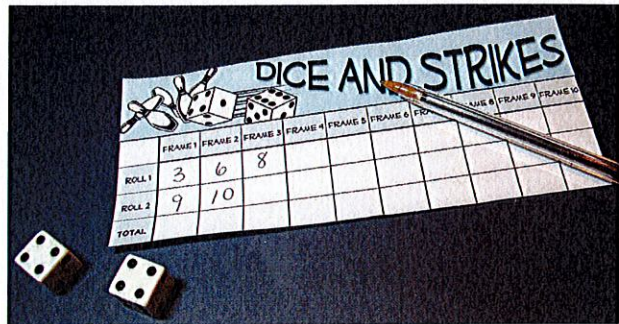


Dice and Strikes Game

Play a dice game that is similar to a real bowling game.

Number of Players

This game can be played with any number of players. Larger groups can form a “bowling league” in which teams of two or more compete against each other.



Setup

- Print and cut out one [scorecard](#) for each player.
- Each player will need a pen or pencil to keep track of their rolls.
- You will need two regular six-sided dice and a cup to use as a shaker.
- Have a calculator available for players to use for adding up their scores.

The object is for players to roll the highest combination possible during each frame in order to achieve the greatest possible game score.

To Play

1. Each player takes a turn rolling twice per frame. Play continues around the group until everyone has “bowled” a frame before progressing to the next frame.
2. For each frame, a player rolls both dice.
3. The first roll is totaled and recorded on the scorecard.
4. For the second roll, the player can roll both dice again. Or, the player can choose to keep one of the die from the first roll and use it to try to get the highest possible total for the second roll.

Example: If a player’s first roll is a one and a six (a score of seven for the first roll), the player can choose to keep the six and roll the other die again. The result of the die’s second roll plus the six is recorded on the scorecard.

5. At the end of the tenth frame, the scores from each frame are totaled. Record the final score in the top left square on the scorecard (the square with the star). The player with the highest final score wins.

Scoring

In general, the scores are taken from the face value of the dice. Alternate scoring applies in the following instances:

- If two ones are rolled at the same time, it is considered a gutter ball, and no points are awarded for that roll.
- If two sixes are rolled at the same time, it is considered a strike, and 18 points are awarded for that roll.
- If a player chooses to keep a six from the first roll and another six is rolled in the second roll, it is considered a spare, and 15 points are awarded.

Variations

- If playing in teams, follow the same rules as above, but at the end of the game, add up all the team members' scores, and the highest score wins.
 - Or, find the average of team members' final scores by adding all team members' final scores together and then dividing the sum by the number of team members. The team with the highest average score wins.
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DICE AND STRIKES

★	FRAME 1	FRAME 2	FRAME 3	FRAME 4	FRAME 5	FRAME 6	FRAME 7	FRAME 8	FRAME 9	FRAME 10
ROLL 1										
ROLL 2										
TOTAL										



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★	FRAME 1	FRAME 2	FRAME 3	FRAME 4	FRAME 5	FRAME 6	FRAME 7	FRAME 8	FRAME 9	FRAME 10
ROLL 1										
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