

Giant Skittles

Official Rules Guide — Premier Disco Giant Games

2+ Players	9 Pins per set	5-10 min Per round	All ages Recommended
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About the Game

There's a reason Skittles is one of the first games guests wander over to — nobody needs the rules explained twice, and there's something deeply satisfying about sending a full set of pins flying. Our oversized wooden pins and ball bring proper old-fashioned lawn game energy to any event, and it holds up just as well for a quick five minutes as it does for a full afternoon tournament.

How to Set Up

- 1 Stand the nine pins upright in a triangle formation, points facing outward, on a flat area of grass or hard ground.
- 2 Mark a throwing/rolling line a set distance back from the pins (roughly 3–5m works well for most ages and skill levels — shorten it for younger players).
- 3 Agree how many balls each player gets per turn (3 is standard).

How to Play

- 1 Players take turns rolling the ball underarm along the ground toward the pins from behind the line.
- 2 Any pins knocked down stay down for the rest of that player's turn.
- 3 After each player's set of rolls, tally how many pins they knocked down, then stand the pins back up for the next player.
- 4 Play continues for an agreed number of rounds (3 rounds is a good default for a quick game).

Tip: Aim for the front pin rather than trying to hit them all at once — a clean strike on the lead pin often scatters several others in a chain reaction.

Winning the Game

Add up each player's pins knocked down across all their rounds — whoever has the highest total at the end wins. For a quicker, more casual version, simply play "most pins down in one roll" and reset after each go.

A Few Strategy Tips for Beginners

- **Go for the front pin, not the gaps.** A direct hit on the lead pin at the front of the triangle tends to knock several others down with it.
- **Keep the ball low.** A ball that stays along the ground carries more knockdown power than one that bounces or lifts.
- **Watch your grip and release.** A smooth, controlled underarm roll beats a hard, wild throw for accuracy.
- **Adjust your angle, not just your power.** Rolling slightly off-centre can catch pins a straight shot would miss.

Fun Variations

- **King Pin Rules.** Nominate the centre pin as a "king pin" worth double points if it's the last one standing.
- **Knockout.** Single roll each, lowest score is eliminated each round until one player remains.
- **Blind Roll.** For pure chaos, let players call their shot with their eyes closed.

***Did you know?** Skittles is one of the oldest lawn games still played in the UK, with roots going back to medieval England — long before bowling alleys existed, pub gardens and village greens were the original skittle "lanes."*

Frequently Asked Questions

How many pins does Skittles use?

A standard set — including ours — uses 9 pins, arranged in a triangle.

How many players can play?

Two or more — it works well as a head-to-head game or as a bigger group rotating through turns.

Is Skittles a game of skill or luck?

Mostly skill — accuracy and roll technique matter far more than chance, which is part of why it stays competitive.

What age is Skittles suitable for?

All ages — younger players can use a shorter throwing distance to keep things fair.

How long does a game take?

A typical few rounds takes 5–10 minutes per player, making it easy to run as a rolling activity throughout an event.