

Used Lasagna Bowling

Bowling done Used Lasagna style!

Requirements: A standard 52 card deck of playing cards with the Jacks, Queens and Kings removed, two standard six sided dice of different colors or sizes, the Used Lasagna Bowling Charts and the Used Lasagna Bowling score sheet.

The Game: Much like regular bowling, this takes place over ten frames. The object is to knock down pins for strikes on the first ball or spares on the second.

Shuffle the cards and deal five from the top of the deck face down and side by side in front of you. Deal five more cards from the bottom of the deck face down and side by side above or below the first set of five. These will represent the balls you roll down the lane.

First Ball: Choose one of the ten cards and roll the dice. Read the result that appears from the appropriate chart. The results on the chart indicate the following:

X – Strike. The frame ends.

A number – The number of pins have been knocked down, but there is not a split.

8S or 7S – The number of pins have been knocked down, however, there is a split.

Example: If an Ace is chosen and a 3-3 is rolled, the result is an X. This is a strike. If, on the other hand, a 5-3 is rolled, then the result is 8S, which means 8 pins have been knocked down with the remaining 2 being a split.

Second Ball: Based on the result of the first ball, you will need to either roll for a spare or find out what the split is before rolling for the spare. If there is no split, then roll the dice and read the result from the chart representing the number of pins knocked down on the first ball. If there is a split, then roll the dice and read the result from the 7S or 8S chart based on the result of the first ball to determine what the split is. Then roll the dice again and read the result from the chart based on the split.

The results on the chart for the second ball indicate the following:

/ - Spare – The frame is over.

A number – The number of pins have been knocked down. The frame is over.

If 9 pins were knocked down on the First Ball, then any roll other than a 1-1 or a 6-6 is a spare.

Special note: You will notice on the First Ball Chart that if the player draws a 10 and rolls a 6-6 that the result is 0. Instead of using the Second Ball Charts, the player must roll for a spare from the First Ball Chart. All X results become / results in this case.

Scoring: Bowling is scored as follows:

Strike – X – Score 10 and add the results from the next two balls rolled to determine the score for the frame. If a bowler scores three strikes in a row, then the frame scores 30.

Spare - / - Score 10 and add the results from the next ball rolled to determine the score for the frame. If a bowler scores a strike on the next ball, then the frame scores 20.

Open Frame – The number of pins from two balls are added to determine the score for the frame. This does not carry over to the next frame.

Note: There is no reshuffling of the cards at any time during the game. The cards are replaced by alternating between the top and the bottom of the deck for each frame.

Games are played over ten frames, with two additional balls being rolled for a strike or one additional ball being rolled for a spare to finish the scoring. A perfect game is twelve strikes for a score of 300. 200 is considered to be a very good score.

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If you have any questions about this game or any other created by C and D Games, or just want to question my sanity, please feel free to contact me at candgames@gmail.com or via the C and D Games Yahoo group at: <http://games.groups.yahoo.com/group/canddgames/>