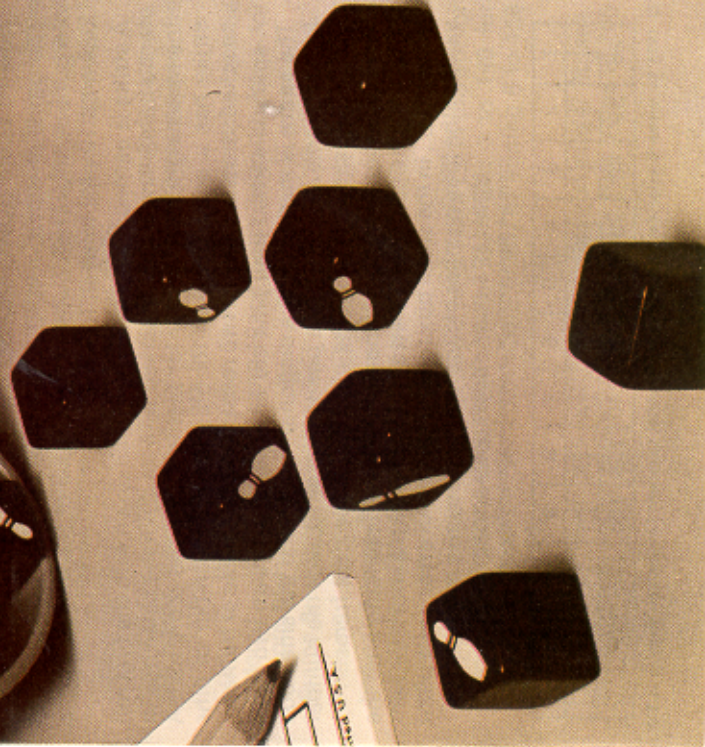
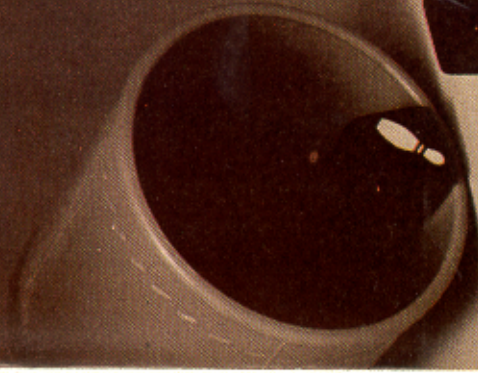


Bowl and Score

INSTRUCTIONS



HOW TO PLAY BOWL-AND-SCORE

Your BOWL-AND-SCORE game consists of the following equipment:

- 1 Dice Cup
- 1 BOWL-AND-SCORE Score Pad

BOWL-AND-SCORE may be played by any number of people. It is played exactly like 10-pin bowling. An order of play is decided upon and each player "bowls" in his turn.

The player places the 10 BOWL-AND-SCORE dice in the Dice Cup, shakes the cup and rolls out the dice. The dice that are blank on TOP indicate a pin that has been knocked down. If a pin appears on the TOP of a dice then that pin is left standing. The player is allowed two rolls, if necessary, to knock down all the pins. If after the first roll pins are left "standing," the player places those dice in the cup and rolls again. Strikes, spares and errors are scored as in 10 pin bowling. (See "How To Score," below.)

How To Score BOWL-AND-SCORE.

The game of BOWL-AND-SCORE consists of 10 frames, as in 10 pin bowling. The bowler has two rolls of the dice to knock down all 10 pins in each frame.

A **strike** is earned if all pins are knocked down with the first roll in the frame. The **strike** is marked with an  in the small box in the upper right hand corner for that frame on the score pad. A strike has a point value of 10, plus the total number of pins knocked down by the next two rolls in the next frame or frames.

A **spare** is earned if all pins are knocked down with two rolls. The **spare** is marked with a diagonal line, , in the small box for that frame. A **spare** has a point value of 10, plus the number of pins knocked down by the next roll in the next frame.

An **error** is scored if one or more pins are left standing after the second roll in a frame. The **error** is marked with a short horizontal line, , in the small box for that frame. An **error** has a point value of the total number of pins knocked down in the two rolls.

NOW LET'S PLAY "BOWL-AND-SCORE"

Here's a score card and description of a typical game

1	2	3	4	5	6	7	8	9	10	TOTAL
										
20	39	48	75	95	115	140	158	166	196	196

Frame 1. First roll of dice player knocks down 8 pins. On second roll, player knocks down remaining 2 pins. This is a spare and player marks diagonal line, , in small box, upper right, frame 1.

Frame 2. First roll player knocks down all pins giving him a strike, and marks an , for the strike in small box. This roll counts as the extra roll earned by the spare in the first frame. Thus, these 10 points are added to the 10 points for the spare in frame 1, and 20 is entered in the first frame.

Frame 3. First roll player knocks down 8 pins. Second roll player knocks down only 1 pin. Thus, the strike in the second frame earns 10, plus 8 plus 1, for the two rolls in this, the third frame; the player adds the 19 points earned in second frame to the 20 earned in first frame for a cumulative score in the second frame of 39.

The error in this frame is marked with a  and the 9 points are added to the 39 and a total of 48 is entered for the third frame.

Frame 4. Player rolls a strike.

Frame 5. Player rolls a strike.

Frame 6. First roll player knocks down 7 pins. At this point, go back to frame 4 and enter the score of 27 (10 for strike, 10 for 1st extra roll of frame 5 and 7 for 2nd extra roll of frame 6); 27 added to 48 gives a cumulative total of 75.

Second roll, player knocks down remaining 3 pins for a spare. 5th frame strike earns 10 plus 7 plus 3 or 20 points and the cumulative score for the 5th frame is 95.

Frame 7. Player rolls a strike. The 6th frame total can now be entered — 10 for the spare and 10 for the strike in the 7th — for a score of 115.

Frame 8. Player rolls a strike.

Frame 9. First roll player knocks down 5 pins. At this point, go back and enter the score for the 7th frame. 10 for strike in 7, 10 for strike in 8th, 5 for first roll in 9—25—added to 115 for a total of 140.

Second roll, player knocks down 3 pins. Mark  in the 9th for error. Enter score in 8th by adding 10, 5 and 3 to 140 for cumulative total of 158. Enter score in 9th by adding 8 to 158 for score of 166.

Frame 10. Player rolls a strike. 1st extra roll player strikes. 2nd extra roll player strikes. Now add 30 for 10th frame to 166 for a game total of 196.

