

## DRAMA CHART

If you roll a "1" on the Frame By Frame Chart, you will be brought to this DRAMA CHART!

Roll 2d6

Read as "1" and "4" = "14" not "5"



- 11 Bowler is distracted by the other Bowler. Roll 1d10. If the number rolled is an ODD number, the Bowler that did the distraction is found guilty of a Disraction Foul! That Bowler is Disqualified for this game! If the 1d10 roll is an EVEN number, the Bowler Bowling only knocks down 4 Pins on the 1st Ball. Roll 1d10.  
1-6 =  $4*6$ , 7-9 =  $4*5$
- 12 GUTTERBALL! Roll 1d10. 1 or 10 =  $0*10$ , 2-6 =  $0*9$ , 7-9 =  $0*8$
- 13 Bowler leaves 7-10 Split. Roll 1d10. 1 or 10 =  $8*2$ , 2-6 =  $8*0$ . 7-9 =  $8*1$
- 14 Bowler leaves 1-2-4-7 Split. Roll 1d10. 1 or 10 =  $6*4$ , 2-6 =  $6*2$ , 7-9 =  $6*3$
- 15 Bowler leaves a 5-7 Split. Roll 1d10. 1 or 10 =  $8*2$ . 2-6 =  $8*0$ . 7-9 =  $8*1$
- 16 Bowler gets discouraged after leaving an Open Frame with 4 Pins still standing! Score  $6*0$ . Lower the Bowler's Overall, Consistency and Clutch Rating by "1" for this game!
- 21 Bowler leaves 2-8-10 Split. Roll 1d10. 1 or 10 =  $7*3$ , 2-6 =  $7*1$ , 7-9 =  $7*2$
- 22 Bowler leaves 2-4-5-8 Split. Roll 1d10. 1 or 10 =  $6*4$ , 2-6 =  $6*2$ , 7-9 =  $6*3$
- 23 Bowler leaves 4-6-7-10 Split. Roll 1d10. 1 or 10 =  $6*4$ , 2-6 =  $6*2$ , 7-9 =  $6*3$
- 24 Bowler gets a STRIKE and a huge dose of support from the fans! This encouragment leads to the Bowler turning up their game! Increase the Bowler's Overall, Consistency and Clutch Rating by "1" for this game!
- 25 Bowler accidentally Crosses the Foul Line! Score a ZERO for the 1st Ball! Roll 1d10. 1-5 =  $0*9$ , 6-10 =  $0*8$
- 26 Bowler leaves 4-7-9-10 Split. Roll 1d10. 1 or 10 =  $6*4$ . 2-6 =  $6*2$ , 7-9 =  $6*3$
- 31 Bowler leaves 4-6-7-10 Split. Roll 1d10. 1 or 10 =  $6*4$ . 2-6 =  $6*2$ , 7-9 =  $6*3$
- 32 Bowler leaves 4-6-7-9-10 Split. Roll 1d10. 1 or 10 =  $5*5$ . 2-6 =  $5*3$ , 7-9 =  $5*4$
- 33 Bowler accused of crossing into the adjacent Lane. Roll 1d10. If the number rolled is ODD, there is no Foul. If no Foul, Reroll for Bowler. If an EVEN number is rolled, the Bowler is called for a Foul on the 1st Ball. Score ZERO for 1st Ball. Roll 1d10. 1 or 10 =  $0*10$ , 2-6 =  $0*9$ , 7-9 =  $0*8$
- 34 Bowler leaves 2-8 Split. Roll 1d10. 1 or 10 =  $8*2$ . 2-6 =  $8*0$ . 7-9 =  $8*1$
- 35 Bowler leaves 1-2-4-6-10 Split. Roll 1d10. 1 or 10 =  $5*5$ . 2-6 =  $5*3$ , 7-9 =  $5*4$
- 36 Bowler leaves 3-9 Split. Roll 1d10. 1 or 10 =  $8*2$ . 2-6 =  $8*0$ . 7-9 =  $8*1$
- 41 Bowler leaves 2-4-5-8 Split. Roll 1d10. 1 or 10 =  $6*4$ , 2-6 =  $6*2$ , 7-9 =  $6*3$
- 42 Bowler leaves 4-6-7-10 Split. Roll 1d10. 1 or 10 =  $6*4$ , 2-6 =  $6*2$ , 7-9 =  $6*3$
- 43 Bowler leaves 1-2-4-6-10 Split. Roll 1d10. 1 or 10 =  $5*5$ . 2-6 =  $5*3$ , 7-9 =  $5*4$
- 44 Bowler leaves 4-7-9-10 Split. Roll 1d10. 1 or 10 =  $6*4$ . 2-6 =  $6*2$ , 7-9 =  $6*3$
- 45 Bowler throws a Ball that hits the side rail and bounces back fair for a Strike!. Unfortunately, the Pins do not count due to the Ball going outside of fair territory. Score ZERO for 1st Ball. Roll 1d10. 1 or 10 =  $0*10$ , 2-6 =  $0*8$ , 7-9 =  $0*9$
- 46 Bowler leaves 7-10 Split. Roll 1d10. 1 or 10 =  $8*2$ , 2-6 =  $8*0$ . 7-9 =  $8*1$
- 51 Bowler leaves a 5-7 Split. Roll 1d10. 1 or 10 =  $8*2$ . 2-6 =  $8*0$ . 7-9 =  $8*1$
- 52 Bowler is distracted by the other Bowler and only knocks down 1 Pin. Roll 1d10. 1-6 =  $1*7$ , 7-10 =  $1*8$
- 53 Bowler gets discouraged after leaving an Open Frame with 5 Pins still standing! Score  $5*0$ . For the next 4 Frames, the Bowler leaves Open Frames! Score:  $7*2$ ,  $6*3$ ,  $8*1$ ,  $9*0$
- 54 Bowler leaves 1-3-9 Split. Roll 1d10. 1 or 10 =  $7*3$ . 2-6 =  $7*0$ . 7-9 =  $7*1$
- 55 Bowler leaves 2-8 Split. Roll 1d10. 1 or 10 =  $8*2$ . 2-6 =  $8*0$ . 7-9 =  $8*1$
- 56 Bowler leaves 2-8-10 Split. Roll 1d10. 1 or 10 =  $7*3$ . 2-6 =  $7*1$ . 7-9 =  $7*2$
- 61 Bowler leaves a 5-7 Split. Roll 1d10. 1 or 10 =  $8*2$ . 2-6 =  $8*0$ . 7-9 =  $8*1$
- 62 Bowler gets a STRIKE and a huge dose of support from the fans! This encouragment leads to the Bowler turning up their game! The Bowler goes on a 5 STRIKE Streak!
- 63 Bowler leaves 1-2-4-7 Split. Roll 1d10. 1 or 10 =  $6*4$ , 2-6 =  $6*2$ , 7-9 =  $6*3$
- 64 Bowler leaves 7-10 Split. Roll 1d10. 1 or 10 =  $8*2$ , 2-6 =  $8*0$ . 7-9 =  $8*1$
- 65 If you are playing a PBA Tournament, the Bowler has a Shot Clock Violation! Score a ZERO for the first Ball. Roll 1d10. 1 or 10 =  $0*10$ , 2-6 =  $0*8$ , 7-9 =  $0*9$ . If you are not playing a PBA Tournament, ignore and Reroll.
- 66 Bowler is accused of using a Non-Regulation Ball. Roll 1d10. If an ODD number is rolled, the Bowler is Disqualified and loses this game. If the number rolled is EVEN, there is no Foul. Reroll for Bowler.