

LEAGUE NIGHT

BOWL & WRITE



1-6 players



<30 min.



Age 12+

It's been a long week. Time to unwind and head to the lanes. It's league night and you're ready knock down some pins at the local bowling alley.

CONTENTS

- 5 House Ball Dice
- 1 Bumper Die
- 1 Body English Die
- 6 Personal Ball Dice
- 1 Scorecard
- 1 Die Allocation Card
- 1 Dry Erase Marker

OVERVIEW

League Night: Bowl & Write takes the world's oldest roll & write game and brings it to your game table. Roll the dice and try to get 10 pins in one or two rolls to get a strike. Roll over 10 pins? Great, you got a spare. Get fewer than 10 pins in two rolls and get an open frame. If you're feeling lucky, re-roll a roll up to three times using your karma. Highest score after 10 frames is the winner.

INITIAL SETUP

Choose a player to keep score and give them the **scorecard** and the **dry erase marker**. Write down the names of all bowlers playing under 'Name' on the scorecard (one per line).

Give the 5 **house ball dice** and the **die allocation card** to the first bowler.

Choose which modules you want to include in the game. See Modules.

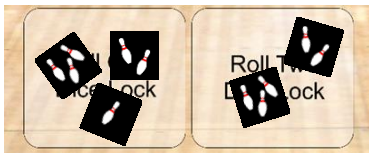
You are now ready to begin.

ON YOUR TURN

Roll all the dice and set aside any you want to keep onto the Roll One Dice Lock space on the **die allocation card**.



Roll the remaining dice and set all of them onto the Roll Two Dice Lock space on the **die allocation card**. You must use all your dice.



After two rolls: score a strike if your total is exactly 10 pins, score a spare if your roll is over 10 pins and score an open frame if you have under 10 pins.

For a spare, use the Roll One Dice Lock as your first roll value unless you locked 10 or more pins on your first roll, then use 9 as your first roll total.

Report your score to the scorekeeper and pass the dice to the next player.

THE 10TH FRAME

In the 10th frame if you get a spare or a strike, you may continue bowling until you fill in all three scoring positions. This means you could get three strikes, a spare and a strike, a spare and an open, etc.

If you have a single spot to fill still roll twice, but if you fail to get a strike only record you Roll One Dice Lock value.

KARMA

You have three karma uses available in a game. To use one, cross out a karma squares on the **scorecard**, then reroll all unlocked dice. (Can be used with body English).

WINNING

After all players finish the 10th frame, highest score wins.

HOW TO SCORE BOWLING

League Night: Bowl & Write will score the same a normal game of bowling.

Here's a breakdown of how bowling scoring works:

1	2	3	4
4 5	X	X	6 1
9	35	52	59
1	2	3	4
4 5	X	X	X
9	39		

A strike adds 10 pins plus your next two rolls to your score. These are marked with an 'X'.

A spare adds 10 pins plus your next roll to your score. The are marked with a '/ '.

1	2	3	4
4 5	6 /	2 /	4 /
9	21	35	

1	2	3	4
4 5	2 7	6 1	2 3
9	18	25	30

An open frame adds the two numbers to the previous score.

For a more in-depth scoring overview check out:

<https://www.bowl.com/Welcome/Welcome Home/Keeping Score/>

MODULES

Body English – Roll the **body English die** if your dice total is at 9 or 11 when you are ready to score. The **body English die** will either add a pin, subtract a pin or leave your score unchanged.

Bumpers – Roll the **bumper die** with the rest of your dice. You may substitute the bumper die for any other die rolled.

Personal Ball – Choose a **personal ball die** and replace one of the **house ball dice** for the entire game. The **personal ball dice** all have the same number of pins on them but distributed differently across on the faces. Do not pass your personal ball.

The following people made this game possible.

Game Concept: Chris Romansky
Art: Chris Romansky
Play Testers: Chris Romansky, Rachel Romansky, Joel Sherman, Crystal Sherman, Justin Johnson



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Check us out on the web at:
<https://www.thegamecrafter.com/games/league-night:-bowl-write>