## GAME SETUP:

Teams are made up of individual or multiple players from two to as many teams as you wish. The game begins with the skittles set up in the following fashion:

## GAME PLAY:

Game play begins from a tossing line 10' away from the skittles.


The first player or team tosses the dowel from the tossing line underhand at the skittles. Tosses can spin in any direction and can be tossed end-over-end, helicopter, or log roll. The object of the first toss is to topple as many skittles as possible.

The player is awarded points according to how many skittles were toppled. Skittles must be completely parallel to the ground or they do not count for points. If skittles are leaning on top of other skittles they do not count.

If a player topples two or more skittles, they are awarded points equaling the amount of skittles toppled. For example: two toppled skittles $=$ two points, three toppled skittles $=$ three points, etc. If a player knocks over just one skittle they are awarded the amount of points on the skittle.

Skittles are set back up where they landed and the next player or team toss from the tossing line.

