

S&S® Dice Bowling Game Instructions

For 1 to 8 players

Object of the Game:

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

Equipment:

10 bowling dice and scoreboard

Game play:

Choose a player to go first (usually the youngest). 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 person's score box for frame one and their turn ends. Play moves to the next player to the left.

If an "X" is not rolled on the first roll, the player records the number of pins "knocked down" (blank dice). A "/" appearing on the first roll or an "X" appearing on the second roll are also counted as "knocked down" pins. The number of pins downed in the first roll is recorded in the upper left corner of the players 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 knocked down with two rolls) and their turn ends. The "/" or the number of pins knocked down 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, a spare, or total knocked down pins after two rolls. Play then moves to the next player and continues as above until all ten frames have been completed.

Scoring:

Scores like regular bowling. Count the total number of knocked down pins in each frame and add to the running total. Record the running total in the large bottom portion of each frame score box (see example below). A strike counts as 10 plus the total of your next two rolls, (i.e. a strike in the first roll followed by rolls of 6 and 2 would score 18 in the first frame, the second frame would score 8 for a running 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 is a strike or the second is a spare.

Winning:

The player with the highest score after all 10 frames are completed wins the game.

		Dice Explanations	
		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

	1	2	3	4	5	6	7	8	9	10
Player 1	X	4 /	6 1	X	X	X	3 /	9 0	7 /	X 5 2
John	20	36	43	73	95	115	134	142	162	179

Explanation of Sample Score Sheet:

- Frame 1) Strike (10), plus next 2 balls (4) (6) = 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 (3) (7) add to score = 115
- Frame 7) Spare (10), plus next ball (9) added to score = 134
- Frame 8) Count 8 pins and add to score = 142
- Frame 9) Spare (10), plus next ball (10) added to score = 162
- Frame 10) Strike (10), plus next 2 balls (5) (2) add to score = 179