



AGE  
EDAD  
8+



**WARNING:**  
CHOKING HAZARD – Small parts.  
Not for children under 3 years.

# Game RULES

## About the Dice

ROLL ONE	ROLL TWO	STRIKE
All Pins Down	Pin Down	
Standing Pin	Standing Pins	
Pin Down	Pin Down	
Pin Down	All Spare Pins Down	

DO NOT RETURN TO THE STORE.

1-800-622-8339

CUSTOMERCARE@SPINMASTER.COM

WWW.SPINMASTER.COM

Remove all packaging before use. Retain this information, addresses and phone numbers for future reference. Content may vary from pictures. Meets CPSC safety requirements.



Cardinal®

TM & © Cardinal Industries Inc. All rights reserved.  
Cardinal Industries Inc., L.I.C., NY 11101, USA  
www.cardinalgames.com  
Made in China

## Contents

• 10 Bowling Dice • Collectable Tin • Score Pad

## Object:

Be the player with the highest score after 10 frames.

## How To Play:

The oldest player goes first. That player rolls all 10 dice. If an "X" appears on any of the dice on this first roll, the player has scored a "strike." An X is recorded in the upper right corner of the player's score box for frame one, and their turn ends. Play passes to the player to their left. If an "X" is not rolled on the first roll, the player records the number of pins knocked down (blank dice). A "P" appearing on the first roll or an "X" appearing on the second roll are also counted as pins that have been knocked down. The number of pins downed (blank dice) in the first roll is recorded in the upper left corner of the player's frame score box. The player then must roll a second time. On the second roll, the player rolls only the dice with pins left standing (showing a bowling pin face up). If a "P" appears on any of the dice on the second roll, the player has rolled a "spare" (all pins knocked down on two rolls) and their turn ends.

The "P" or the number of pins downed 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, spare, or total downed pins after two rolls. Play then passes to the next player. Play continues as above until all ten frames have been played.

## How To Score:

Score like standard bowling. Count the total number of downed pins in each frame and add to the running total. Record the running total in the bottom of each frame score box. A strike counts as 10 plus the total of your next two rolls. (i.e. a strike in the first frame followed by rolls of four and five would score 19 in the first frame, the second frame would score nine for a total of 28 after two frames.) A spare counts as 10 plus the next roll. The 10th frame has extra boxes in case the first roll in that frame is a strike or the second is a spare.

## How To Win:

If you score the most at the end of 10 frames...YOU Win!