



**KLOP**™



## *All this log-tossing fun started deep in the forests of Finland.*

Details are a little sketchy, but it is thought that noise was an important feature of Klop's early days. Woodsmen from Carelia, near the Finnish-Russian border, would carve the blocks from the birch forests and fling them around erratically, breaking the enduring silence.

Apart from being tremendous fun, legend has it that the sharp sound the wooden blocks made as they hit each other, *klop*, caused enough ruckus to keep the hungry bears at bay. So out of much fun and wood flinging the game we now know as Klop was invented.

The secret of Klop is that anyone can play it. That's one reason why it spread so quickly throughout Finland and still lives on. Klop is easy to play, be good at, and enjoy for all kinds of men, women and children. During the game you can easily sink your teeth into some prime Finnish reindeer rib and swig your favourite drink.

Klop is also much easier to play with friends without the blushes of many other Finnish past-times - like wife-carrying sprints, nude saunas or air guitar battles - just to name a few.

All you need is a knack for some block rocking feats - an ability to fling the chuck and send the pegs flying. *Let's Klop!*

SET THE PEGS LIKE THIS



## THE RULES

**NUMBER OF PLAYERS** 2 or more.

**AIM OF THE GAME** Be the first to score 50 points.



**SET UP** Mark a throwing line and set up *the pegs* about 3-4 m in front of the line as shown.

**THE THROW** Each player takes turns to stand at the throwing line and throws *the chuck* at the pegs. The chuck must be thrown underarm.

**SCORING** If a player knocks over more than one peg, then that player scores the same number of points as the number of pegs they knocked over. If a player knocks over a single peg only, then that player scores the same number of points as the number written on the peg. If a player misses all the pegs, then a strike is marked against that player's turn. After every turn the score is added to the player's previous total to give a cumulative total.

**REPLACING THE PEGS** After the throw, each player stands the pegs up where they landed with the number facing the throwing line. As the game progresses the pegs will slowly spread out.

**THREE STRIKES AND YOU'RE OUT** If a player misses the pegs three turns in a row, then that player is out of the game (A player can miss three turns or more so long as the misses are not consecutive).



**THE RULES**

**WINNING THE GAME** A player must score exactly 50 points to win the game.

**IF YOU GO OVER 50 POINTS** If a player scores more than 50 points then that player's score goes back to 25 points and the next player takes their turn.

**THE WINNER** The first player to score exactly 50 points is the winner.

**HOW TO KEEP SCORE**

1. On his first throw, Matti knocks over the number 7, 12 and 5 pegs.
2. Because he knocked over 3 pegs, Matti scores 3 points.
3. Matti stands the pegs up, his score is marked on the score sheet and the next player takes their turn.
4. On his second throw Matti knocks over the number 8 peg.
5. Because he knocked over the number 8 peg only, Matti scores 8 points.
6. Matti stands the peg up, his score is marked on the score sheet by adding it to his previous total and the next player takes their turn.
7. Matti's score is now 11 (his first score 3 plus his second score 8 = 11).
8. On his third throw Matti misses the pegs all together.
9. A strike is marked next to Matti's turn and the next player takes their turn.
10. Matti's total score remains on 11 until he scores again.



*(Good luck in Finnish)*

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