

WELCOME TO THE BOWLING UNIVERSE DICE GAME

I. SETUP THE GAME

1. CHOOSE YOUR BOWLERS.

In this game, you can play from a set of 135 All Time Greats, from one of the Yearly Seasons or from the Fictional Set. Every Bowler has three Ratings:

-Overall Rating (OR)

A Bowler's season or career Game Average is factored in to determine the Bowler's Overall Rating.

-Consistency Rating (CON)

A Bowlers ability to maintain steady game play and consistently finish well in the PBA Tournaments. Consistency refers to how reliably a bowler performs—how often they hit their mark, avoid splits, and convert spares. When rolling for a Bowler's Frame By Frame score, you may roll a "20". That will take you to the Consistency Chart! Can the Bowler get on a STRIKE STREAK?

-Clutch Rating (CLU)

A Bowler's ability to come through in high pressure situations and take charge in games when others may fall behind. These are the players who shine under pressure. You have a choice as to how you want to play using CLUTCH Rules:

Rule 1: Rerolls

Every Bowler can have a "Bad Roll or "Bad Frame". You can use the Bowler's Clutch Rating to get a possible second chance at a Bad Frame. The higher the Bowler's Clutch Rating, the more possible opportunities they may have for a Reroll where you ignore the previous Frame Score that you rolled. The only catch is that once you decide to Reroll the Frame, you have to use the new Roll even if it is worse than the first Roll! This is how the Clutch Rating effects Reroll possibilities:

If a Bowler has a "5" Clutch Rating they can get 3 possible Rerolls.

If a Bowler has a "4" Clutch Rating they can get 2 possible Rerolls.

If a Bowler has a "3" Clutch Rating they can get 1 possible Reroll.

If a Bowler has a "2" Clutch Rating they can get 0 possible Rerolls.

If a Bowler has a "1" Clutch Rating they can get 0 possible Rerolls.

OR

Rule 2: 10th Frame Clutch Rolls

This comes into play when each Bowler gets three chances to roll on the Clutch Chart instead of the Regular Frame By Frame for the Tenth Frame. The Clutch roll is a choice. You do not have to roll on the Clutch Chart. You can just roll on the Frame By Frame Chart for the Tenth Frame. If you choose the Clutch rolls and do not get a Strike, you will get the chance to pick up the Spare. If you pick up the Spare, you will get one more roll. If you roll two Strikes in the Tenth Frame and your third roll is not a Strike, you do not get a chance to pick up the Spare. (IE: Say your Bowler rolls two STRIKES, then on the Third roll they get a 8*2, you only get the 8). The higher the Bowler's Clutch Rating, the better

chance they have for a STRIKE on the Clutch Chart! You have to decide if rolling on the Clutch Chart would be more beneficial than rolling on the Regular Chart!

2. SET OUT THE BOWLING UNIVERSE DICE GAME CHARTS

Single Game Charts:

-Frame By Frame Chart

This is the first Chart you use for each Bowler and each Frame. Using the Bowler's Overall Rating and the Frame By Frame Chart, roll 1d20 and determine if the Bowler bowled a Strike or needs to roll for a Spare. The Bowler's Overall Rating tells you what Row to look for the result.

-Spares Chart

Using the Bowler's Overall Rating and the Spares Chart, roll 1d20 and determine if the Bowler is able to pick up the Spare or leaves the Frame open. As an example, if the roll is 8*2 that means the Bowler knocked down 8 Pins on their first roll of the ball and 2 Pins on the second roll of the ball. That means they picked up the Spare. A 7*3, 6*4, 5*5 or any Spares roll that equal 10 means the Spare is picked up. A roll on the Spares Chart that is in Red (IE: 7*2, 6*3, etc.) means that the Bowler did not knock down all the Pins and leaves an Open Frame.

-Consistency Chart

A roll of "20" on the Frame By Frame Chart will lead you to the Consistency Chart. Each Bowler has a Consistency Rating (CON). Roll 1d20 on the Bowler's CON Rating and you will either have them begin a nice streak of Strikes or just pick up the Spare. If the Bowler gets a streak going, make sure to give them that result for the number of Frames listed and do not roll for those Frames!

-Clutch Chart

In the Tenth Frame. Each Bowler has the opportunity to roll on the Clutch Chart or the regular Frame By Frame Chart. It is a gamble. You choose if you think the Bowler's Clutch Rating makes it worthwhile to go for Clutch rolls or just roll on the Frame By Frame Chart!

-Drama Chart

A roll of "1" on the Frame By Frame Chart will lead you to the Drama Chart. This could lead to some very exciting, game-changing moments!

When DRAMA comes up on the Frame by Frame Chart, you go to the DRAMA CHART.

You first roll 2d6 and read one die as "tens" and one die as "ones" (a roll of "1" and "3" is read as "13" not "4")

Using "13" as an example this is what you have rolled on the DRAMA CHART:

13 Bowler leaves 7-10 Split. Roll 1d10. 1 or 10 = 8*2, 2-6 = 8*0. 7-9 = 8*1

You will roll 1d10

If you roll a "1" or "10" you get 8*2 – that means on the first roll the Bowler knocked down 8 pins and on the second roll the Bowler knocked down 2 pins, picking up the Spare.

If you roll “2 through 6” you get **8*0** – that means on the first roll the Bowler knocked down 8 pins and on the second roll the Bowler knocked down no pins, not picking up the Spare. The frame is left open.

If you roll “7 through 9” you get **8*1** – that means on the first roll the Bowler knocked down 8 pins and on the second roll the Bowler knocked down 1 pin, not picking up the Spare. The frame is left open. You will score it as an “8” for the first roll and a “1” for the second roll.

Quick Play Charts:

-Quick Play One Game At A Time Chart

Instead of rolling Frame By Frame, you can make one roll to determine the Bowler’s score for the game!

-Quick Play Fourteen Games At A Time Chart

If you are running a large tournament, you can come up with a Bowler’s Total Pin count for fourteen games at one time! This could easily and quickly eliminate many Bowlers and get you to a more manageable Tournament.

3. DETERMINE THE LANE CONDITIONS.

Lane oil conditions dramatically affect how a bowling ball behaves—impacting hook potential, control, and scoring strategy. In our game there are three possible Lane Conditions:

a. Oily Lanes (Heavily Oiled) Lower scores likely for many bowlers, especially those with lower rev rates or weaker equipment. Why? Ball skids longer and hooks less, making it harder to hit the pocket consistently. Misses tend to slide past the target, leading to corner pins or splits.

Who benefits? Bowlers with high rev rates or aggressive balls can still score well by creating friction.

b. Medium Oil Lanes (Normal) Most balanced scoring environment. Why? Predictable ball reaction allows for consistent pocket hits. Forgiving for a wide range of styles and skill levels.

Who benefits? Recreational and league bowlers often see their best scores here.

c. Extra Dry Lanes (Light Oil) Scores can vary wildly. Why? Ball hooks early and sharply, increasing risk of over-hooking and splits. Precision becomes critical; small errors are punished.

Who benefits? Bowlers who can control speed and use weaker equipment to tame the hook.

To determine the Lane Conditions for the series of games being bowled, roll 1d10. A roll of “1” will be a “Heavily Oiled” Lane. A roll of “10” will be an “Extra Dry” Lane. A roll of “2-9” will be a “Medium or Normal” Lane. These are the adjustments:

Heavily Oiled: Drop each Bowler's normal Overall Rating, Consistency Rating and Clutch Rating by one for the entire game!

Medium (Normal): Make no Adjustments to Bowler's Ratings.

Extra Dry: Since "Dry" Lanes can cause a more varied effect when bowling, For the first five Frames you will adjust each Bowler's Overall Rating in this manner:

Frame 1: Lower each Bowler's normal Overall Rating by 1. If already "N" Ignore.

Frame 2: Increase each Bowler's normal Overall, Consistency, and Clutch Ratings by 1.

Frame 3: Use each Bowler's normal Overall, Consistency, and Clutch Ratings.

Frame 4: Lower each Bowler's normal Overall Rating by 1. If already "N" Ignore.

Frame 5: Increase each Bowler's normal Overall, Consistency, and Clutch Ratings by 1.

Frame 6–10: Use each Bowler's normal Overall Rating for the rest of the game.

II. TOURNAMENTS

1. Decide how many Bowlers will be in the Qualifying Round (40, 60, 80, 100). Not all Bowlers in the Qualifying Round will make the Tournament.
2. Decide how many Bowlers will make the Tournament (4, 8, 16, 32).
3. Choose Bowlers for the Qualifying Round.
4. Once you have your list of "Qualifying" Bowlers, roll for 14 Game Quick Play Pin Total for each Bowler.
5. Sort your Top Bowlers out with the Highest Pin Total in the 14 Game Quick Play Pin Total. and place them in your Tournament Brackets.
6. Once you have your Tournament Brackets set up, you can either play each game Frame By Frame or Quick Play (One Roll for each Bowler), moving the winners through the Brackets until there is a winner.

III. FRAME BY FRAME GAME FLOW

1. Begin with the first Bowler and roll on the Frame By Frame Chart.

- The result may be a Strike (X).
- The result may lead you to the Spares Chart (SPARE).
- The result may lead you to the Consistency Chart (CON).
- The result may lead you to the Drama Chart (DRAMA)

2. Place the Score on the Score Sheet or On line Digital Score Sheet

(<https://bowlinggenius.com/>)

3. If you choose to save your "Clutch" rolls for the Tenth Frame, roll on the Clutch Chart. If you choose to use your "Clutch" rolls as rerolls, the Bowler's Clutch Rating (CLU) will determine how many rerolls you can get.