BOWLING DICE

instructions

Ages: 8+

Players: 1+

Equipment: 10 bowling dice and scorepad

Object: Be the player with the highest score after playing 10 frames.

Game Play: The youngest player goes first. The player rolls all 10 dice. If an "X" appears on any of the dice on the first roll, the player has rolled a "strike." An X is recorded in the upper right corner of the player's score box for frame one, and their turn ends. Play passes to the next player to their left.

If an "X" is not rolled on the first roll, the player records the number of pins "downed" (blank dice). A "/" appearing on the first roll or an "X" appearing on the second roll are also

counted as downed pins. The number of pins downed (blank dice) in the first roll is recorded in the upper left corner of the player's frame score box. The player then gets to roll a second time. On the second roll, the player rolls all of the dice that landed with a bowling pin face up (pins left standing).

If a "/" appears on any of the dice on the second roll, the player has rolled a "spare" (all pins downed with two rolls) and their turn ends. The "/" or the number of pins downed in the second roll is recorded in the upper right hand corner of the player's frame score box. A completed frame is either a strike, spare, or total downed pins after two rolls. Play then passes to the next player. Play continues as above until all ten frames have been completed.

Scoring: Score like regular bowling. Count the total number of downed pins in each frame and add to the running total. Record the running total in the bottom portion of each frame score box. A strike counts as 10 plus the total of your next two rolls. (i.e. a strike in the first frame followed by rolls of five and three would score 18 in the first frame, the second frame would score eight for a total of 26 after two frames.) A spare counts as 10 plus the next roll. The 10th frame has extra boxes in case the first roll in that frame is a strike or the second is a spare.

sample score sheet

PLAYERS	FRAMES	1	2	3	4	5	6	7	8	9	10
Jim		X	3 /	6 1	X	X	X	2 /	9 0	7 /	X 7 2
		20	36	43	73	95	115	134	143	163	**182**

See explanation of scoring below:

Frame 1) Strike (10), plus next 2 balls (3)(7) = 20

Frame 2) Spare (10), plus next ball (6) added to score = 36

Frame 3) Count 7 pins and add to score = 43

Frame 4) Strike (10), plus next 2 balls (10)(10) add to score = 73

Frame 5) Strike (10), plus next 2 balls (10)(2) add to score = 95

Frame 6) Strike (10), plus next 2 balls (2)(8) add to score = 115

Frame 7) Spare (10), plus next ball (9) added to score = 134

Frame 8) Count 9 pins and add to score = 143

Frame 9) Spare (10), plus next ball (10) added to score = 163

Frame 10) Strike (10), plus next 2 balls (7)(2) add to score = 182

Winning: The player with the highest score at the end of the tenth frame wins the game.

Dice Definitions

		First Roll	Second Roll
Pin	🎳	Pin still standing	Pins still standing
Blank		Pin knocked down	Pin knocked down
Strike	✕	All pins knocked down	Pin knocked down
Spare	╱	Pin knocked down	All remaining pins knocked down

FUNDEX

BOWLING DICE

Score Sheet

FRAMES	1	2	3	4	5	6	7	8	9	10

PLAYERS

All the fun of lane bowling, without the gutterballs!