

SPARE TIME BOWLING GAME

By SPARE-TIME GAME AND TOY CO. 1940

BOWLING GAME RULES

Any number of players may play.

1 pin on each of the 10 dice represent 10 pins standing on the alley.

Any pin on TOP OF THE DICE after a throw is considered still standing. Return these to cup after 1st throw, for 2nd throw.

Each player gets 2 throws each frame, (if necessary) to knock down all 10 pins.

If all pins are knocked down on 1st throw, it's a strike, place "X" in small box, upper right th- in that frame. "Strike" gives player 10 in that frame plus number of pins knocked down on next 2 throws.

If all pins are knocked down in 2 throws it's a "Spare" Place diagonal mark in small box, upper right in that frame. "Spare" gives player 10 in that frame plus number of pins knocked down on next 1 throw.

To save extra throws on "Strike" or "Spare", instead of taking extra throw or throws at that time, take count from next 1 or 2 throws taken in regular turn, except in 10th frame.

If all pins not knocked down in 2 throws count only pins knocked down in that frame.