

149mm (5.86")

2 In 1 Bowling & Curling Game

Curling Game

X6 curling stone blue
X6 curling stone yellow
X6 bowling balls
X1 red ball
X1 game blanket double-sided



The purpose of a game is to score points by getting the curling stones closer to the centre, or the "button", than the other team's stones. Players from either team alternate in taking shots from the far side of the mat. An end is complete when all six curling stones from each team have been delivered, a total of twelve stones.

1. Divide into two teams and flip a coin. The winner decides if they want to go first. Assign each team a set of "curling stones".

2. Team mates sit across the board from each other.

3. Whoever goes first slides their first "stone" down the "ice". The goal is to get your "curling stone" as close to the centre of the circle as possible. The centre of the circle is called the "button".



4. The other team then slides their first "curling stone" towards the same "button". Game play rotates between the two players at the same end of the table until each player has slid their six "curling stones".

5. After all twelve "curling stones" are "thrown", whichever colour stone is closest to the "button" scores one point for every stone closer to the button than the opposing teams' stones. Only stones within the circles can score points.

6. Play now shifts to the players on the other side of the table and continues the same as above.

7. Whichever team has the most points after 6 runs wins the game.

Bowling Game

Players are divided into two teams and the two teams must agree on who will be the starting team in the first game, and vice versa in the next game, take turns knocking down bowling pins with the bowling ball. The goal is to knock down as many pins as possible with each roll of the ball.

Setup

Board: Place the Bowling board mat on a flat surface.

Set up the 6 bowling pins at the end of the mat. At the START zone roll the mini bowling ball down the lane. The aim being to knock down all 6 pins in one roll, get 10 points and your turn is complete. Whoever has the most points wins.

Turns: Players take turns rolling the ball down the lane to try to knock over the pins. Use a pen and paper for tracking scores.

Scoring:

Strike: If all 10 pins are knocked down with the first roll, it's a strike. In many versions, this is the best score and might earn bonus points or extra rolls. Refer to the board for the respective points.

Spare: If all 10 pins are knocked down with two rolls, it's a spare. This also usually earns bonus points.

Open Frame: If all pins are not knocked down after two rolls, it's an open frame. The score is the number of pins knocked down.

Turns per Game: Typically, a game consists of 10 rounds or frames. Players roll the ball twice per frame unless a strike is scored on the first roll, in which case the frame ends.

End of Game: The game usually ends after 10 frames. The player with the highest total score wins.

 **WARNING:**
CHOKING HAZARD - SMALL PARTS AND SMALL BALL. NOT FOR CHILDREN UNDER 3 YEARS.

210mm (8.27")