



BOWLER RINK

DESIGNED BY ANDREW LOONEY



SETUP

Place the Rink in the center of the table. Each player stacks up their pieces as a set of three trees and places them inside the Rink. When all players' pieces are in the box, the Overseer makes whatever adjustments to the arrangements they deem necessary. All stacks are to be placed at least an inch from the edges of the Rink, and at least an inch from any other stacks. Roll the die to determine who goes first.

HOW TO PLAY

On your turn, Bowl, i.e. toss the die into the Rink.

- You gain all pieces that get knocked over (but remain in the Rink).
- Pieces that fly out of the Rink are removed from play.
- Any pieces that tip, but do not fall over, are stood back up.
- The Overseer will take care of all between-turn tasks: removing pieces from the Rink, resetting tipped stacks, etc. The Overseer may choose to reposition stacks as needed to reestablish proper distancing.
- When all of a player's pieces are removed from the Rink, they are removed from the game. If two players are knocked out in the same moment, the current player decides the order in which the players are eliminated.
- If you fail to knock over any pieces, and your die result is 4 or better, you get to bowl again.

HOW TO WIN

There are two ways to win, which may both be accomplished by one player or by two different players. One winner will be the last player with a piece in the box. The other winner will be the player whose collection of pyramids is worth the most points. If the pip-count is a tie, the winner-by-score will be the one who stayed in the game longer.

OTHER NOTES

GAMBLING

This game was originally designed to be played for stakes, with players paying a set amount to enter the match. Players can buy-in for a single tree, two trees, or three trees, at accordingly increasing rates. The prize pool will be evenly divided between the two winners, or claimed fully by a player who wins both ways.



2-10



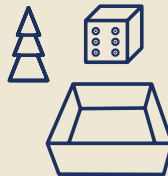
FAST



SIMPLE

EQUIPMENT

- 3 trios of a color for each player
- The lid from Pyramid Arcade (or similar large cardboard box with high walls)
- One or more dice



OVERVIEW

This is a dexterity game that involves tossing a die into a box containing stacks of pyramids and trying to knock down as many as you can without knocking any out of the cardboard arena!

GOAL

Knock over pieces worth the most points and/or be the last player with a piece that hasn't been knocked over.

TERMINOLOGY

- The Overseer: One person who isn't playing is needed to take care of certain custodial tasks in an unbiased manner. This person is called the Overseer.
- The Bowler: The act of tossing a die at the pyramids in the box is called Bowling, so the current player is the Bowler.
- The Rink: The up-turned box lid is called the Rink.

WHO GOES FIRST?

Roll the die to see who bowls first.

This game was the Looney Labs Holiday Gift for 2020. Enjoy!

