

RULES OF THE GAME

SPARE-TIME BOWLING may be played by any number of players.

The pins on the dice represent pins standing on the alley. Any pin on the top side of the dice after a throw is considered still standing.

Scoring is exactly as in tenpin bowling. Each player gets two throws (if necessary) in each frame in which to knock down all ten pins. If not successful, player counts only the number of pins knocked down in that frame.

As in tenpin bowling, if all pins are knocked down on the first throw, it counts a strike, giving player ten pins in that frame plus the total number of pins knocked down on the next two throws.

Likewise, if all pins are knocked down in two throws, player gets a spare in that frame, for which he gets ten pins plus the number of pins knocked down on the next one throw.

To save extra throws, instead of taking extra one or two throws when spare or strike is scored, take the count from next one or two throws taken in regular turn.

A strike is marked by placing an X in the small box in upper right hand corner of that frame. A spare is marked with a single diagonal mark thus, /, in the small box in that frame.

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