

# CHAMPAGNE TOSS

*Includes: 1 x Wooden box + lid,  
6 x Rope Hoops + 1 x Carry Bag*

## OBJECT OF THE GAME:

Throw rope rings over champagne bottles to earn points, the player (or team) at the end with the most points wins!

## HOW TO PLAY:

Stand champagne or wine bottles up in the wooden box. Agree on a distance that teams will throw the hoops from, and mark the spot! Each player will have 6 chances to throw the hoops to land over the bottle neck. Each successful throw is counted as a point.



# CONNECT FOUR

*Includes: 1 X Game Frame + 42 counters (in 2 colourways)*

## OBJECT OF THE GAME:

Be the first player to get four of your counters in a row, horizontally, vertically or diagonal.

## HOW TO PLAY:

Decide who plays first. Players will alternate turns after placing one counter.

Drop your coloured counter into the frame, and continue alternating turns until someone achieves 4-in-a-row.

You'll need all your wits about you as you try to create your own winning row, meanwhile your opponent is doing the same - don't let them outsmart you!

At the conclusion of the game, simply release the counters from the base of the game and start all over again!



# CROQUET

*Includes: 4 x Mallets, 4 x Balls, 9 x Wickets, 2 x Stakes + Carry Bag*

## OBJECT OF THE GAME:

The winner is the person who manages to pass all their balls through each hoop, and finds themselves at the start point again. They then wait for all players to finish.

## HOW TO PLAY:

You can play with 2, 3 or 4 players.

Choose your game formation from the diagrams provided below.

Divide the hoops and sticks for the start & end position over an area of approximately 6 x 14 metres. Push wickets in to the grass to form a hoop.

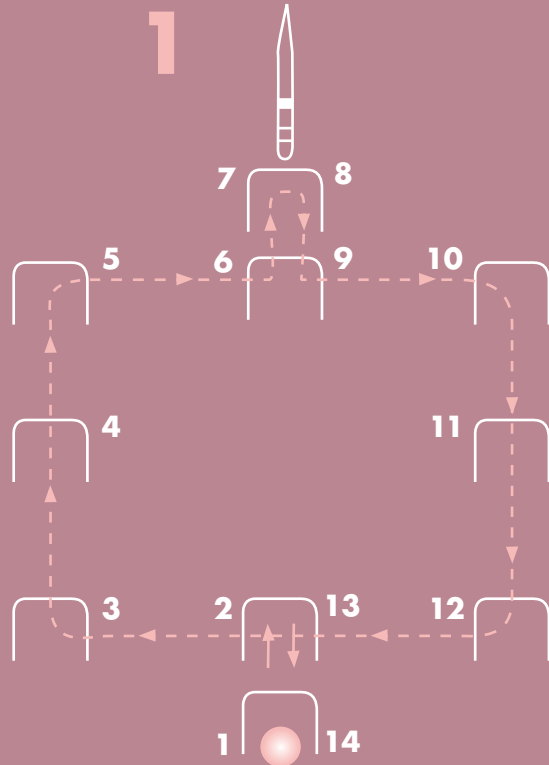
Each player selects a ball and mallet in the same colour.

The ball is placed approximately 25cm from the start position.  
The sequence of colours marked on the start position stick determines how the players start the game (red/yellow/green/blue).

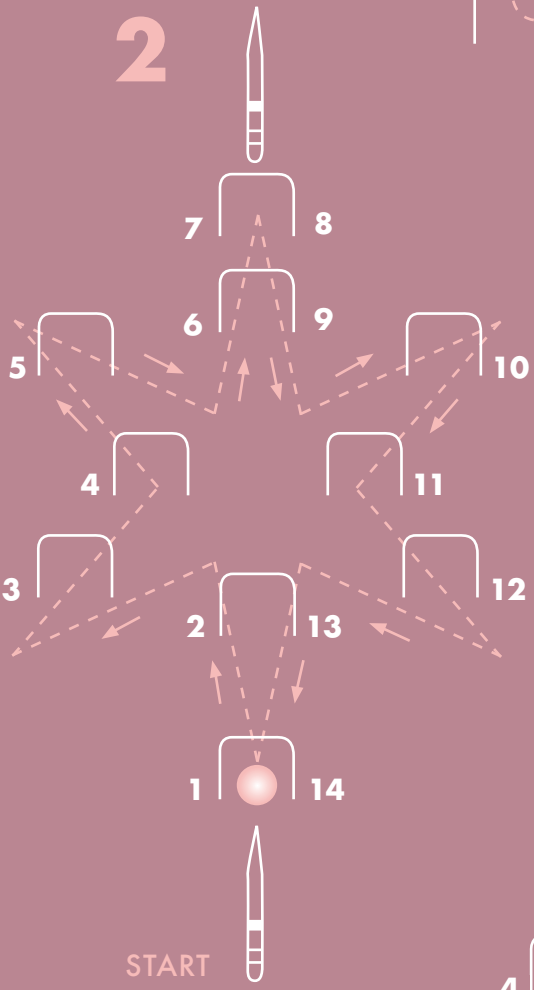
Players take turns hitting their ball through the first hoop. Everybody is allowed only one go, with the exception being if they win any extra hits during the game.

- If a player misses the first hoop they must pick up their ball and make room for the next player. You will then start again on your next turn.
  - If the ball passes through the first hoop, but misses the second hoop the ball can stay in position on the field.
  - If a player successfully manages to get the ball through at first attempt, they are allowed to have another go.
- If the ball passes through two hoops in one go, the player earns 2 x additional hits.
- It is the next players turn as soon as the ball misses the hoop, or passes the wrong one.
  - If a player is successful enough to pass their ball through a hoop, and at the same time touch someone else's ball, they can 'conquer' it. They can place their own ball behind the touched one, then whilst keeping their own ball secure with their foot, hit their opponent's ball away from the playing field, in doing this you must not hit any other opponents balls, nor move your own.
- Continue taking turns until you have successfully passed your ball through all hoops and back to the start point! of the game and start all over again!

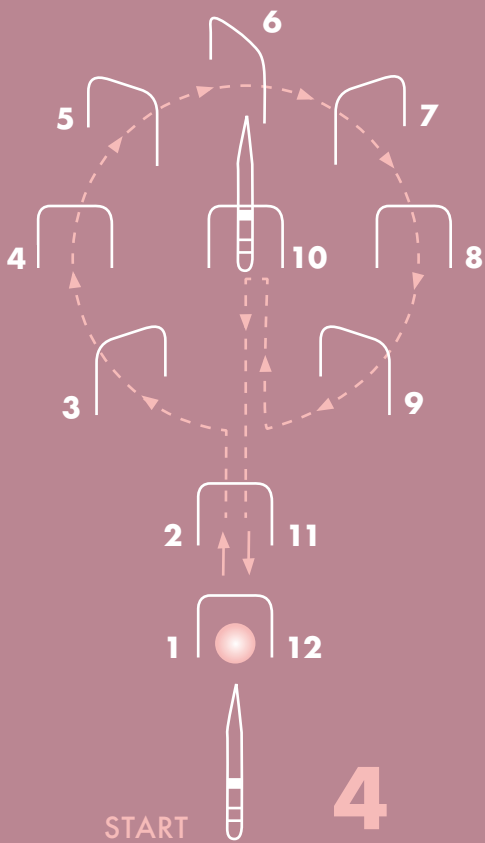
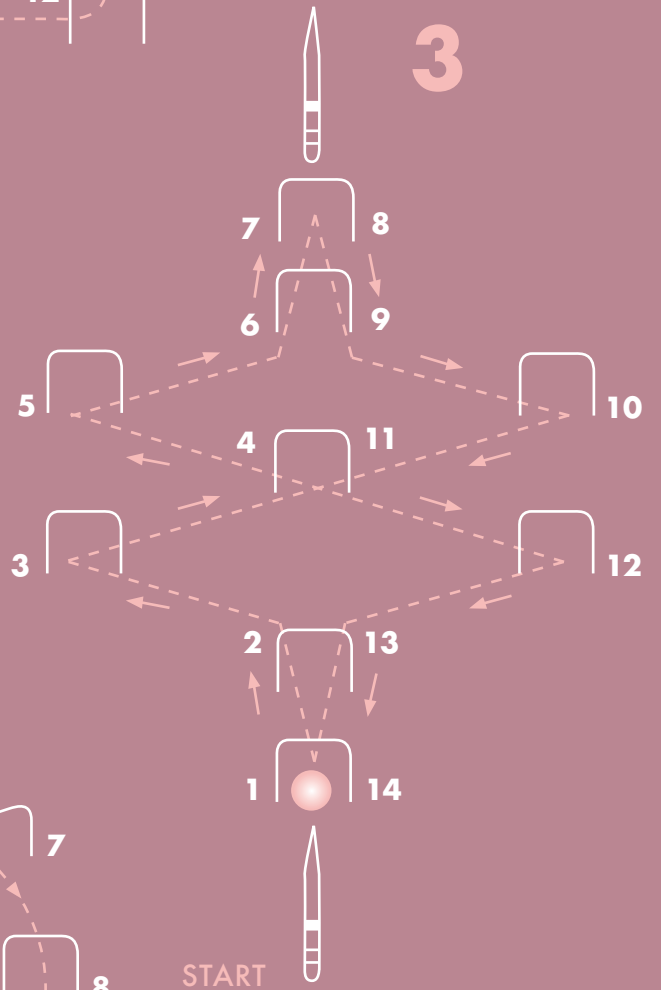
1



2



3



4



# FINKSA

*Includes: 1 Baton, 12 Wooden Pins + Carry Crate*

## OBJECT OF THE GAME:

Be the first player (or team) to get to 50 points!

## HOW TO PLAY:

Set up your wooden pins in a triangle formation (similar to a bowling pin set up).

Take turns throwing the wooden baton at the pins from an agreed distance.

Each toss is a single turn. After your turn, count the total points you have won based on which pins have been knocked over (eg: knocking of the '9' pin earns you 9 points). You must keep track of your score, it is a good idea to record these on a score board.

The pins that are knocked over are stood up again, but this time stand them up in the location where they ended up from previous throw, meaning the pins will end up scattered further as play progresses.

You can knock over more than 1 pin per turn, but that is not always advantageous in winning.

In order to win, a player's score must be precisely 50 points. Reaching more than 50 points sends the player back down to 25 points.



# GIANT JENGA

*Includes: 60 wooden blocks, wooden case and platform (Mega).  
Or 42 wooden blocks and carry bag (Mini).*

## OBJECT OF THE GAME:

To stack the tower as high as possible without being the person who makes the tower collapse!

## HOW TO PLAY:

Set Jenga up by stacking blocks on a flat surface (and provided platform).  
Pieces should be stacked in three's. 3 horizontal and 3 vertical.  
Keep stacking until all pieces are used!

Gather a group, for Jenga you will need at least 2 players.

Using only one hand take a block from the tower  
anywhere apart from the top 2 full rows.

Place the block on top of the tower.

The next player then does the same until the tower becoming progressively more unstable and eventually falls over! Whoever makes it tip loses and must set it up for the next game!

50 points. Reaching more than 50 points sends the player back down to 25 points.



# KUBB

*Includes: 1 King, 6 Batons, 10 Kubbs, 4 Field Pins + Carry Crate*

## OBJECT OF THE GAME:

Be the first team to knock over all the other team's kubbs, followed by the King.

## HOW TO PLAY:

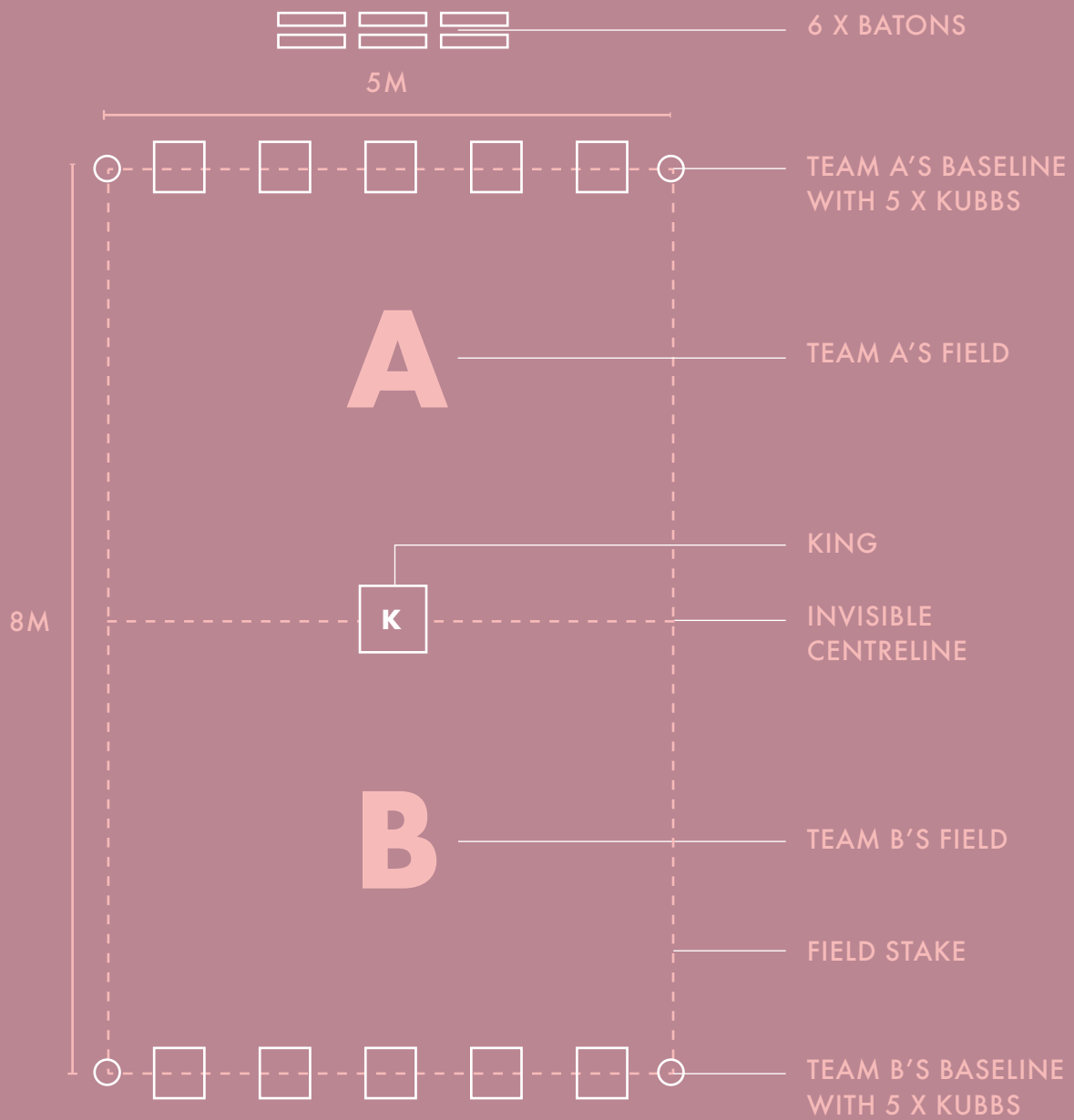
Kubb is played between two teams with 1-6 players per team.

Batons are divided equally between players.

Set up your Kubb pitch as shown in diagram in following page. The starting team is decided by each team tossing a baton towards the King. The closest baton to the King without touching it goes first (if you touch the King the other team starts).

There are two phases for each team's turn:

1. Team A throws the six batons from their baseline, at their opponent's lined-up kubbs. These are called Baseline kubbs.
2. Kubbs that are successfully knocked down by Team A are then thrown by Team B onto Team A's half of the pitch, and stood on end. These newly thrown kubbs are called field kubbs.
3. If the field kubbs don't land in the pitch then a second attempt is allowed. If the second attempt is also thrown out of play then the opposing team can place the kubb anywhere on the pitch, as long as it is at least one baton length from a corner marker or the King.
4. If a thrown kubb knocks over an existing baseline or field kubb, then the field kubbs are raised at the location where they rest, and baseline kubbs are raised at their original location.
5. Play then changes hands, and Team B throws the batons at Team A's kubbs, but must first knock down any standing field kubbs.  
Once a field kubb is knocked down it is removed from play.
6. If a baseline kubb is knocked down before all remaining field kubbs, the baseline kubb is returned to its upright position.
7. Again, all baseline kubbs that are knocked down are thrown back over onto the opposite half of the field and then stood up.
8. If either team does not knock down all field kubbs before their turn is over, the kubb closest to the centreline now represents the opposite team's baseline.
9. Then the throwers may step up to that line to throw at their opponent's kubbs.
10. This rule applies only to throwing the batons at the opposite team's field and baseline kubbs; fallen kubbs are thrown from the original baseline, as are attempts to knock over the king.
11. Play continues in this order until a team is able to knock down all kubbs on one side, from both the field and the baseline.
12. If that team still has batons left to throw, they now attempt to knock over the King. If a thrower successfully topples the King, their team has won the game.  
Note: If at any time during the game the King is knocked down by a baton or kubb, the throwing team immediately loses the game.





# RING TOSS / QUOITS

*Includes: 1 x hub, 6 x hemp rings*

## OBJECT OF THE GAME:

The object of Quoits is to score the most points by throwing rope rings over the pins.

## HOW TO PLAY:

Quoits is usually a 2-person game.

Set up the 'hub' and determine a throwing distance.  
Each take 3 rope rings.

Take turns throwing rings at the hub.

Count points as you go, these could be 5, 10, 15 or 20  
(or 0 if you miss the board!).

The player with the most at the end wins!



# SKITTLES

*Includes: 10 X Wooden Pins, 2 Wooden Balls + Carry Bag.*

## OBJECT OF THE GAME:

Earn the most points by knocking pins over!

## HOW TO PLAY:

Set up the wooden pins up in a triangle formation and agree on a bowling distance.

Players take turns to bowl the ball towards the pins to knock them over.

Your turn is complete once you have bowled two balls.

Keep note of how many pins you knock over. 1 pin is equal to 1 point.

If you get a strike by knocking down all of your pins, you can re-set the pins and have another turn.

The player or team with the most points at the end of the game wins!



# GOLF PONG

*1 x Game board, 10 x Cups, 1 x Club, 1 x Chipping Mat + 4 x Plastic Balls*

While we absolutely do not endorse drinking,  
this is a great game for an afternoon in the sun!

The rules of the game are reminiscent of a game of beer pong.

Agree on a distance and set up your chipping mat.

Players then chip golf balls into the opposing player's cups,  
and when a player sinks a shot, the opponent drinks the chosen beverage.

And remember, **DRINK RESPONSIBLY** :)

**For a fun child-friendly version**, fill up each cup with a variety of treats, dares, activities – the options are endless! Take turns throwing balls to land in the cup. When one lands in a cup the player gets the reward (or will it be a booby prize!). My kids love this version of the game.

